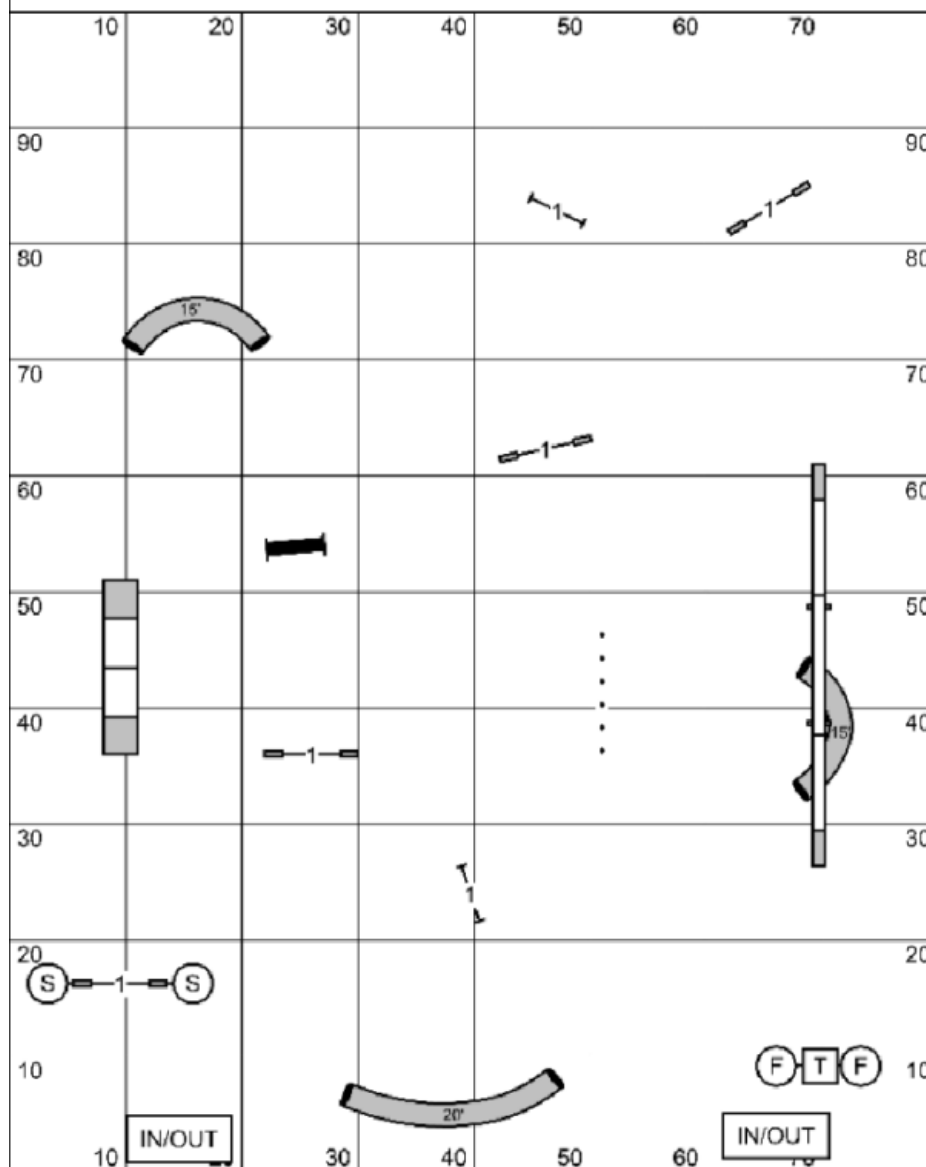


FullHouse Levels 1/2/3/5/C



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.

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: A-frame, Dog Walk, Weaves

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

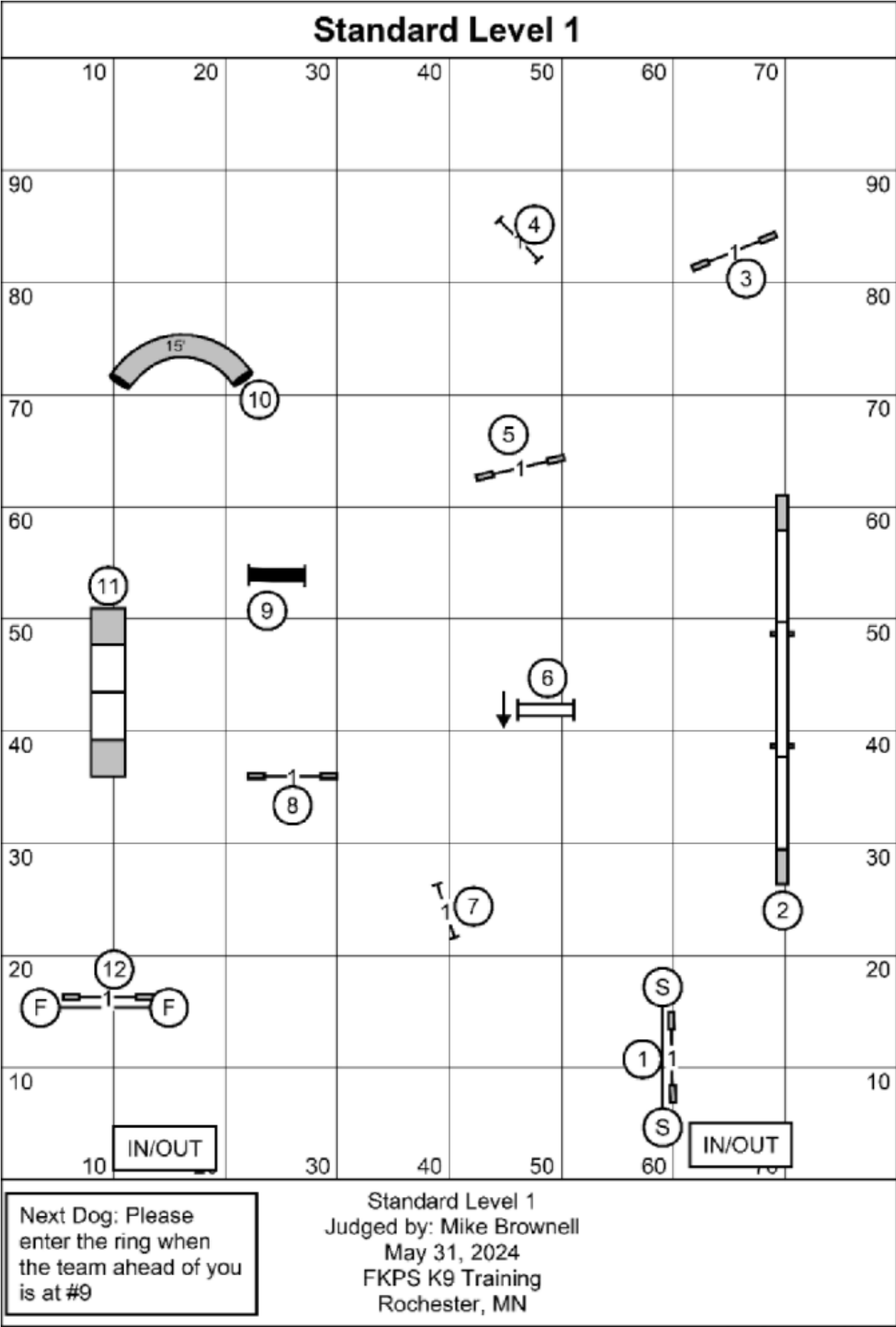
Level 5, C 25 points

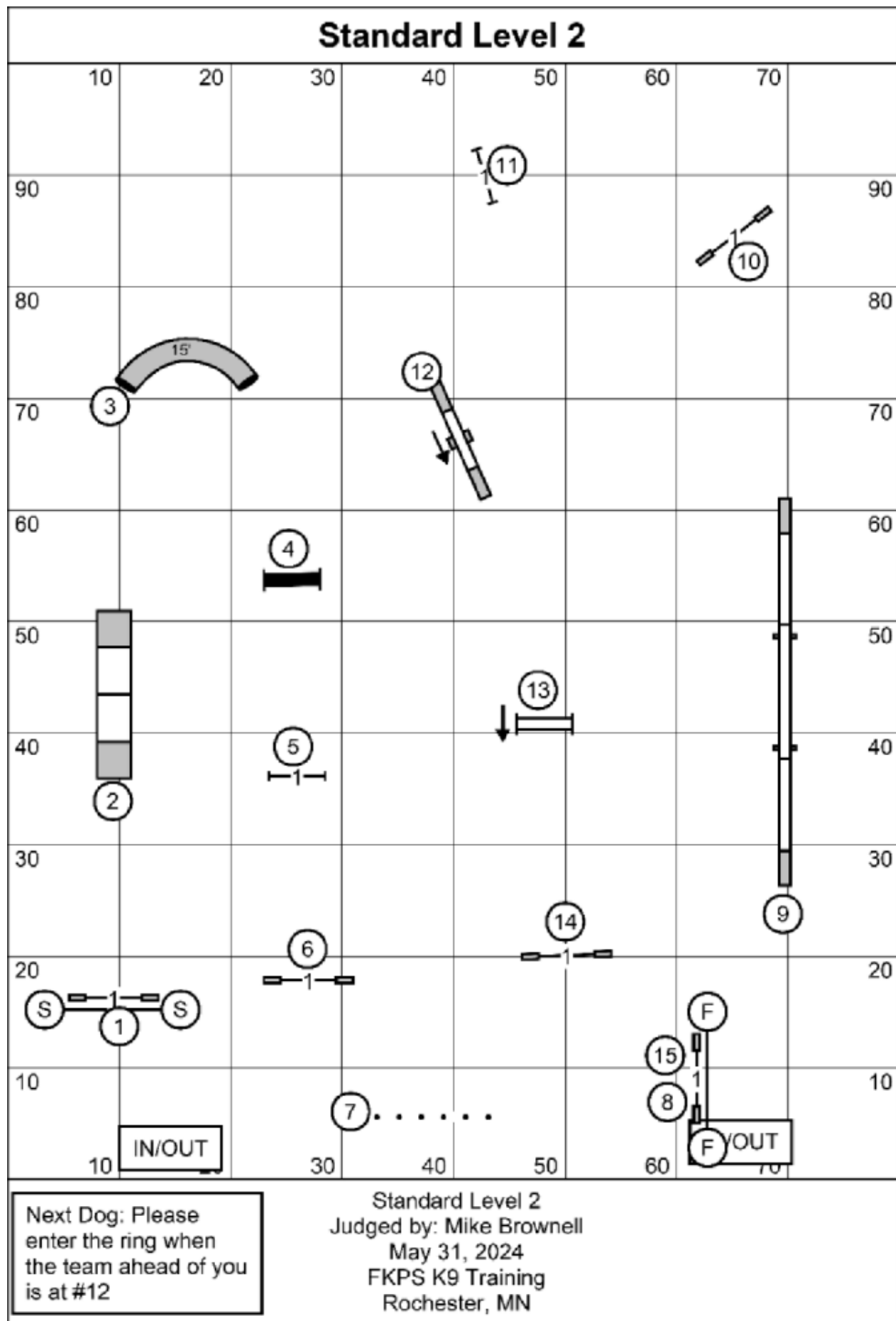
Specialists and Enthusiasts: Two points fewer

The start line is bi-directional

Next Dog: Please enter the ring after the buzzer for the team ahead of you.

FullHouse Levels 1/2/3/5/C
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May 31, 2024
FKPS K9 Training
Rochester, MN





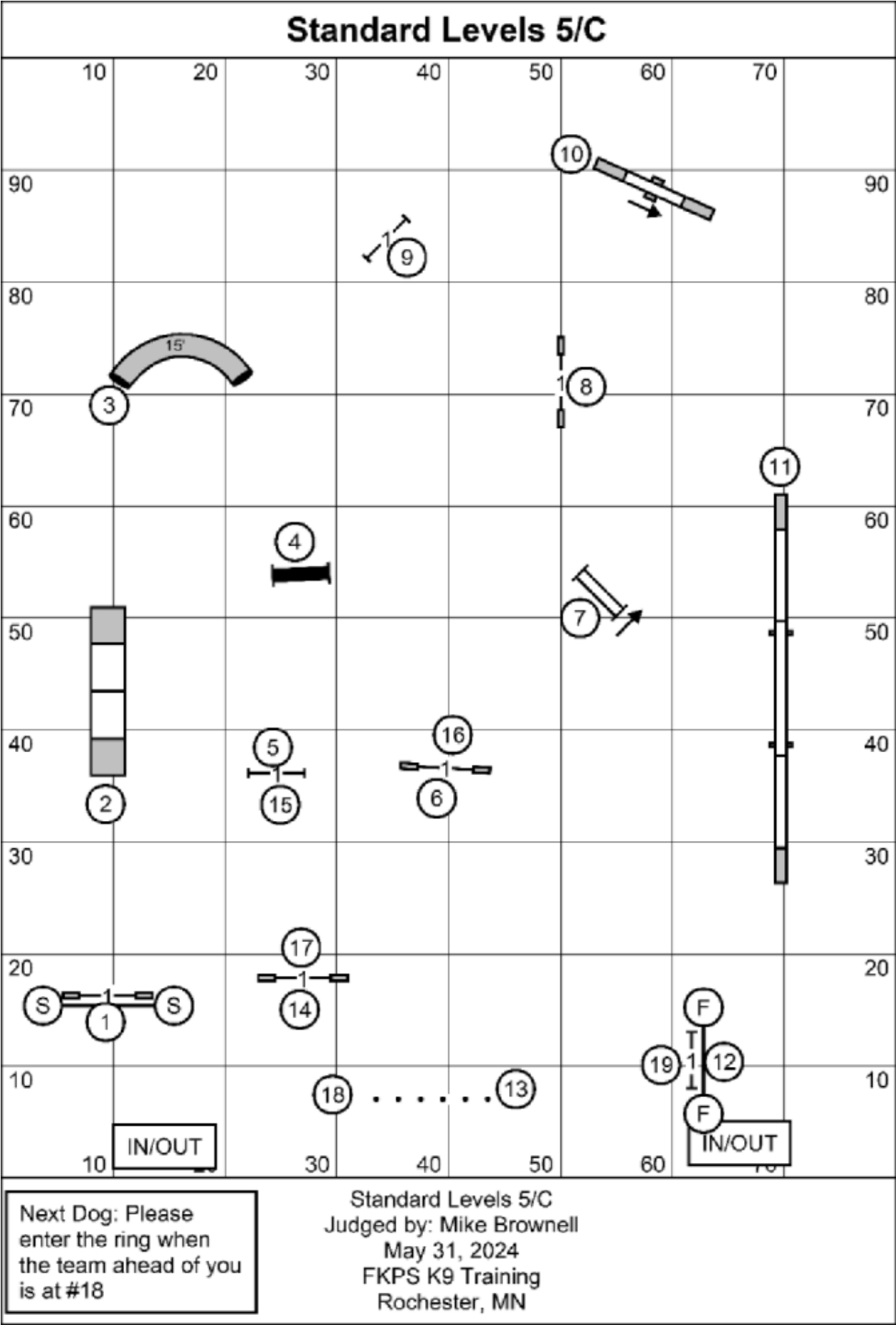
Standard Level 3

Next Dog: Please enter the ring when the team ahead of you is at #11

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Next Dog: Please enter the ring when the team ahead of you is at #11

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[illegible]

Specialists and Enthusiasts: Two points fewer

[illegible]

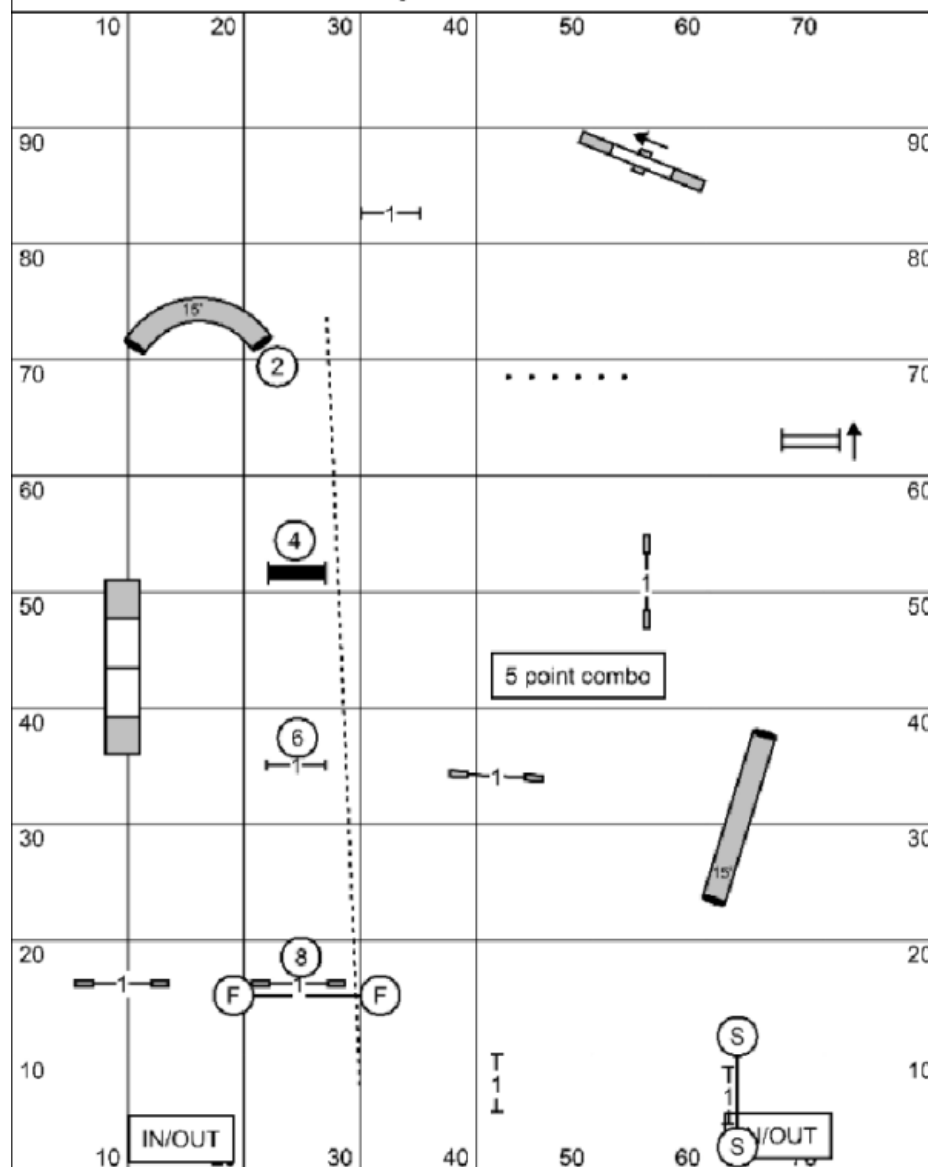
To Qualify, teams must complete the Gamble along with earning enough opening points within the time allowed

Level 1	32 point
Level 2	36 points
Level 3	40 points
Level 5, C	44 points

Specialists and Enthusiasts: Two points fewer

Jackpot Level 3
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Jackpot Levels 1/2



BRIEFING: Everything may be taken twice successfully for points during the opening time. Back to back is fine as long as it is done safely. In the opening, no two sequentially numbered gamble obstacles may be taken back to back or you negate your gamble. Once the horn blows, you stop accumulating points and must successfully complete the gamble to Q within the time allowed.

- 1 Point: Single bar jumps
- 3 Point: Tunnels, Double (second time), weaves
- 5 Point: Combo (in flow), Teeter, A-frame
- 7 Point: Double (first time)

Jackpot Times:

Small dogs: 35 seconds opening 22 seconds closing
 Large dogs: 30 seconds opening, 20 seconds closing
 Going over the total game time will result in a NQ.
 The second buzzer is 6 seconds over time.

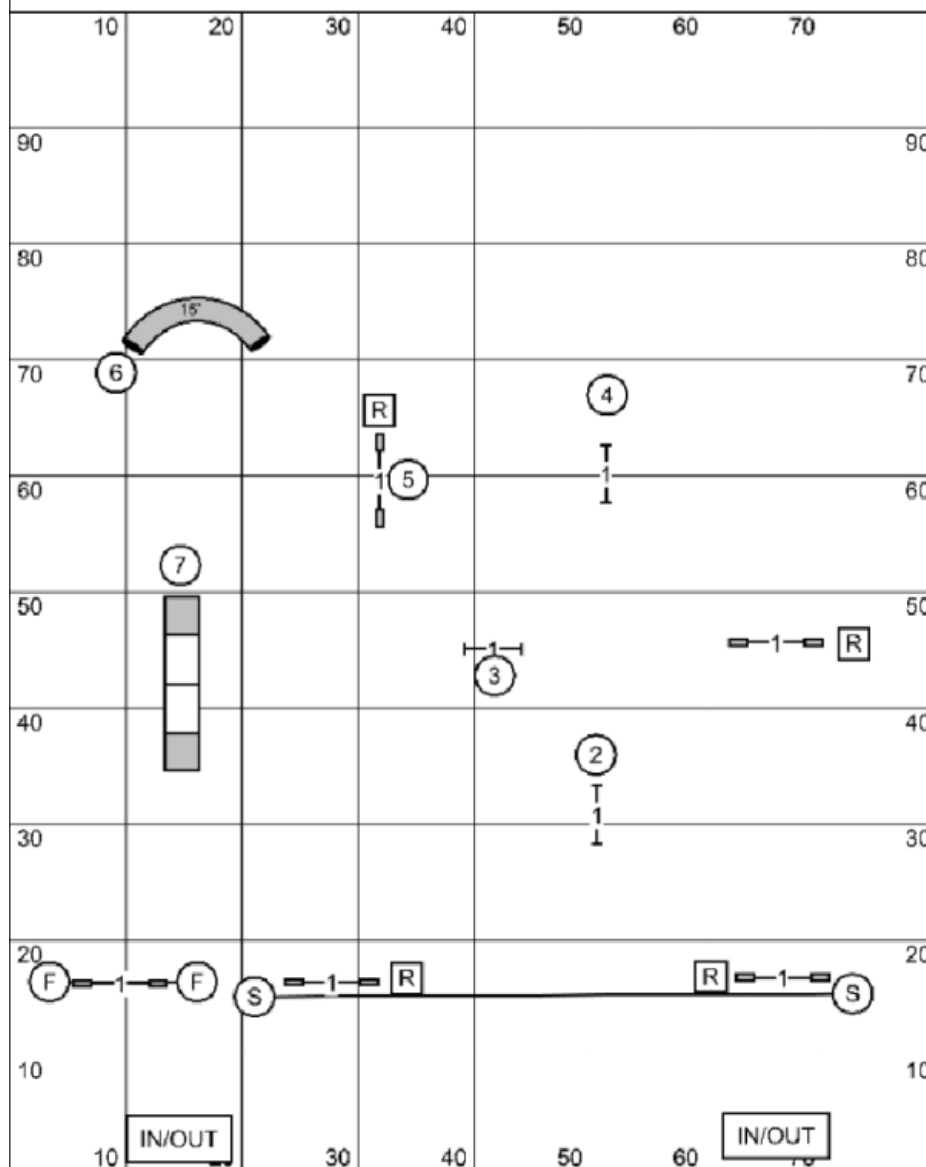
To Qualify, teams must complete the Gamble along with earning enough opening points within the time allowed

- Level 1 32 point
- Level 2 36 points
- Level 3 40 points
- Level 5, C 44 points
- Specialists and Enthusiasts: Two points fewer

Next Dog: Please enter the ring when the team ahead of you is at the gamble

Jackpot Levels 1/2
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 Rochester, MN

Snooker Levels 3/5/C



BRIEFING:

*In the opening: All obstacles are bi-/multi- directional.

*You may do a color multiple times, but reds may only be used once

* In the closing: Everything must be taken as labeled.
#2 & #4 ARE bidirectional in the closing.

* if you hear me say thank you or a whistle-please proceed to the finish

Points:

Level 1 26 points

Level 2 28 points

Level 3 30 points

Level 5, C 32 points

Enthusiast/Specialist – 2 points fewer at each level

Times:

Small Dogs: 55 Seconds

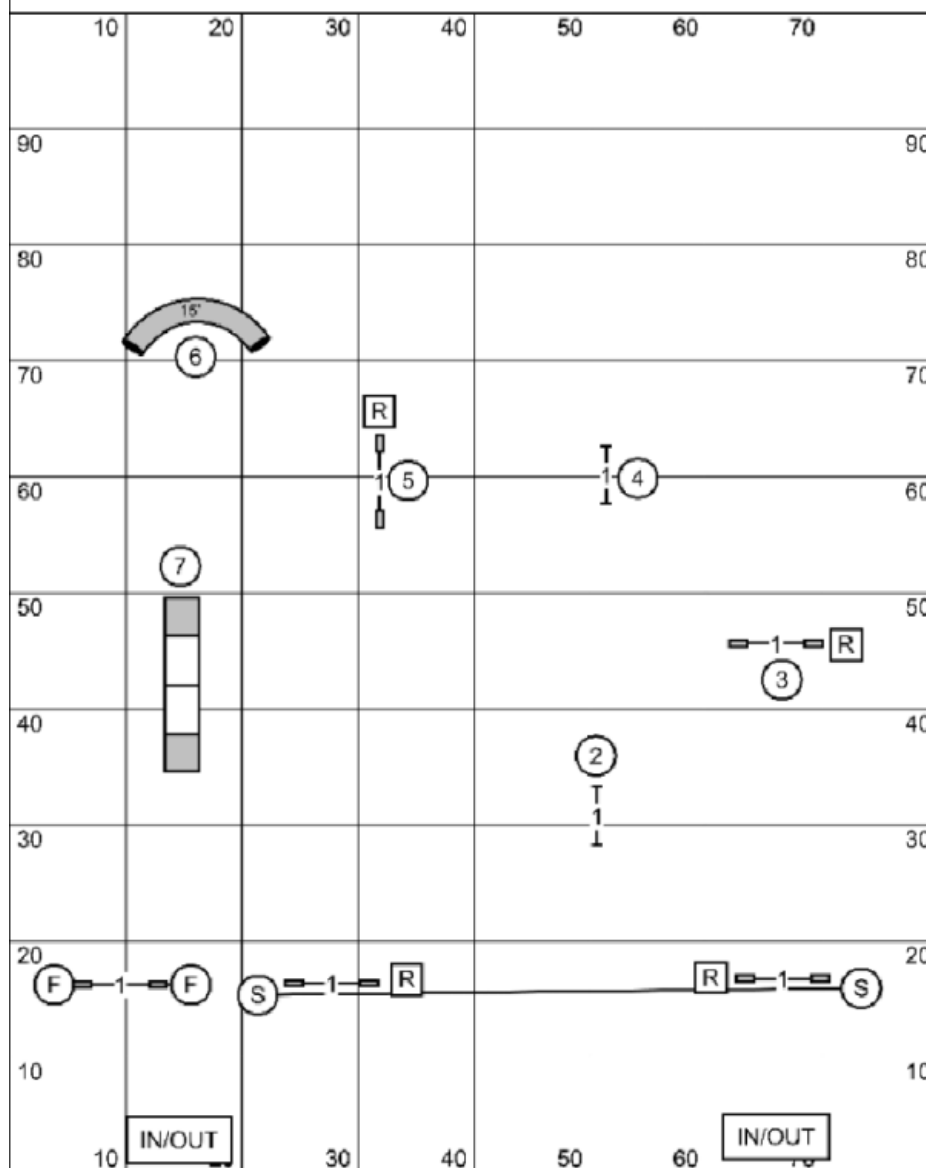
Large Dogs: 50 Seconds

16" Vets jumping 12" get big dog time.

Next Dog: Please enter the ring when the team ahead of you is at #5 in the closing

Snooker Levels 3/5/C
Judged by: Mike Brownell
May 31, 2024
FKPS K9 Training
Rochester, MN

Snooker Levels 1/2



BRIEFING:

*In the opening: All obstacles are bi-/multi- directional.

*You may do a color multiple times, but reds may only be used once

* In the closing: Everything must be taken as labeled.
#2 IS bidirectional in the closing.

* if you hear me say thank you or a whistle-please proceed to the finish

Points:

Level 1 26 points

Level 2 28 points

Level 3 30 points

Level 5, C 32 points

Enthusiast/Specialist – 2 points fewer at each level

Times:

Small Dogs: 55 Seconds

Large Dogs: 50 Seconds

16" Vets jumping 12" get big dog time.

Next Dog: Please enter the ring when the team ahead of you is at #5 in the closing

Snooker Levels 1/2
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Jumpers Levels 3/5/C

Next Dog: Please enter the ring when the team ahead of you is at #8

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