



## Jackpot All Levels

### Time Bandits

There are two time travel jumps. One affects the past (Past Jump) and one affects the future (Future Jump). If the past jump is taken, the prior 3 obstacle's point values are doubled. If the future jump is taken, the next 3 obstacle point values are doubled. Time travel jumps can be used twice. You choose whether to use the past jump twice, the future jump twice, or the past jump once and the future jump once. The time travel jumps may be used at any time during play. Remember, each obstacle may be used twice for points. An obstacle that has been used twice cannot be doubled by a time travel jump. Any obstacle used more than twice is worth zero points after the second use. Big dogs get a 30 second opening and 18 second closing. Little dogs get a 35 second opening and 20 second closing. A horn will signal the closing. You must play until the horn. After the horn sounds, the table is live and is worth 5 points when time is stopped.

5-points = contacts

3-points = tunnels, weaves, double

1-point = jumps

### Total Points needed to Qualify

	Reg/Vet	Spec/Enth
Level 1	32 points	30 points
Level 2	36 points	34 points
Level 3	40 points	38 points
Level 4/5/C	44 points	42 points

Non-Traditional Jackpot  
 Judged by Ken Perlmutter  
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