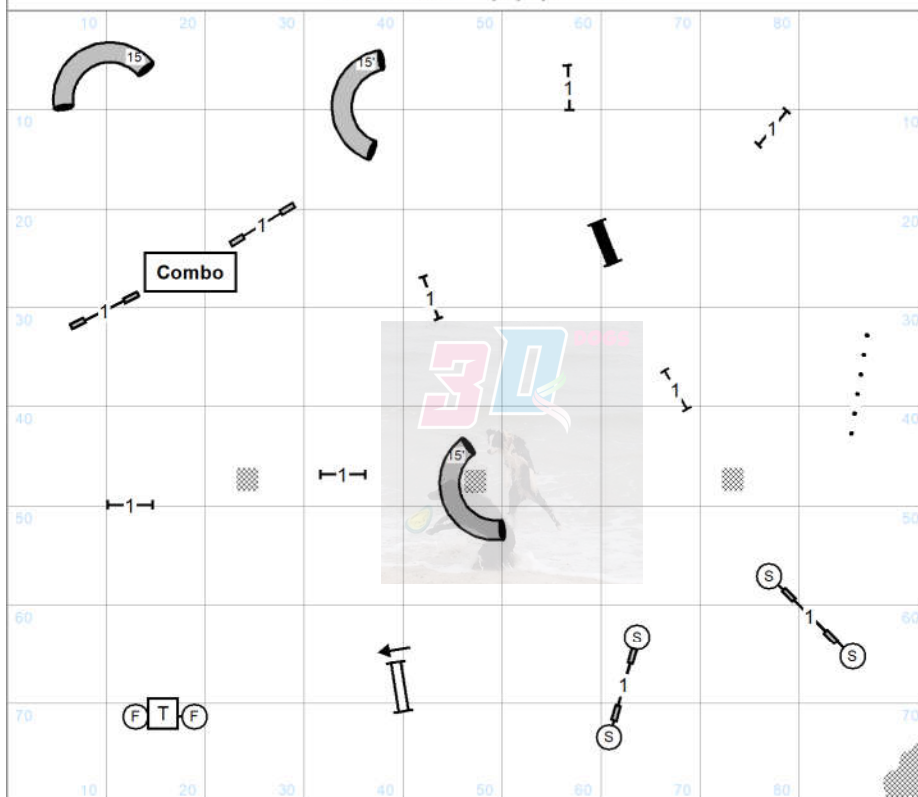


FullHouse 1,2,3,5 & C



You must start with one of the Start jumps. They are bi-directional

BRIEFING: The table is live at all times after you receive the "Go."

All obstacles may be taken twice for points and back to back obstacles are allowed if done safely.

To qualify, you must obtain the required obstacles, which are three (3) 1 point obstacles, two (2) 3 point obstacles and one (1) 5 point obstacle and the additional points to complete your level. Combo must be taken in flow as a smile or a frown.

Once you complete your point accumulation, you may go to the table at any time. Once the horn blows, you have 5 seconds for your dog to touch the table to stop the clock, or lose one point per full second over time

- 1 Point: Single bar jumps
- 3 Point: Tunnels, Panel
- 5 Point Jokers: Weaves, Combo, Double

Times: Large Dogs: 30 seconds; Small Dogs: 35 seconds; 16" vets jumping 12" get big Dog time.

- Level 1 19 points
- Level 2 21 points
- Level 3 23 points
- Level 5, C 25 points

Specialists and Enthusiasts: Two points fewer

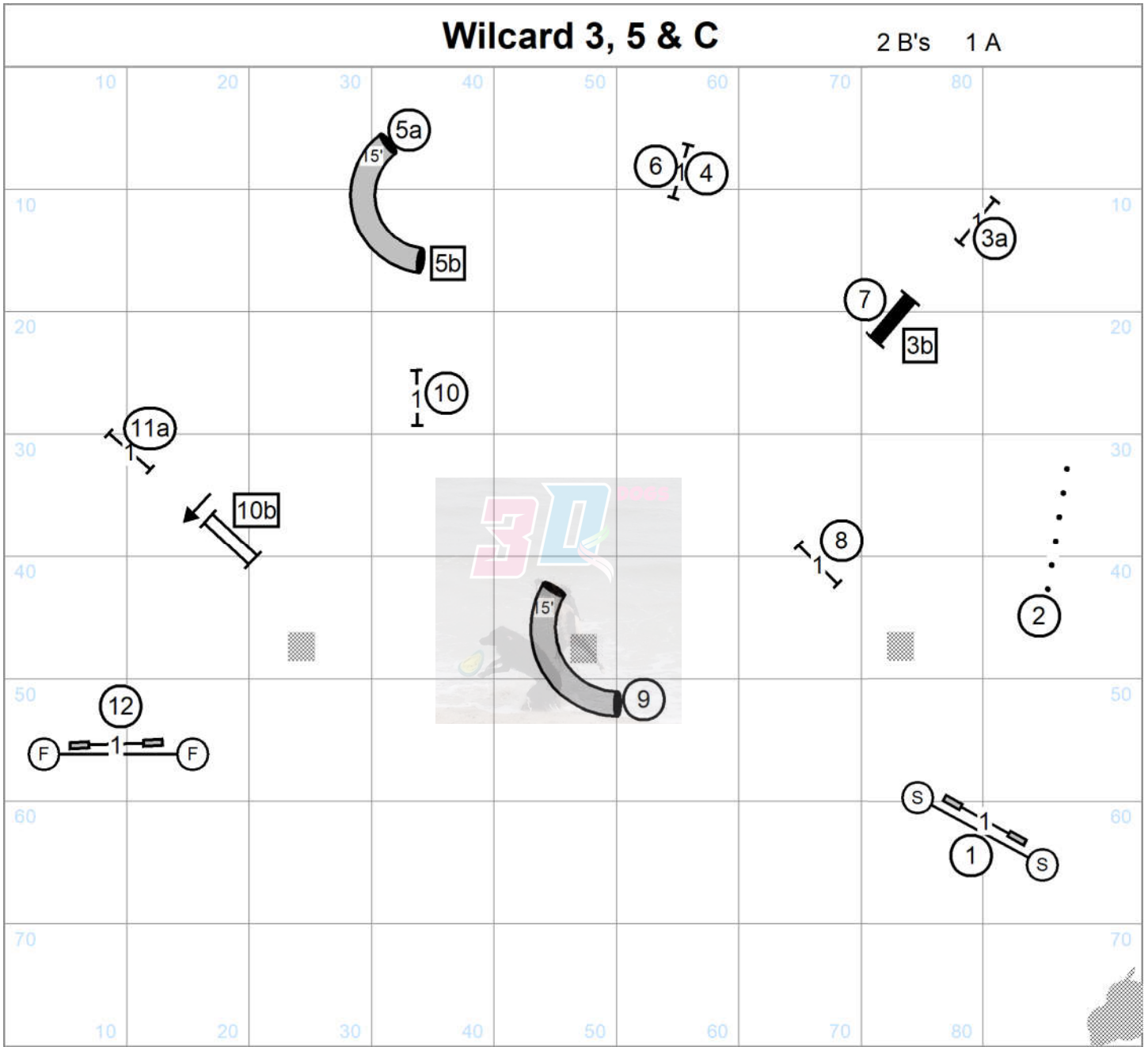
FullHouse Levels 1,2,3,5 & C
 Judged by: Darryl Warren
 December 28, 2024
 Super Pups
 Frederick, MD

Good Luck!

CourseDesigner.com (CD v4 34)

Wilcard 3, 5 & C

2 B's 1 A

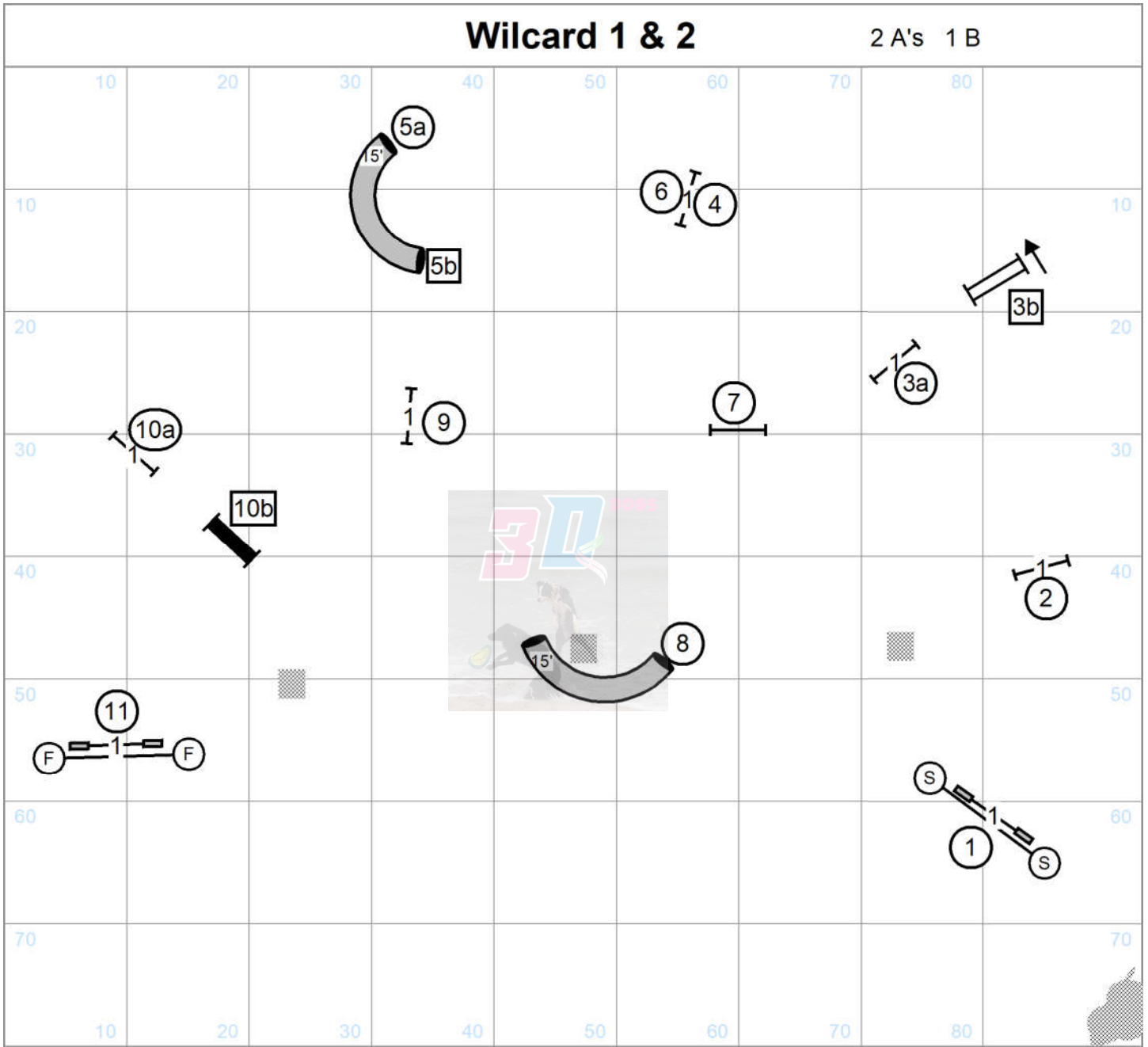


Wilcard Levels 3,5 & C
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Please enter at #9
 Good Luck!

Wilcard 1 & 2

2 A's 1 B

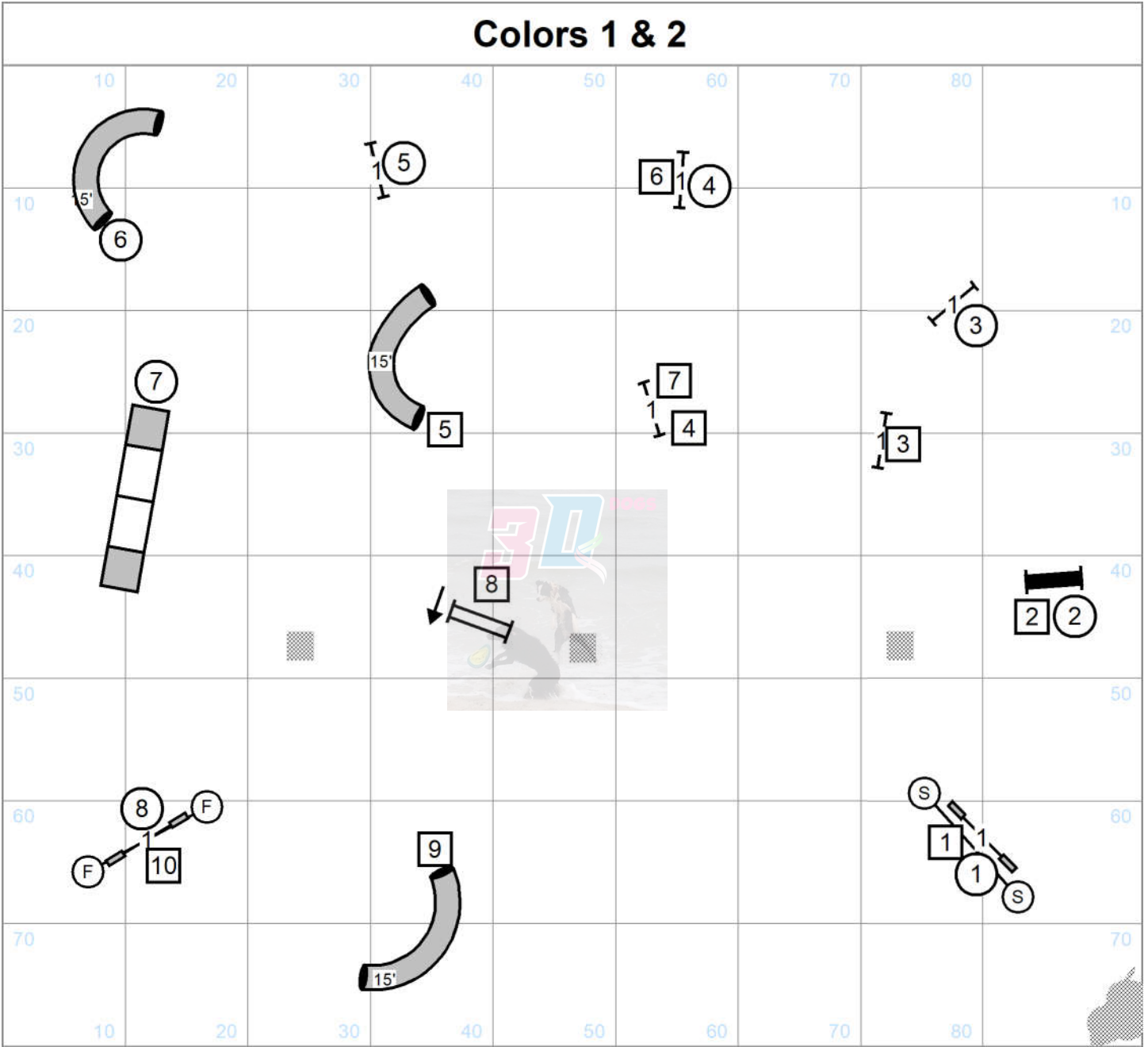


Wilcard Levels 1 & 2
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Please enter at #8
 Good Luck!

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Colors 1 & 2

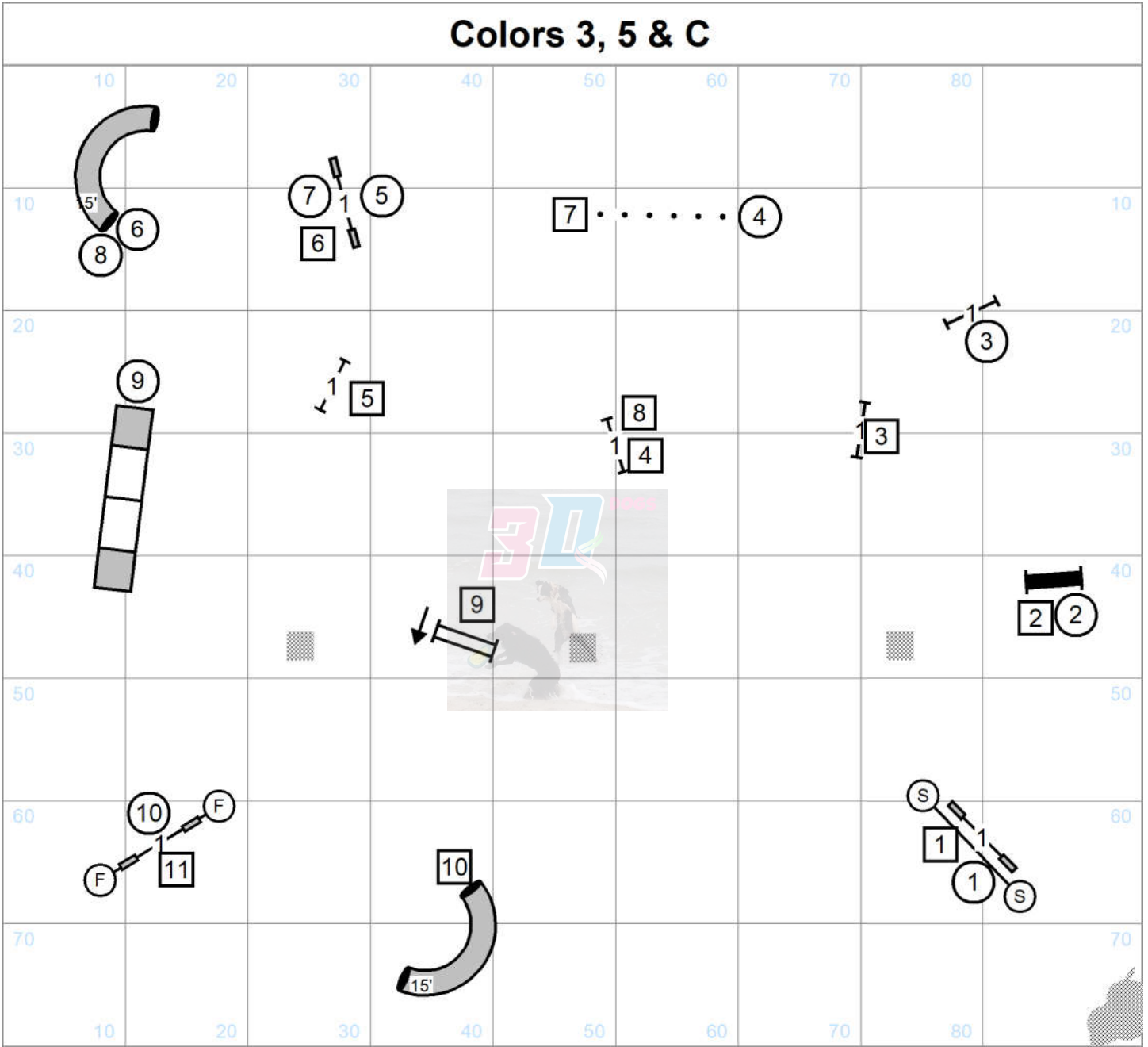


Colors Levels 1 & 2
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Please enter at #7
 Good Luck!

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Colors 3, 5 & C

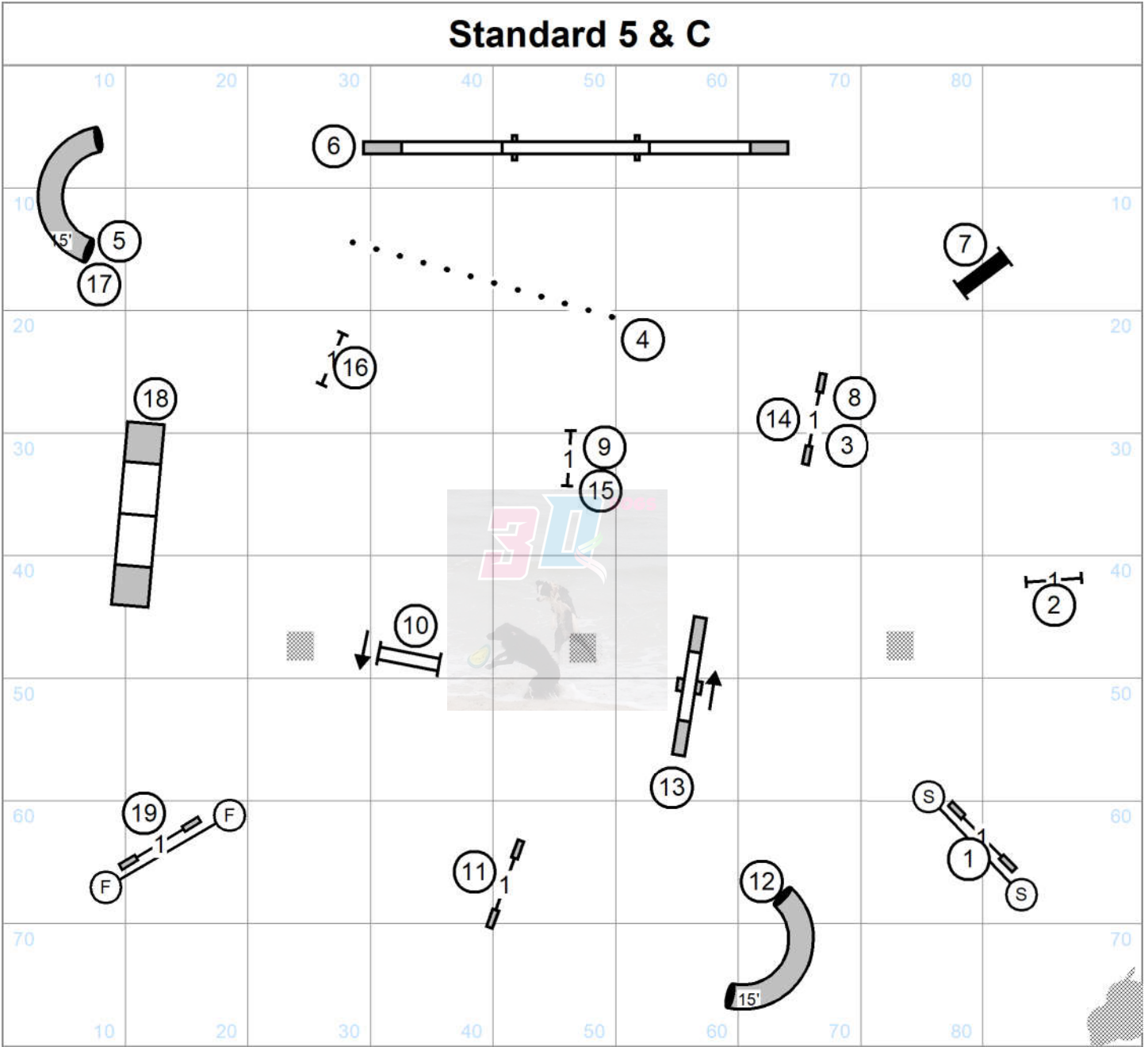


Colors Levels 3, 5 & C
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 Frederick, MD

Please enter at #9
 Good Luck!

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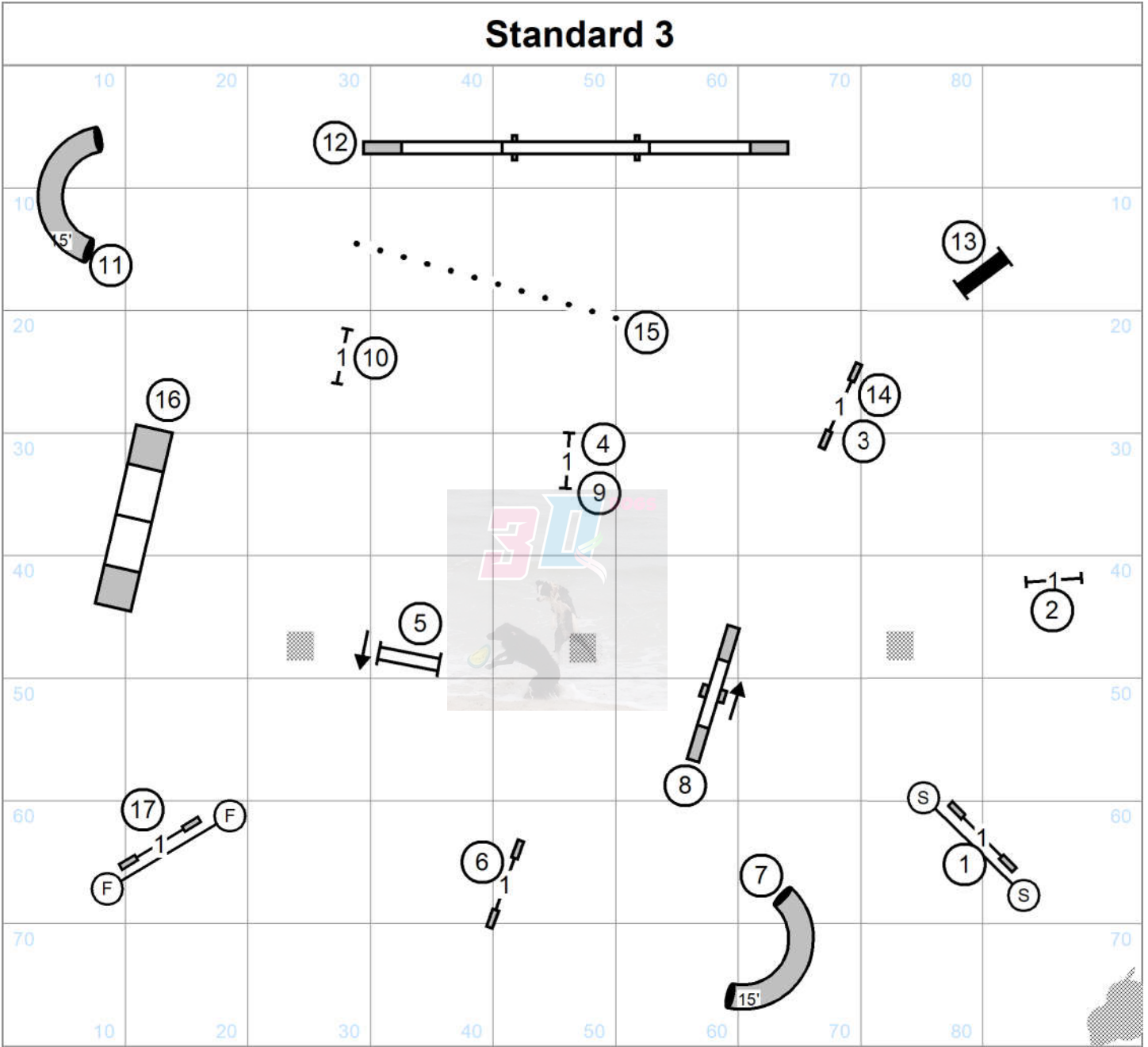
Standard 5 & C



Standard Levels 5 & C
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Please enter at #16
 Good Luck!

Standard 3

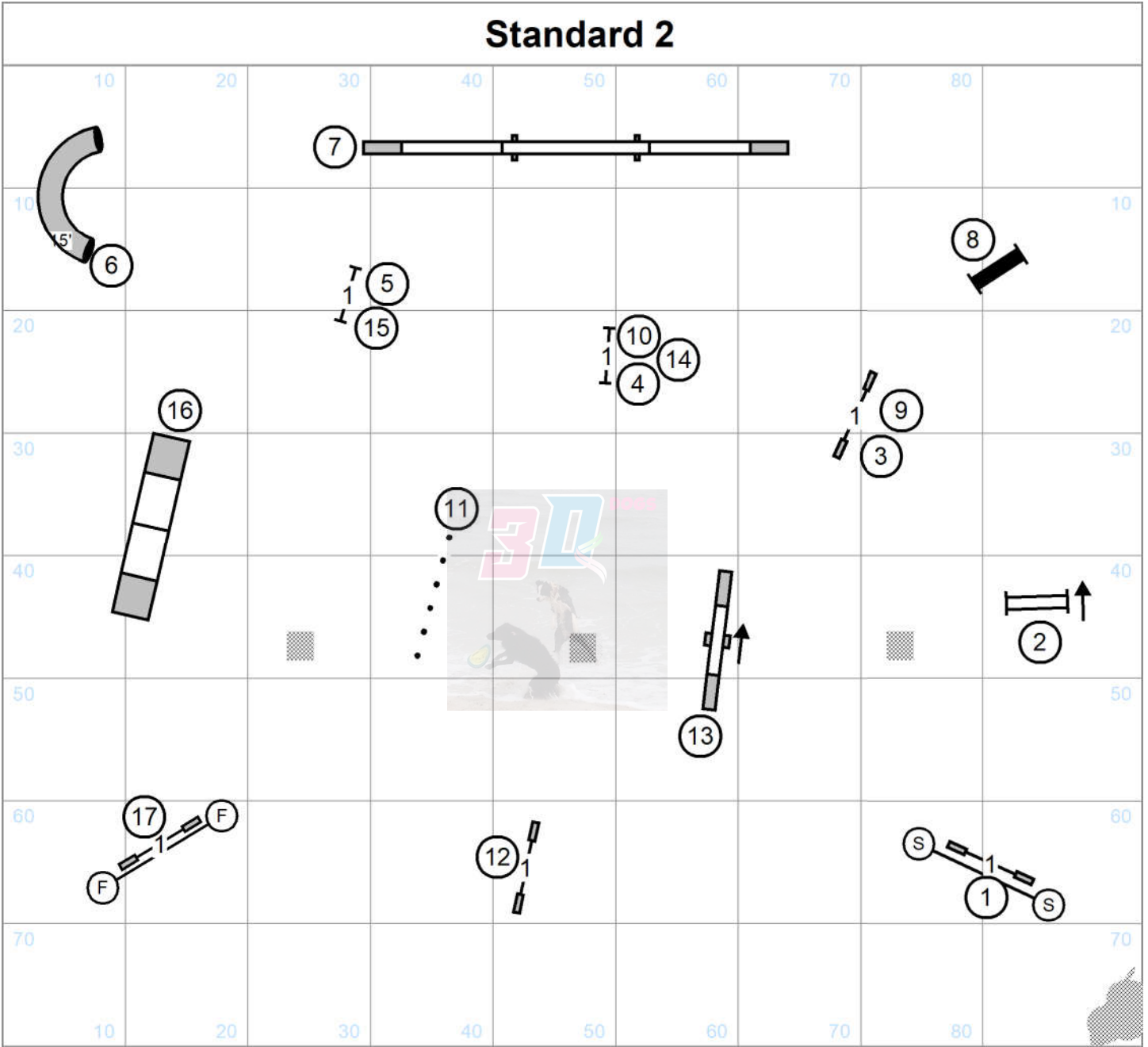


Standard Levels 3
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Please enter at #14
 Good Luck!

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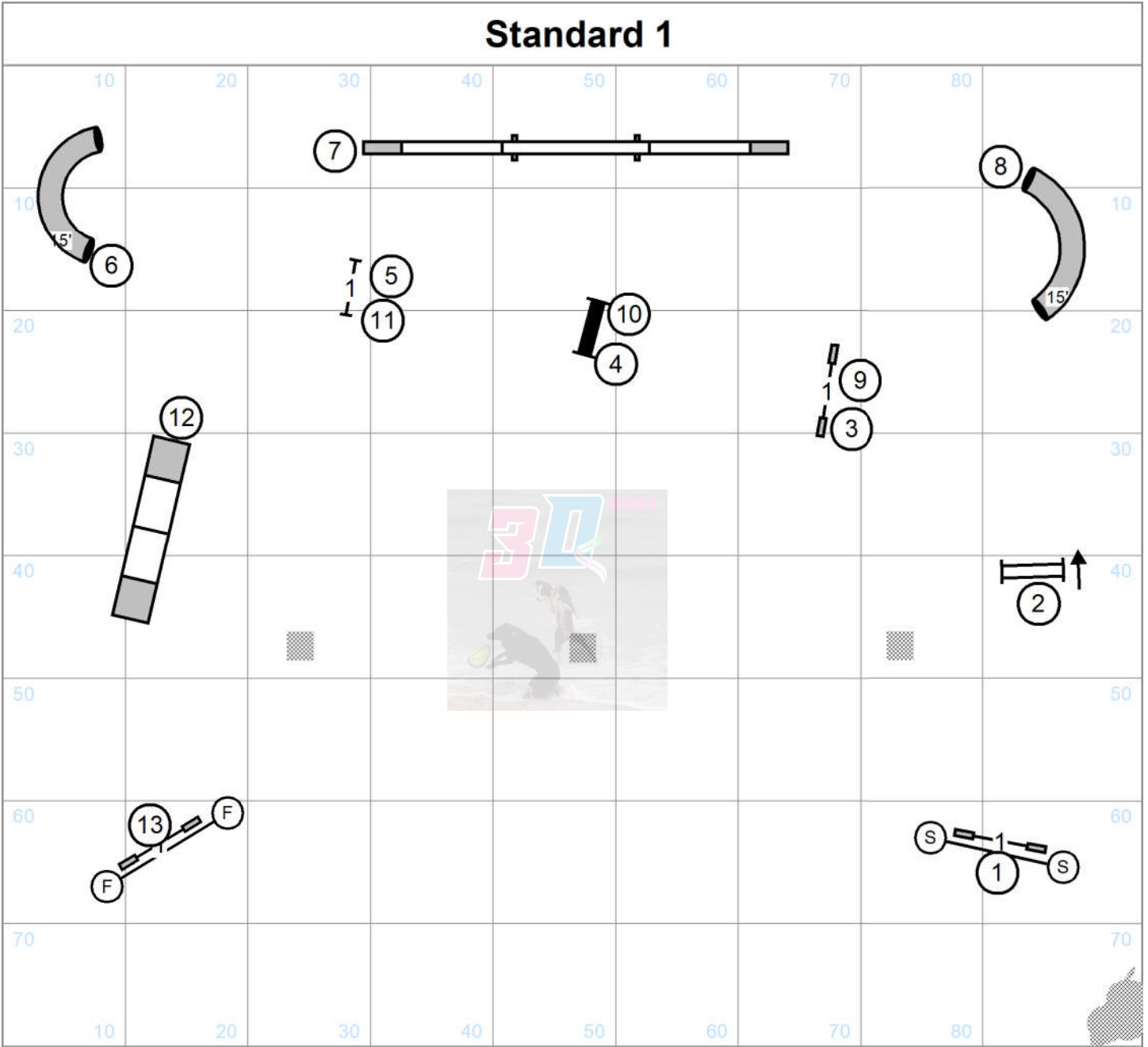
Standard 2



Standard Levels 2
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Please enter at #14
 Good Luck!

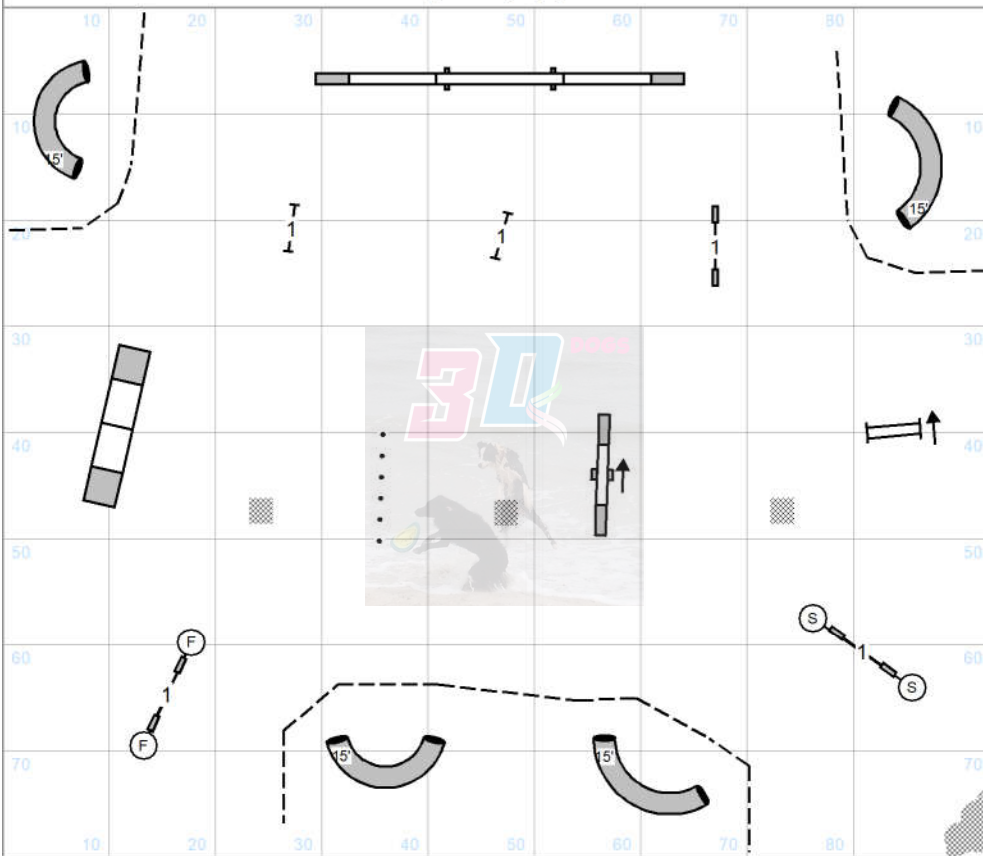
Standard 1



Standard Levels 1
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 Frederick, MD

Please enter at #10
 Good Luck!

Jackpot 1,2,3,5 & C



Start Jump Bi Directional

Point Values:

- 1 pt.- Jumps
- 3 pts.-Weaves, Tunnel, Double
- 5 pts.-A-Frame, Dogwalk, Teeter

The Dogwalk is worth 7 Points the first time it is attempted.

Everything may be done twice successfully for points in the opening and twice more in the closing, back-to-back is fine as long as it is done safely

During the Opening doing a tunnel from behind the line doubles the next Obstacle Value. That would include doing the same tunnel.

The Finish Jump is not live until after the first buzzer BUT if a team wants to end their run early they may do so by directing their dog to the Finish Jump. The Finish Jump is Bi-Directional. The Finish Jump is worth 5 points but cannot be doubled.

In order to Q a team must:

- 1-Accumulate enough points for their level
- 2-Get to the finish jump without going over time.

Remember- In Jackpot the second buzzer doesn't sound until you are 6 seconds over time, but if you're one full second over time you have NQd.

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 5/C	44 points	42 points

Jackpot Levels 1,2,3,5 & C

Judged by: Darryl Warren

December 28, 2024

Super Pups

Frederick, MD

Good Luck!

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