

JACKPOT BRIEFING (Points, then time)

THE TOLL WARS (non-traditional jackpot)

Objective: To successfully complete enough obstacles to obtain points in the opening for the appropriate level. When the whistle blows successfully complete the jackpot within the time allotted to complete the game.

Many of you are aware of the MA/NH Toll wars that go on as we travel between states. For a bit of fun I thought I would put a spin on the toll war and add a troll that lives under the bridge for a surprise.

As the competitor you will have 35 Sec for large dogs and 40 seconds for small dogs to gather your points needed for the opening. At 35/40 the whistle will blow and you will proceed to the closing part of jackpot. Large dogs will have 16 seconds and small dogs will have 18 seconds to complete a jackpot.

To qualify for this jackpot you must first successfully obtain your openings points. For the Jackpot you must perform 1 obstacle in either MA or NH (this depends on what state you are in when the whistle blows), you then must pay a toll to cross over into the adjoining state. The tolls can be the Tunnel (20) the tire (20) or the Aframe (25). The TOLL obstacle will be your SECOND obstacle. Your 3rd obstacle will be your choice on the opposite state (side), once you have paid your toll. The final (must be the final obstacle) will be your destination, the Table. Performance of 1 paw to stop the clock will be required. To qualify you must complete the gamble in the sequence above. To reiterate, whistle blows, perform obstacle of your choice in the state you are in when the whistle blows. Continue on to a toll obstacle, perform an obstacle in the other state you have passed through the toll to get to and run like the dickens to the table to stop the clock! For jackpot clarification I will call 2, 4, 6 and completion of the jackpot I will call either 20, or 25. You will receive only the 20 or 25 pts. If you do not complete the jackpot you will receive the point value up to the successful completion of the obstacles (i.e., 2,4,6)

There is a catch with the bridge (A Frame) A nasty troll lives in the tunnel under the bridge and does not accept tolls. You see he is a bit of a grouch and does not approve of the bridge being built over his home. If by chance you happen to try to pass through the tunnel, rather than go over the bridge, the troll will negate your gamble very quickly and end your quest for the almighty Q you have worked so hard to obtain! This is only after the whistle blows. While you are performing your opening, the troll is asleep and is only awoken by the loud whistle which can make the troll even nastier than usual. If you happen to be in this tunnel when the whistle blows quickly leave before the troll awakens!

You are free to perform all obstacles twice for points including your toll obstacles and the troll's house, back to back is allowed (safely). Table is live only after whistle blows; if you do not go to the table it is an NT

Scoring: Jackpot Toll War is scored points then time. Highest points win, must be within the time allotted to queue. In case of tie for points, shortest time is used to break the tie.

Qualifying:

Beg 20 pts, Int 25 pts, Sup = 30 pts, plus each level must obtain a successful jackpot.

SIDENOTE: The concept of a split Jackpot course is Becky Dean's design. With permission I used it to create Toll War Jackpot. The Bridge, tunnel tire and troll were my design. Submission of this game is part of my recertification as a TDAA judge. This game is proven as it was actually played in another venue. Many competitors said it would make a wonderful teacup game, so I am sharing it with everyone.

JACKPOT - ALL LEVELS

TDAA TEST

3/17/08

JUDGE: ELIZABETH SHATTUCK

