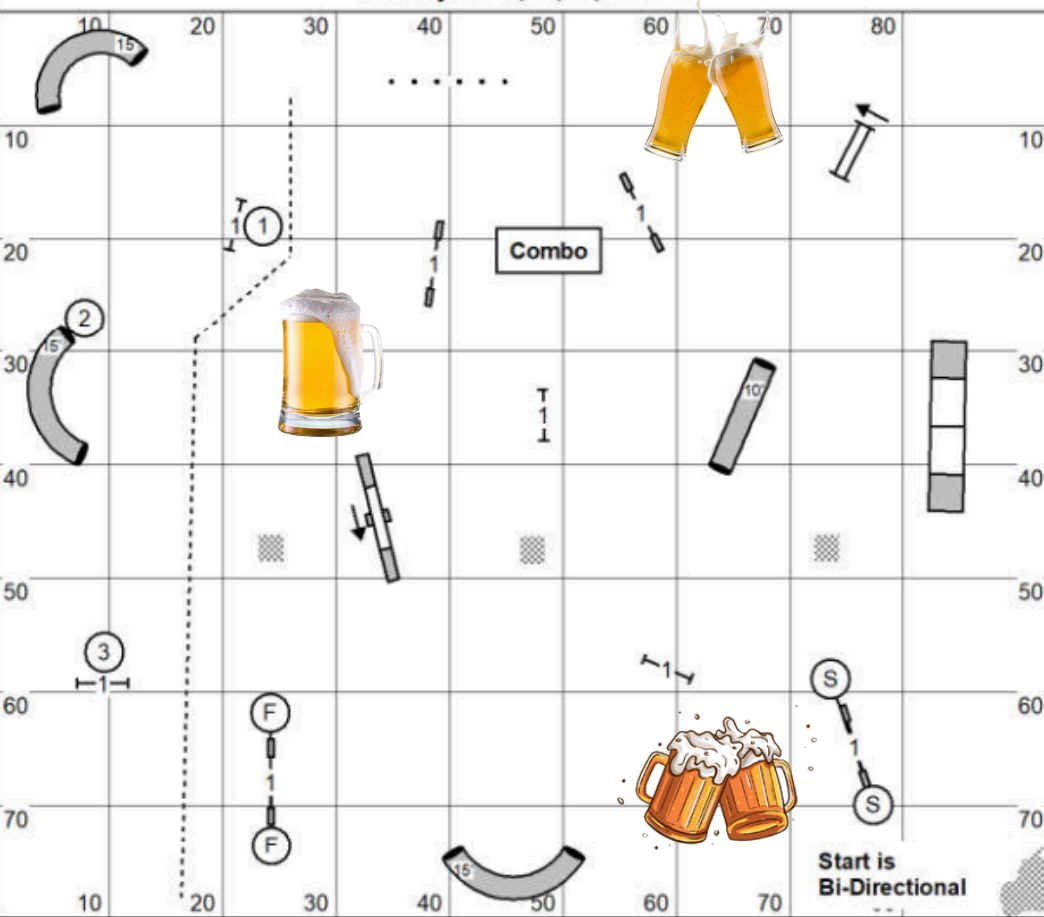


## Jackpot 1, 2, 3, 5 & C



Jackpot Levels 1, 2, 3, 5 & C

Judged by: Darryl Warren

April 6, 2025

Breakaway Action Dogs

Frederick, MD



## New Beers Eve Bash



**Objective:** Celebrate New Beers Eve by collecting as many "brew tokens" (points!) as possible and successfully completing the jackpot challenge, in the closing, before time's up—just like hitting the bar before last call!

**Game Overview:**

Standard point-based opening period followed by a jackpot challenge.

Obstacles are worth points but imagine they are different beers on tap!

Successfully complete the jackpot challenge before time's up and be over the finish line!

**Opening Period (Pre-Party):**

Earn points by performing any obstacles, any direction.

Points:

Jumps = 1 point (Light beer!)

Tunnels, Weaves, Double = 3 points (Ale!)

Contacts & Combo = 5 points (IPA!)

**Double Fisting Bonus (Optional Twist!) – During the opening Successfully complete the short tunnel for 7 points the first time it is done.**

**Jackpot Challenge (Last Call!):**

**No Spilled Beers (Knocked bars!) – No spilled beers allowed in the closing! If the dog knocks a bar in the closing scoring ends!**

Jackpot is worth 15 bonus points if completed successfully. It is worth 25 Points if successfully completed with the handler from behind the Bartender Zone.

Complete sequence and exit over the finish line before the buzzer (last call!).

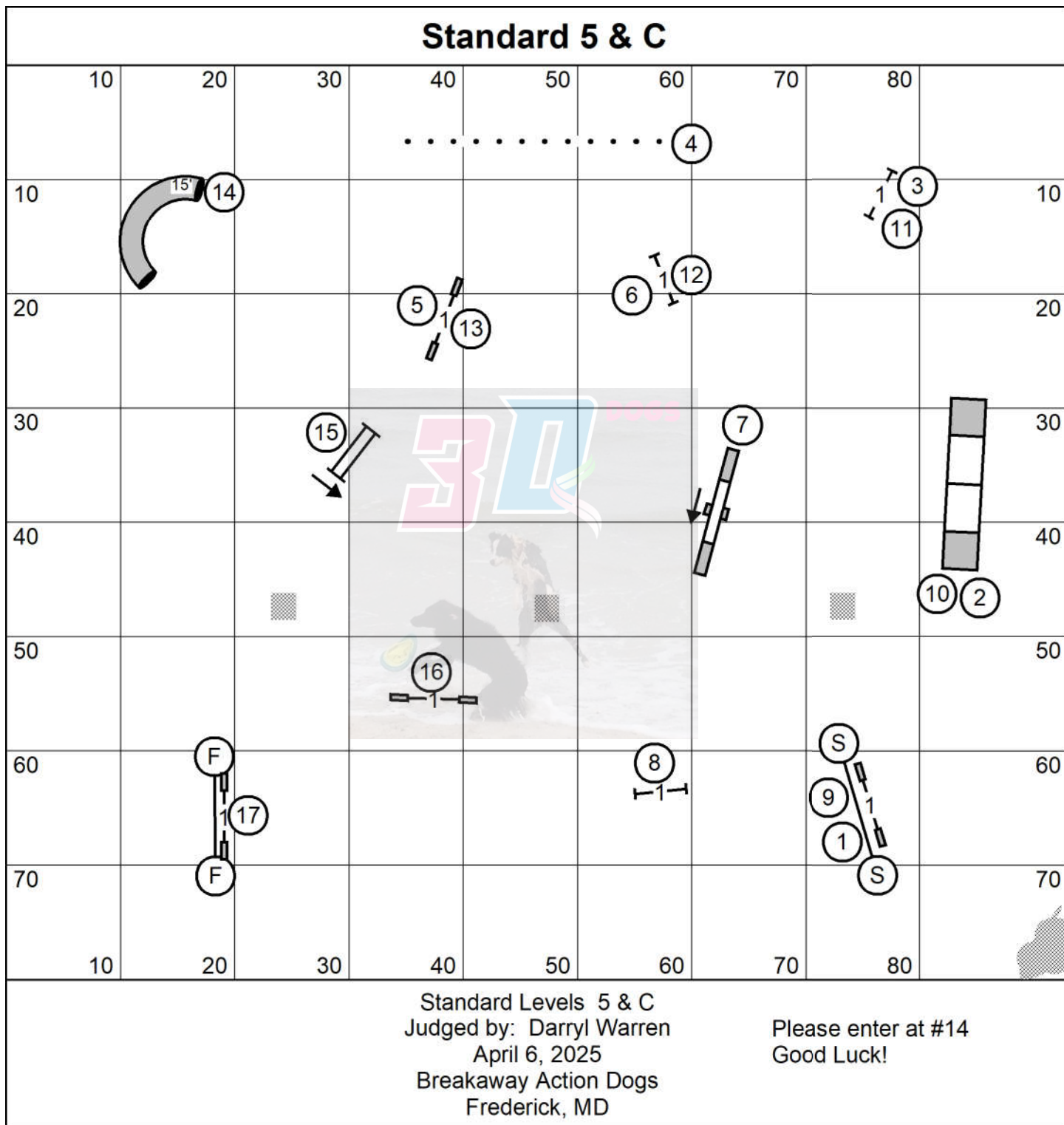
**Handler Tip:**

Run smooth, keep your dog in the game, and make sure you're not "cut off" at the end—you want to finish strong and clean before the buzzer!

Happy New Beers Eve and good luck! May your runs be clean and your beers be cold!

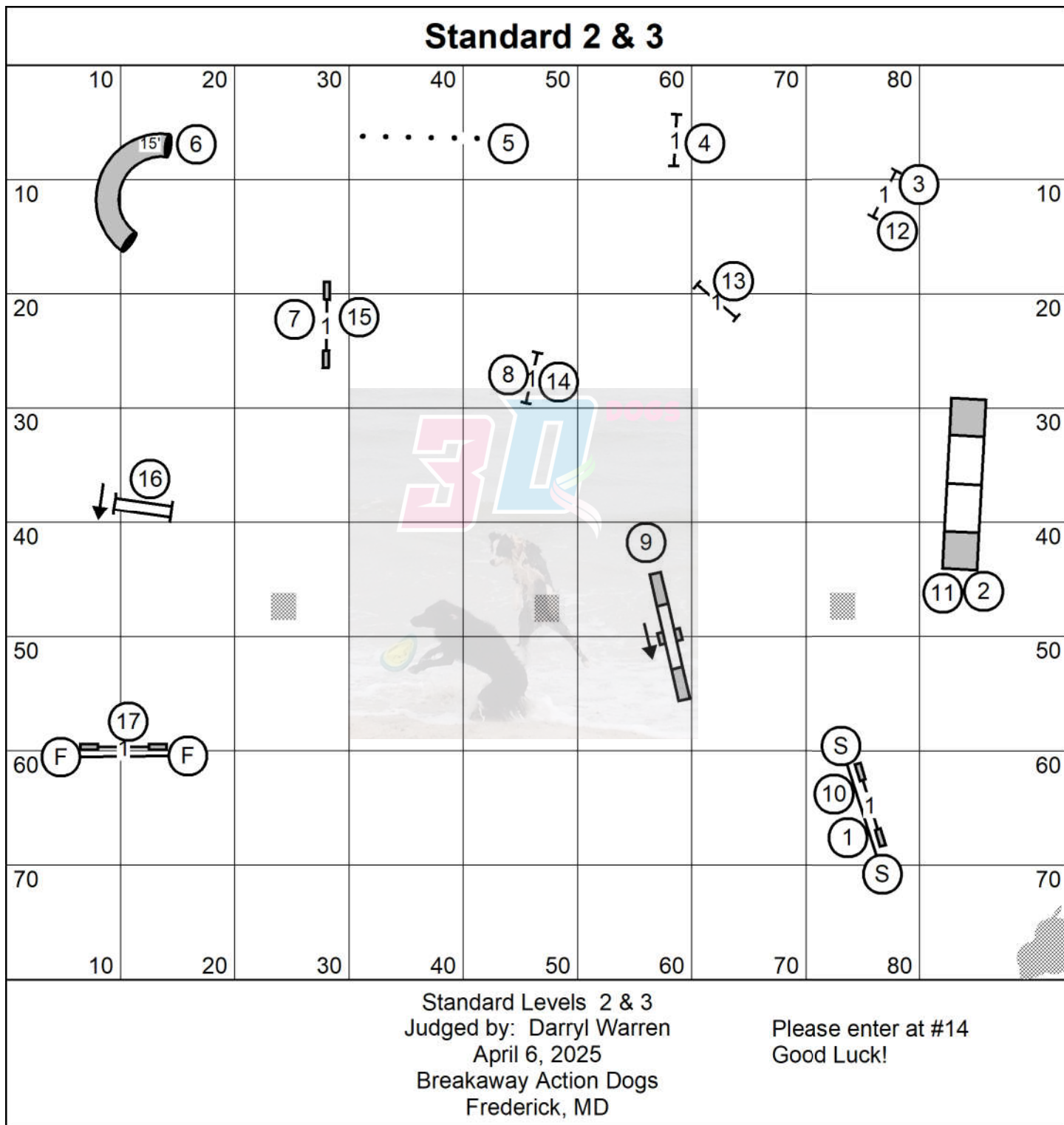






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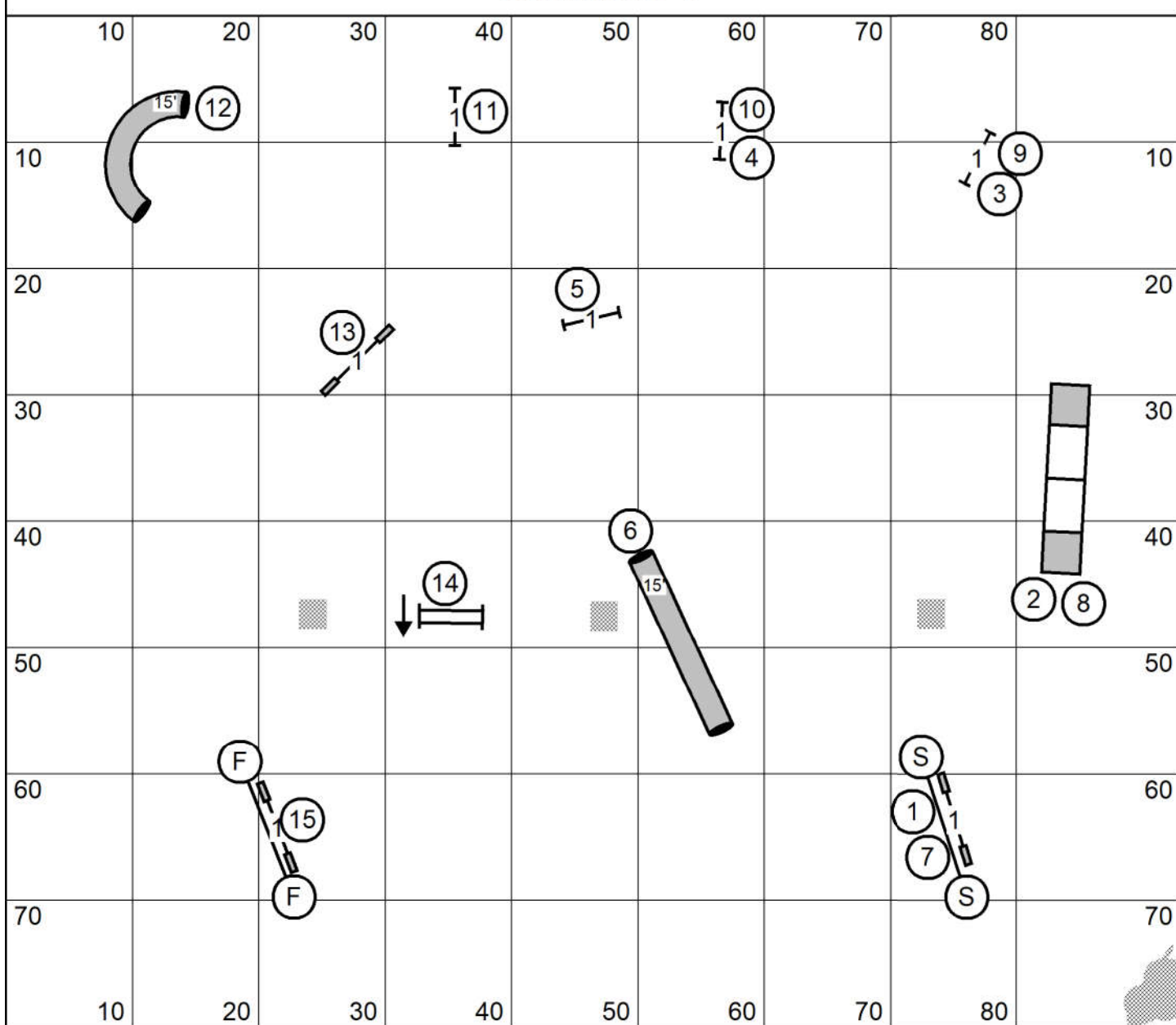




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# Standard 1



Standard Levels 1  
 Judged by: Darryl Warren  
 April 6, 2025  
 Breakaway Action Dogs  
 Frederick, MD

Please enter at #13  
 Good Luck!



### Colors 1 & 2

The map is a 10x10 grid with coordinates 10-80 on both axes. A central rectangular area (approx. 32-65 on both axes) contains a background image of a beach with a large 'W' logo. The map features several obstacles and numbered markers:

- Obstacles:**
  - A grey curved wall (15' high) on the left side, spanning from (10, 25) to (15, 40).
  - A grey straight wall (15' high) on the right side, spanning from (70, 35) to (80, 45).
  - A grey straight wall (15' high) in the center, spanning from (45, 55) to (55, 65).
  - A grey straight wall (15' high) on the left side, spanning from (25, 50) to (35, 55).
  - A grey straight wall (15' high) on the right side, spanning from (65, 60) to (75, 65).
  - A grey straight wall (15' high) on the left side, spanning from (10, 60) to (20, 65).
  - A grey straight wall (15' high) on the right side, spanning from (70, 60) to (80, 65).
  - A grey straight wall (15' high) on the left side, spanning from (10, 65) to (20, 70).
  - A grey straight wall (15' high) on the right side, spanning from (70, 65) to (80, 70).
- Markers:**
  - Circles with numbers 1-9: (30, 15) [7], (50, 20) [6], (10, 25) [8], (15, 30) [8], (30, 35) [7], (45, 40) [5], (55, 40) [6], (25, 50) [4], (50, 55) [2], (10, 60) [9], (20, 60) [9], (10, 65) [F], (20, 65) [F], (45, 70) [3], (65, 60) [S], (70, 60) [1], (70, 65) [1], (70, 70) [S].
  - Squares with numbers 1-9: (30, 15) [7], (50, 20) [6], (10, 25) [8], (15, 30) [8], (30, 35) [7], (45, 40) [5], (55, 40) [6], (25, 50) [4], (50, 55) [2], (10, 60) [9], (20, 60) [9], (10, 65) [F], (20, 65) [F], (45, 70) [3], (65, 60) [S], (70, 60) [1], (70, 65) [1], (70, 70) [S].
- Arrows:**
  - From (30, 15) [7] to (30, 10).
  - From (50, 20) [6] to (50, 25).
  - From (10, 25) [8] to (15, 30) [8].
  - From (30, 35) [7] to (30, 40).
  - From (45, 40) [5] to (55, 40) [6].
  - From (25, 50) [4] to (35, 55).
  - From (50, 55) [2] to (55, 65).
  - From (10, 60) [9] to (20, 60) [9].
  - From (10, 65) [F] to (20, 65) [F].
  - From (45, 70) [3] to (45, 65).
  - From (65, 60) [S] to (70, 60) [1].
  - From (70, 60) [1] to (70, 65) [1].
  - From (70, 65) [1] to (70, 70) [S].

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### Snooker 1 & 2

**The Start Line IS NOT Bi-Directional**

Opening: successful red followed by any color, 3 times everything is bi-directional, combo in any order.

The finish jump is live upon completion of the opening **Or if the handler directs the dog to take it in the opening.**

Closing: 2-7 in order, combos as labeled

Upon hearing the buzzer or "thank you," run to the finish. Continuing to run the course can result in losing the last points earned.

**Points:**  
Level 1 26 points  
Level 2 28 points

**Enthusiast/Specialist – 2 points fewer at each level**

Snooker Levels 1 & 2  
Judged by: Darryl Warren  
April 6, 2025  
Breakaway Action Dogs  
Frederick, MD

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combos as labeled

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**Points:**  
**Level 1**      **26 points**  
**Level 2**      **28 points**

**Enthusiast/Specialist –  
2 points fewer at each level**



### Snooker 3, 5 & C

Snooker Levels 3, 5 & C  
Judged by: Darryl Warren  
April 6, 2025  
Breakaway Action Dogs  
Frederick, MD

**The Start Line  
IS NOT Bi-Directional**

Opening: successful red followed by any color, 3 times everything is bi-directional, combo in any order.

The finish jump is live upon completion of the opening **Or if the handler directs the dog to take it in the opening.**

Closing: 2-7 in order, combos as labeled

Upon hearing the buzzer or "thank you," run to the finish. Continuing to run the course can result in losing the last points earned.

**Points:**  
Level 3      30 points  
Level 5, C   32 points

**Enthusiast/Specialist –**  
**2 points fewer at each level**

**The Start Line  
IS NOT Bi-Directional**

Opening: successful red followed by any color, 3 times everything is bi-directional, combo in any order.

The finish jump is live upon completion of the opening **Or if the handler directs the dog to take it in the opening.**

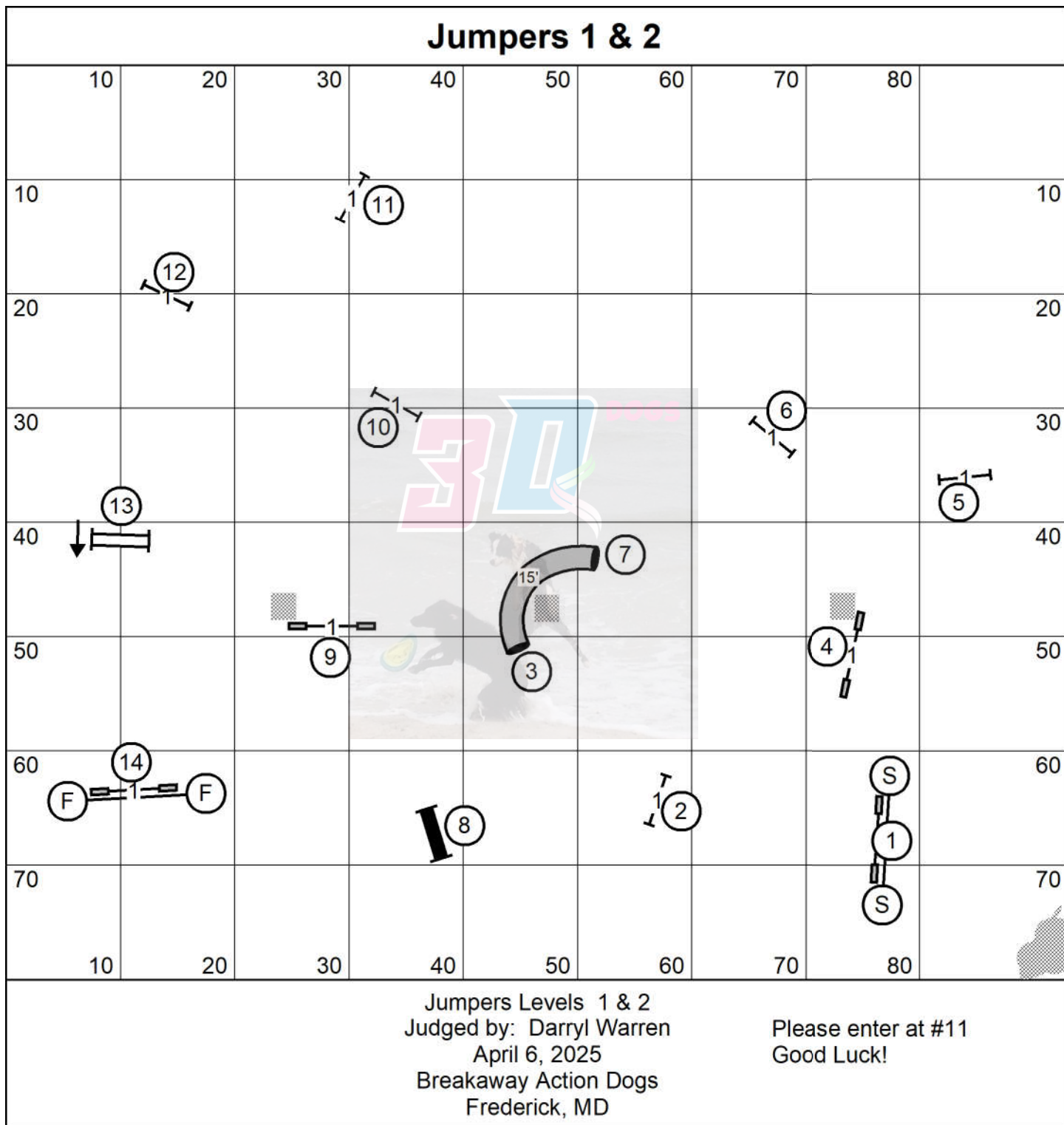
Closing: 2-7 in order,  
combos as labeled

Upon hearing the buzzer or "thank you," run to the finish. Continuing to run the course can result in losing the last points earned.

**Points:**  
**Level 3**      **30 points**  
**Level 5, C**   **32 points**

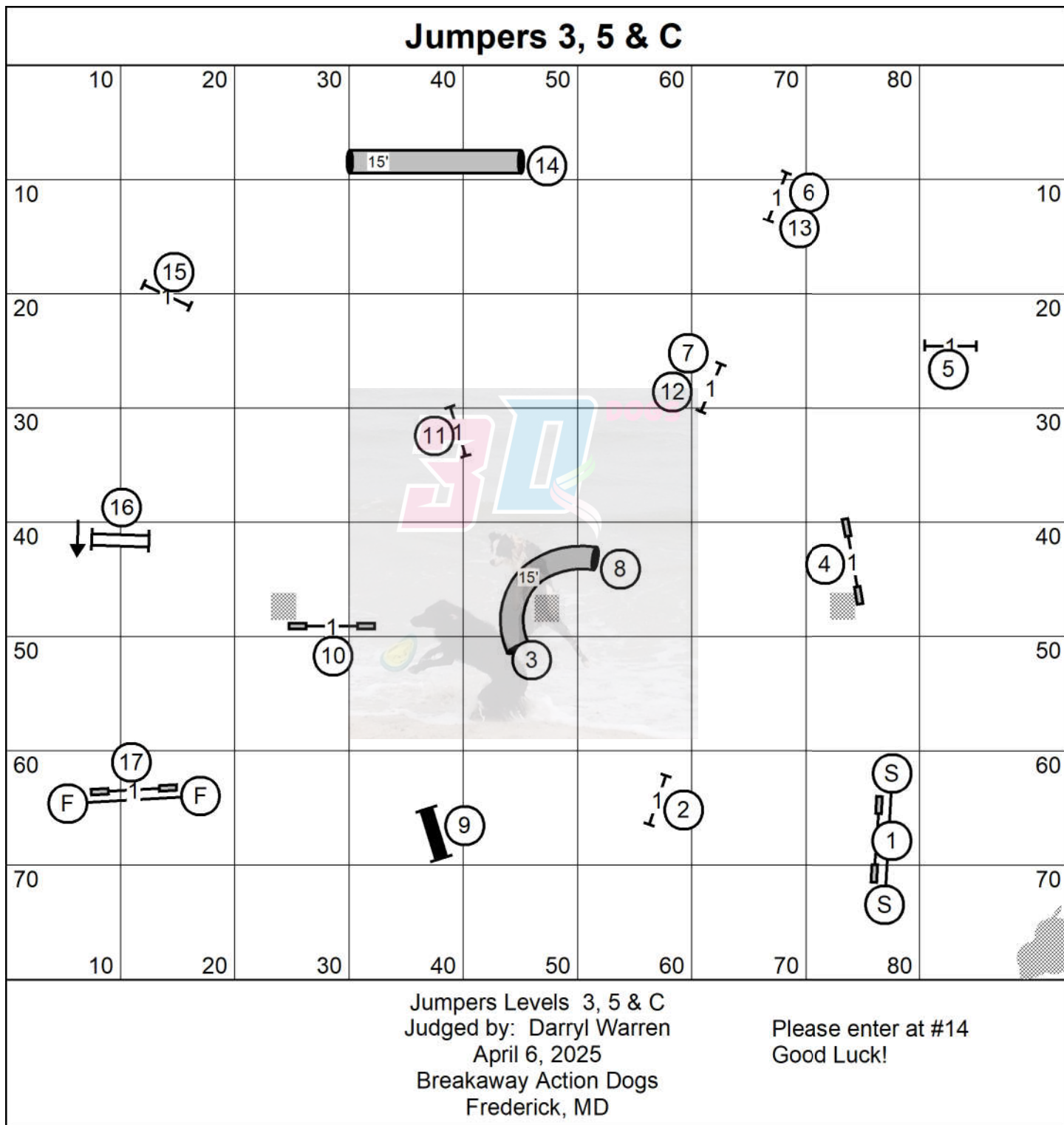
**Enthusiast/Specialist –  
2 points fewer at each level**





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