

FULLHOUSE 1235C

Start line is bi-directional.

Successfully complete a minimum of 3 of a kind (1 point obstacles), 1 pair (2-3 point obstacles) and a joker (1-5 point obstacles) plus the required points for your level in the allowed time. Obstacles may be done twice successfully for points. Dropped bars are not reset and are out of play. Back-to-back is allowed if done safely. Table is always live. At the buzzer, direct your dog to the table (only one paw is required, there is no table performance required). Point accumulation stops at the buzzer. You have 5 seconds to get to the table before points are subtracted for any time over the maximum time. You may go to the table earlier if you choose.

Point accumulation Times:
Large dogs 30 seconds
Small dogs 35 seconds

Point Values :
Single bar jumps – 1 point
Tunnels, panel jump – 3 points
Jokers (A-frame, weaves, double) – 5 points

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

Specialist and enthusiasts 2 points less.

FullHouse 1235C
Judged by Judy Raffone
May 11, 2024
Bo-Gee Agility
Raymond, NH

Next dog ready to
go to the line at
the first buzzer.

Successfully complete a minimum of 3 of a kind (1 point obstacles), 1 pair (2-3 point obstacles) and a joker (1-5 point obstacles) plus the required points for your level in the allowed time. Obstacles may be done twice successfully for points. Dropped bars are not reset and are out of play. Back-to-back is allowed if done safely. Table is always live. At the buzzer, direct your dog to the table (only one paw is required, there is no table performance required). Point accumulation stops at the buzzer. You have 5 seconds to get to the table before points are subtracted for any time over the maximum time. You may go to the table earlier if you choose.

Small dogs 35 seconds

Jokers (A-frame, weaves, double) – 5 points

Level 5C - 25 points

Specialist and enthusiasts 2 points less.

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JACKPOT 1235C

The diagram is a schematic of a mechanical assembly, likely a turret or turntable, plotted on a coordinate grid. The grid has X and Y axes ranging from -40 to 40. Key components and features include:

- Top Center:** A horizontal bar with a central pivot point and an arrow pointing left.
- Top Right:** A curved component labeled '2' and 'B' with a '20' degree angle.
- Right Side:** A vertical assembly labeled 'A' and '3' with a '30' degree angle.
- Center:** A curved component labeled '1' and 'C' with a '15' degree angle.
- Left Side:** A vertical assembly labeled '2a', '2b', and 'a'.
- Bottom Left:** A horizontal bar labeled 'F', 'T', and 'F'.
- Bottom Center:** A horizontal bar labeled 'OUT' and 'IN'.
- Bottom Right:** A horizontal bar labeled 'S' and 'S'.
- Various Symbols:** Dashed lines, dotted lines, and arrows indicating movement or assembly paths.

All obstacles may be done twice successfully for points.
Back to back obstacles are allowed if done safely.
Combo must be done in flow (a-b, b-a), either direction if
done in isolation, must be as numbered when done as
the gamble.

The table is live only after the buzzer.

Jumps including start jump = 1 pt
Tunnels, weaves, double = 3 pt
Contacts, combo = 5 pt

Time:
Big dogs - $30/20 = 50$ sec
Small dogs - $35/22 = 57$ sec

Points to qualify:
Regular/veteran:
44 points Level 5C
40 points Level 3
36 points Level 2
32 points Level 1

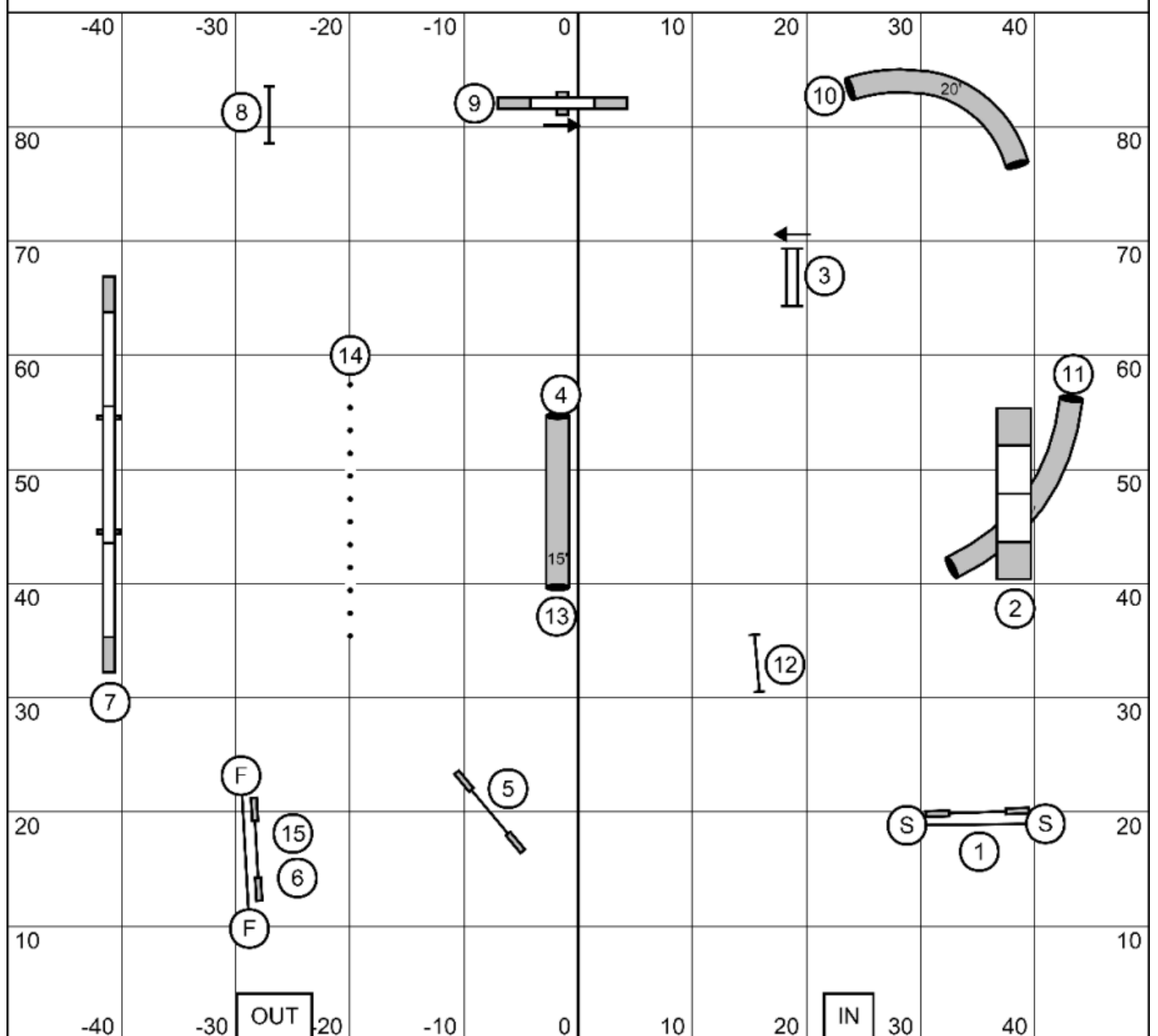
2 points less all levels Specialist/Enthusiast

Next dog ready to go to the line at the first buzzer.

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CourseDesigner.com (CD v4.34)

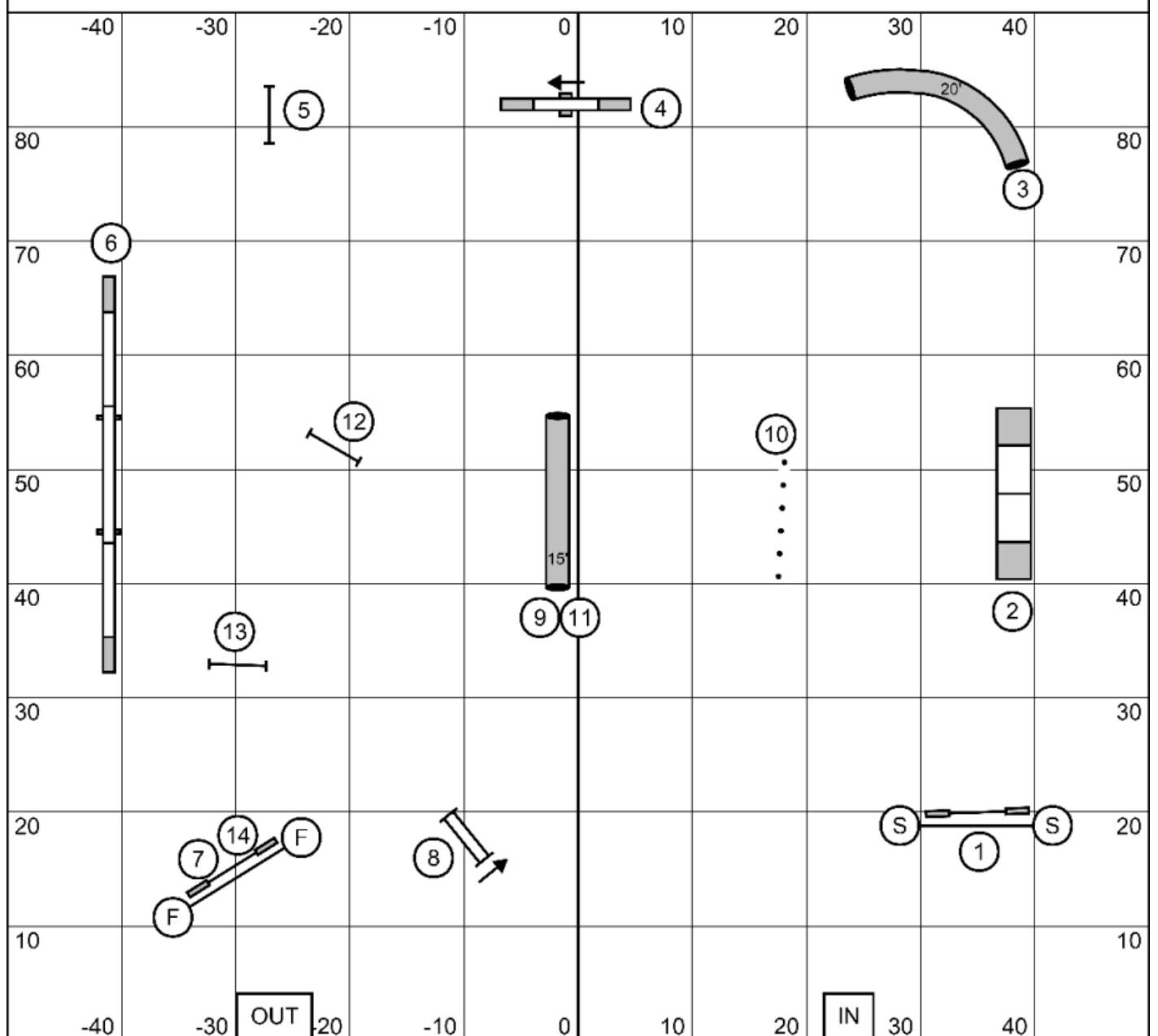
STANDARD 3



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Next dog to the
 line at #13.

STANDARD 2



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Next dog to the
 line at #11.

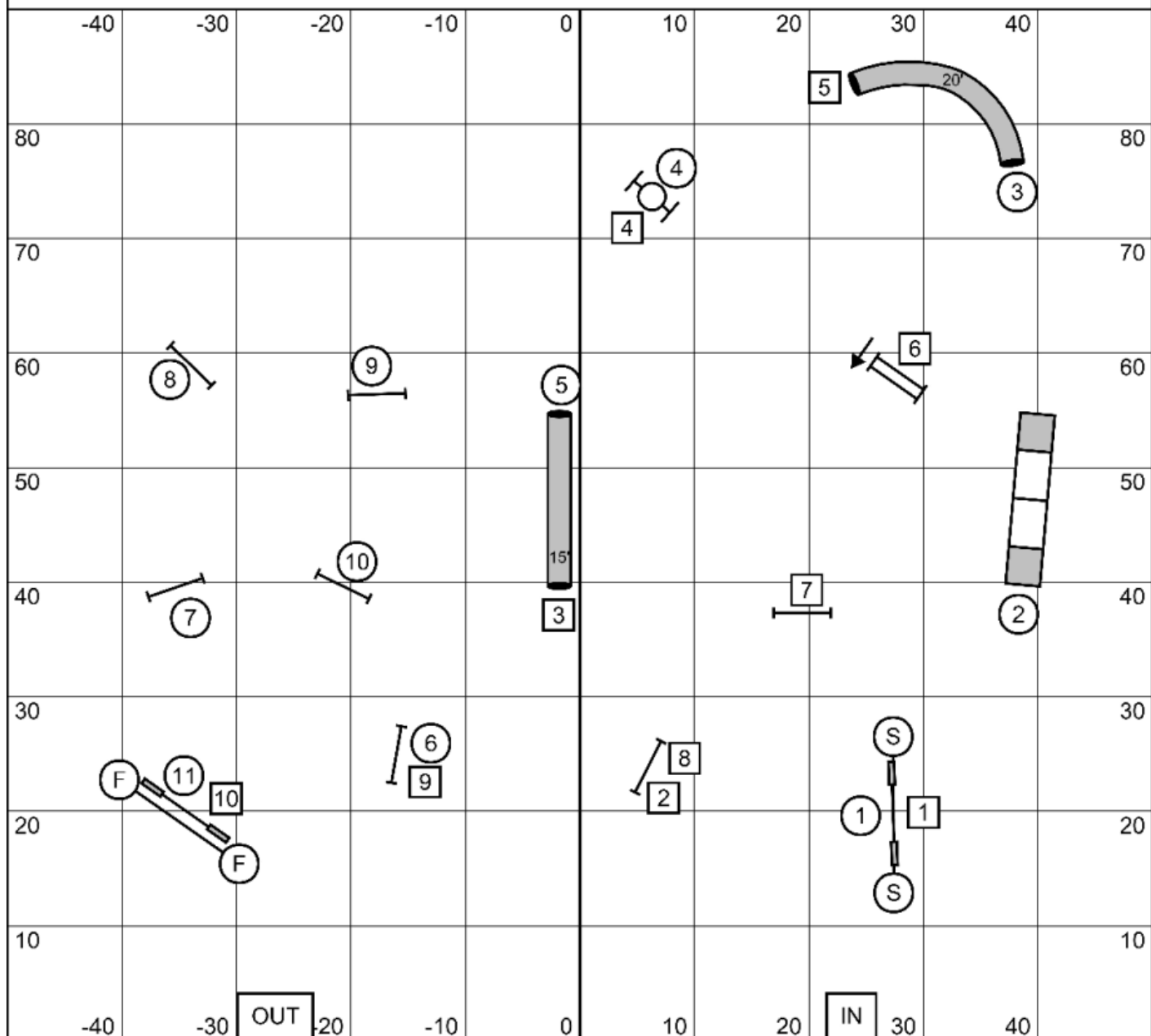
Standard 1

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Next dog to the line at #11.

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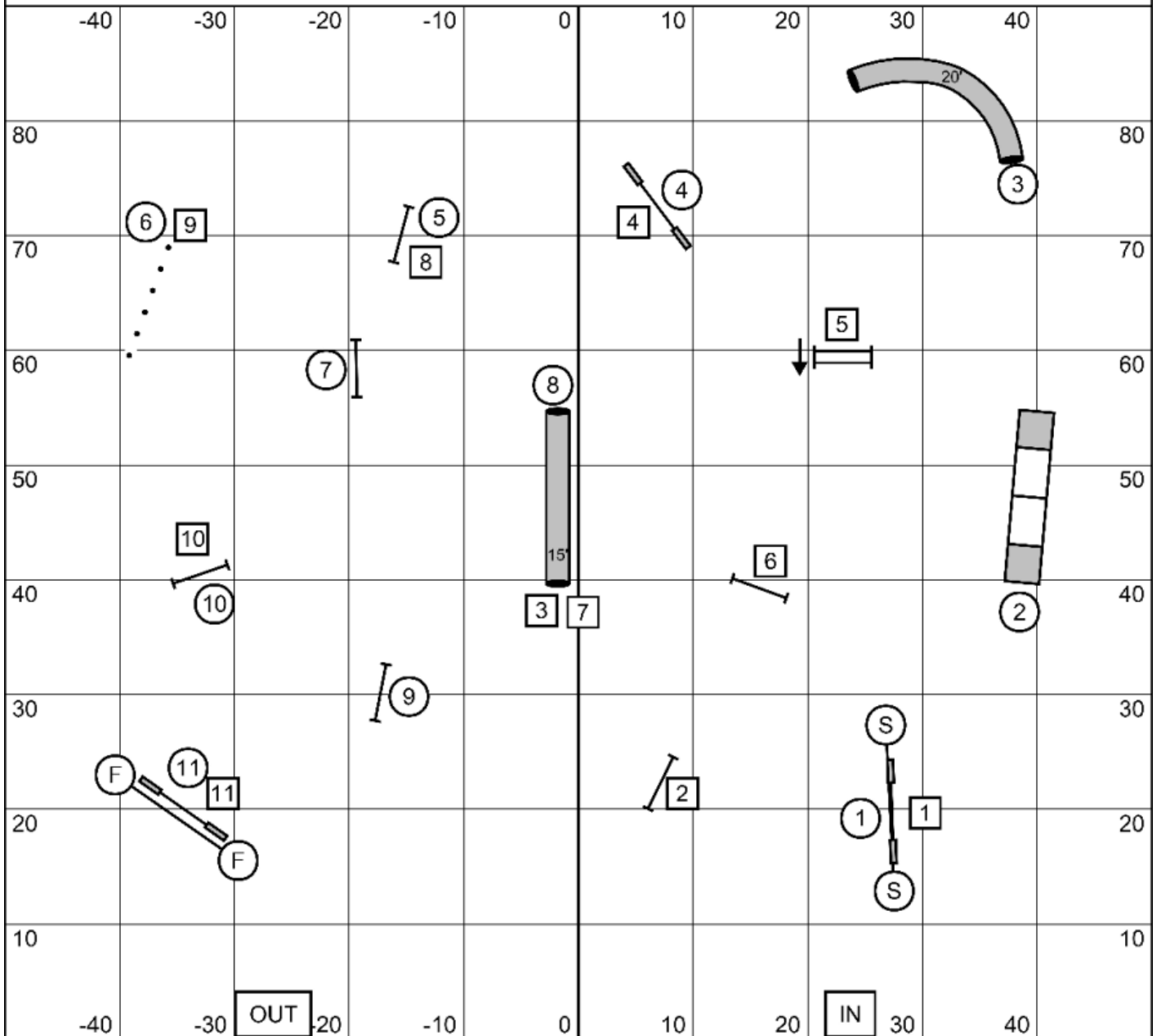
COLORS 12



Colors 12
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Next dog to the
 line at #8.

COLORS 35C



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In the opening, the objective is to successfully take a red jump (1 point) followed by a color of your choice. Repeat this process three times total, each time using a different red. Colors can be repeated 1, 2, or 3 times. Fourth red is on the course only if a red bar is dropped. All obstacles are multi-directional in the opening, as marked in the closing. Tunnel # 2 is not bidirectional. In the opening, if a combo is done, all parts must be completed even if the one part of the combo is faulted. Failure to do so will result in the end of your run. Combo may be done in any fashion, it does not have to be in flow. If you do #2 as your last color, you must repeat 2 again to start the closing. A bar down in the opening of a colored obstacle negates that obstacle in the closing and ends the run at that point in the closing.

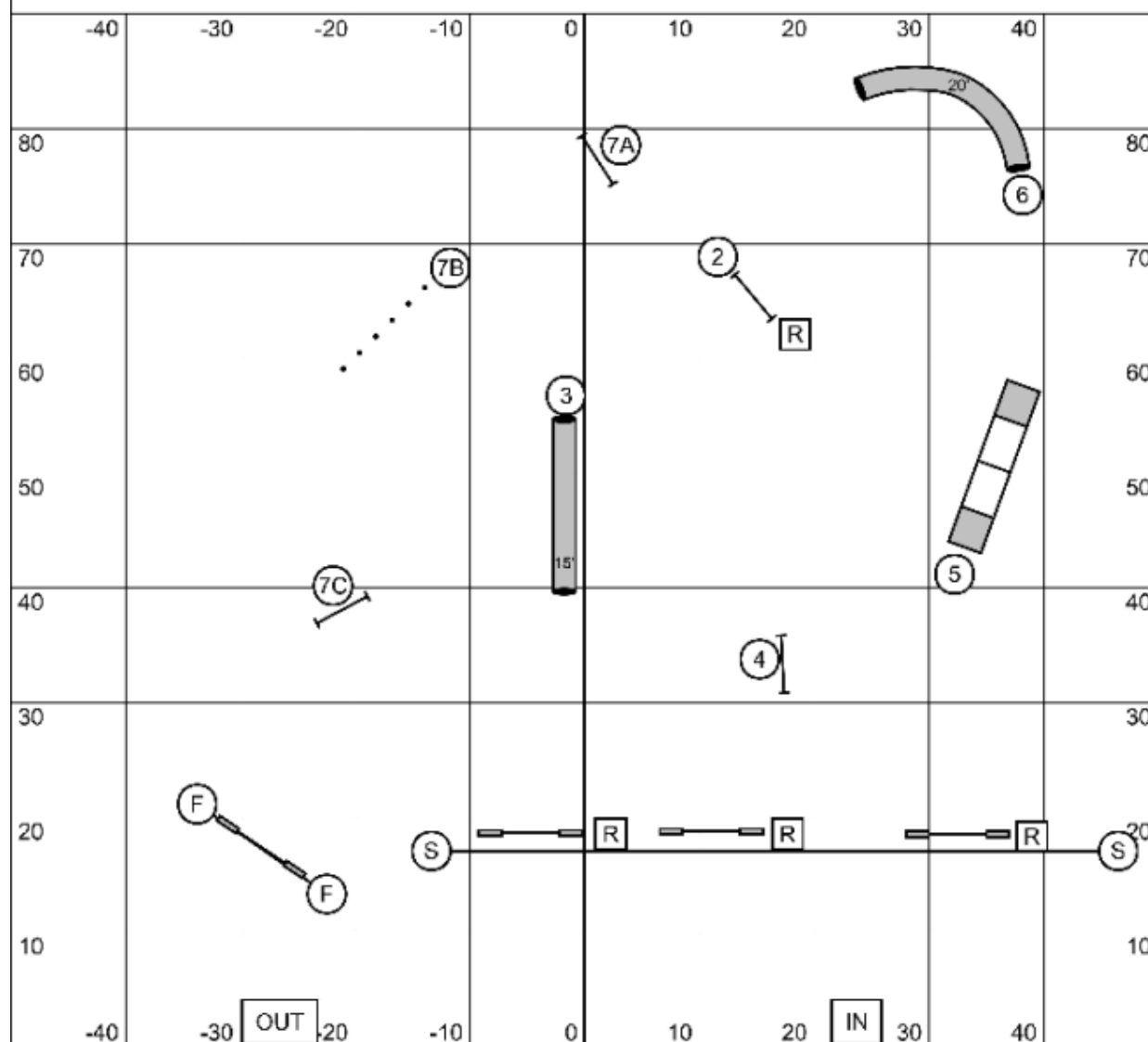
If you hear judge's whistle/thank you, or the timer's buzzer, go to the finish jump BEFORE you touch your dog. Finish jump is not live until you finish your opening. The finish jump is bidirectional and your time is not dependent upon the jump staying up.

Game time:
Small dogs - 50 sec
Large dogs - 45 sec

Qualifying points.
Level 1 26 points
Level 2 28 points

Next dog to the line
at #7A of closing or
at buzzer/whistle..

SNOOKER 35C



Start line is NOT bidirectional.

In the opening, the objective is to successfully take a red jump (1 point) followed by a color of your choice. Repeat this process three times total, each time using a different red. Colors can be repeated 1, 2, or 3 times. Fourth red is on the course only if a red bar is dropped. All obstacles are multi-directional in the opening, as marked in the closing with Jump 2 bidirectional. In the opening, if a combo is done, all parts must be completed even if the one part of the combo is faulted. Failure to do so will result in the end of your run. Combo may be done in any fashion, it does not have to be in flow, however, once you start the weaves in one direction you must complete them in that direction. If you do #2 as your last color, you must repeat 2 again to start the closing. A bar down in the opening of a colored obstacle negates that obstacle in the closing and ends the run at that point in the closing.

If you hear judge's whistle/thank you, or the timer's buzzer, go to the finish jump BEFORE you touch your dog. Finish jump is not live until you finish your opening. The finish jump is bidirectional and your time is not dependent upon the jump staying up.

Game time:
Small dogs - 55 sec
Large dogs - 50 sec

Qualifying points:
Level 3 30 points
Level 5C 32 points

Enthusiast/Specialist 2 points less.

Snooker 35C
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Next dog to the line
at #5 of closing or
at buzzer/whistle..