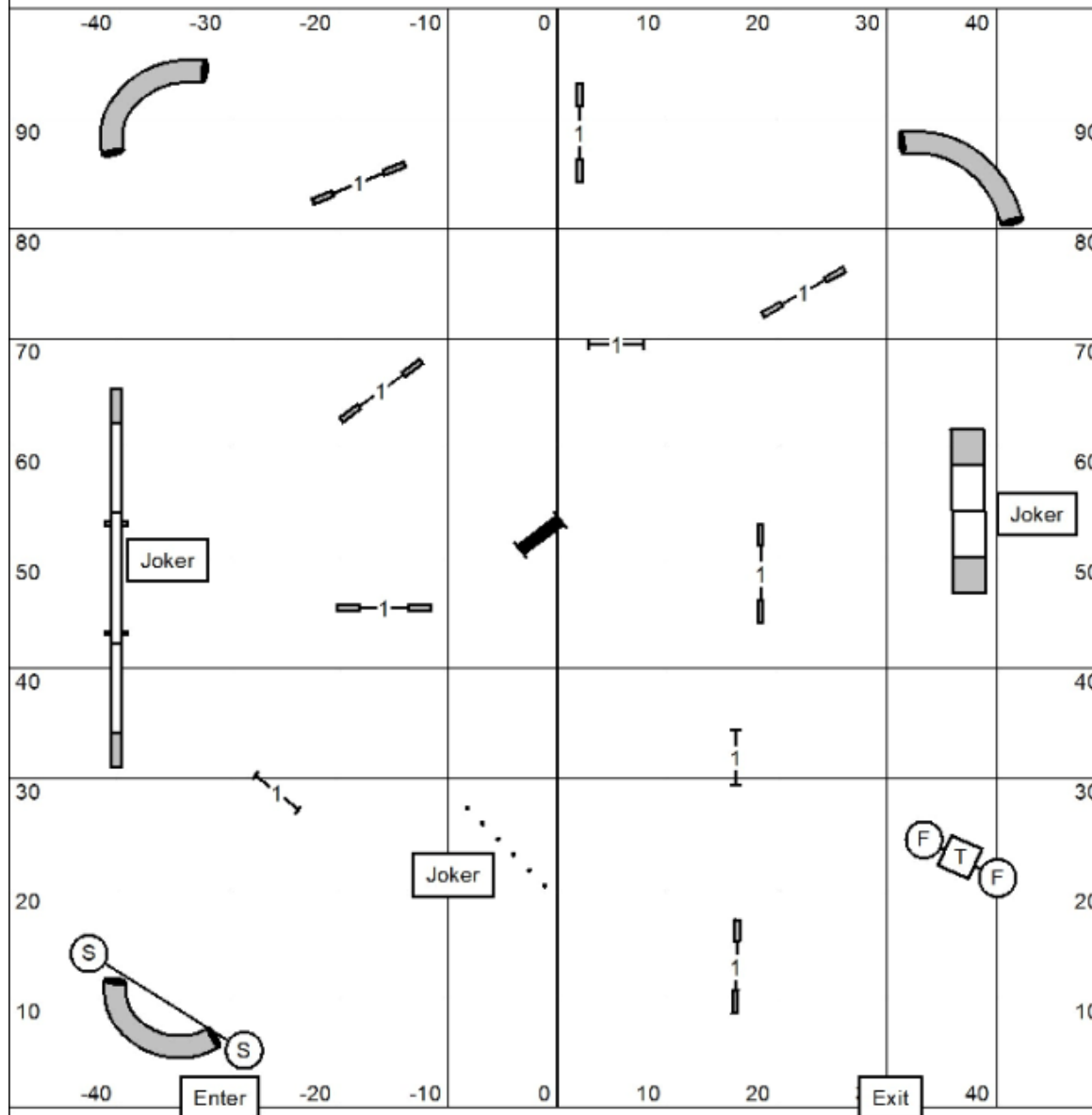


FullHouse Levels 1/2/3/5/C



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, Weaves, Dog Walk

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 1235C
Judged By: Gill Chapman
July 19 2024
FKPS K9 Training
Rochester MN

Standard Level 1

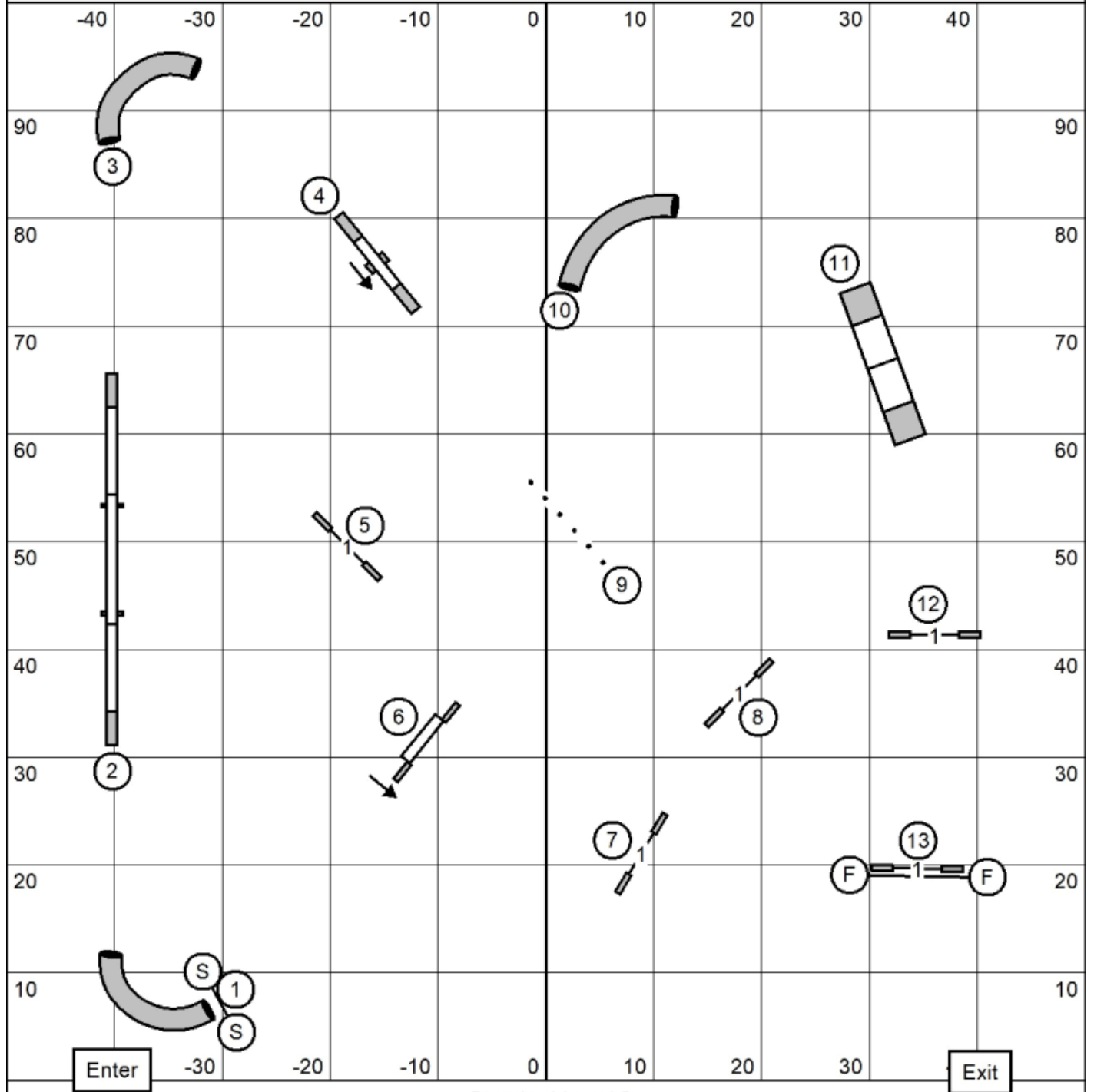
This diagram illustrates a training course on a grid. The grid has a horizontal axis from -40 to 40 and a vertical axis from 10 to 90. The course starts at an 'Enter' box at (-30, 10) and ends at an 'Exit' box at (40, 20). The path is marked by numbered points (1-14) and various obstacles including curved barriers, straight barriers, and a tunnel. The obstacles are distributed as follows:

- Point 1:** A curved barrier at (-30, 10) with two 'S' markers.
- Point 2:** A vertical barrier at (-30, 30).
- Point 3:** A curved barrier at (-30, 80).
- Point 4:** A horizontal barrier at (-20, 75).
- Point 5:** A horizontal barrier at (-20, 55).
- Point 6:** A diagonal barrier at (-10, 35) with an arrow pointing down-left.
- Point 7:** A diagonal barrier at (10, 25).
- Point 8:** A diagonal barrier at (20, 40).
- Point 9:** A diagonal barrier at (10, 50).
- Point 10:** A curved barrier at (0, 70).
- Point 11:** A vertical barrier at (25, 85).
- Point 12:** A vertical barrier at (40, 70).
- Point 13:** A horizontal barrier at (40, 45).
- Point 14:** A horizontal barrier at (40, 20) between two 'F' markers.

Standard Level 1
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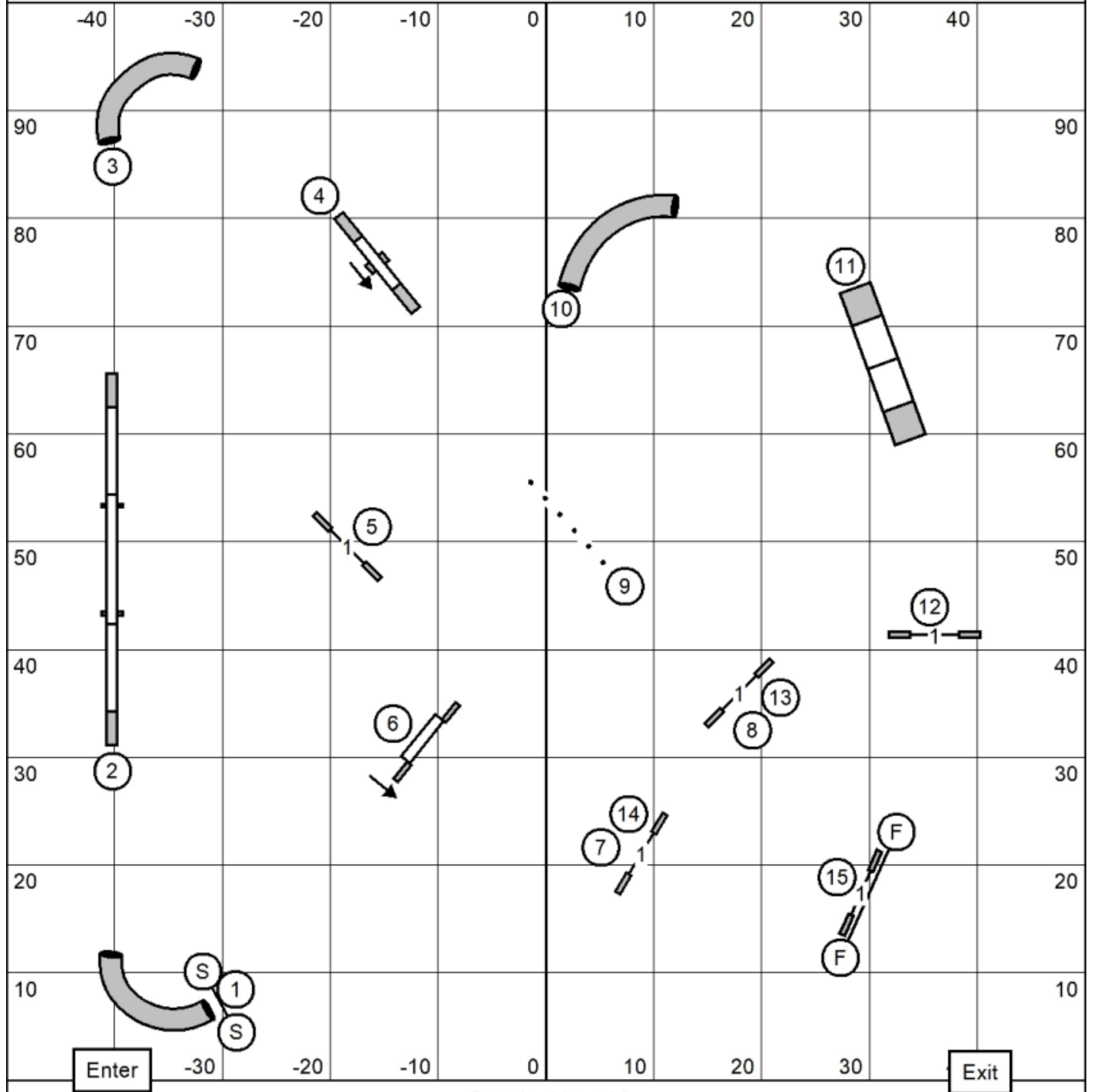
Standard Level 1
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Standard Level 2



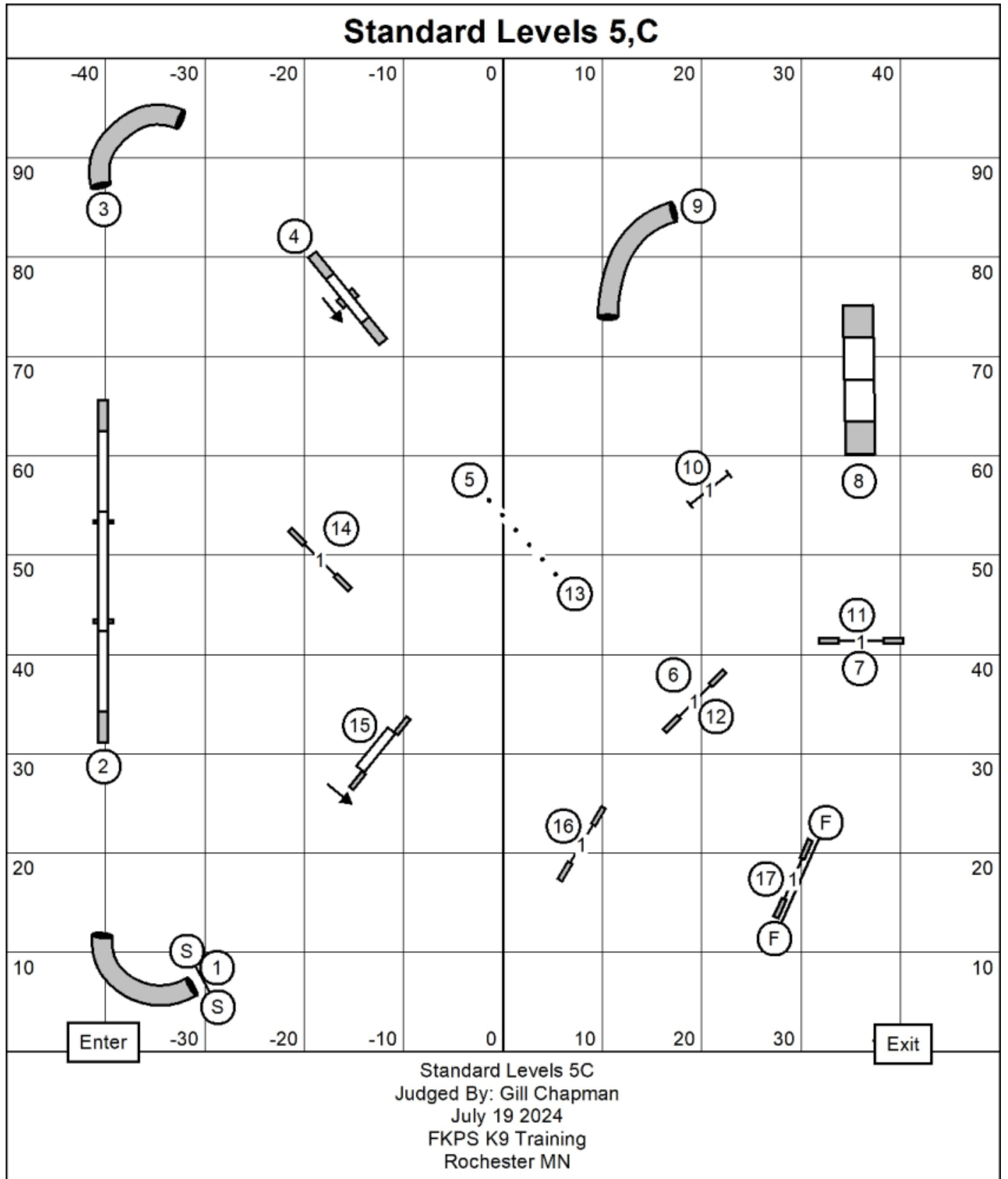
Standard Level 2
 Judged By: Gill Chapman
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Standard Level 3

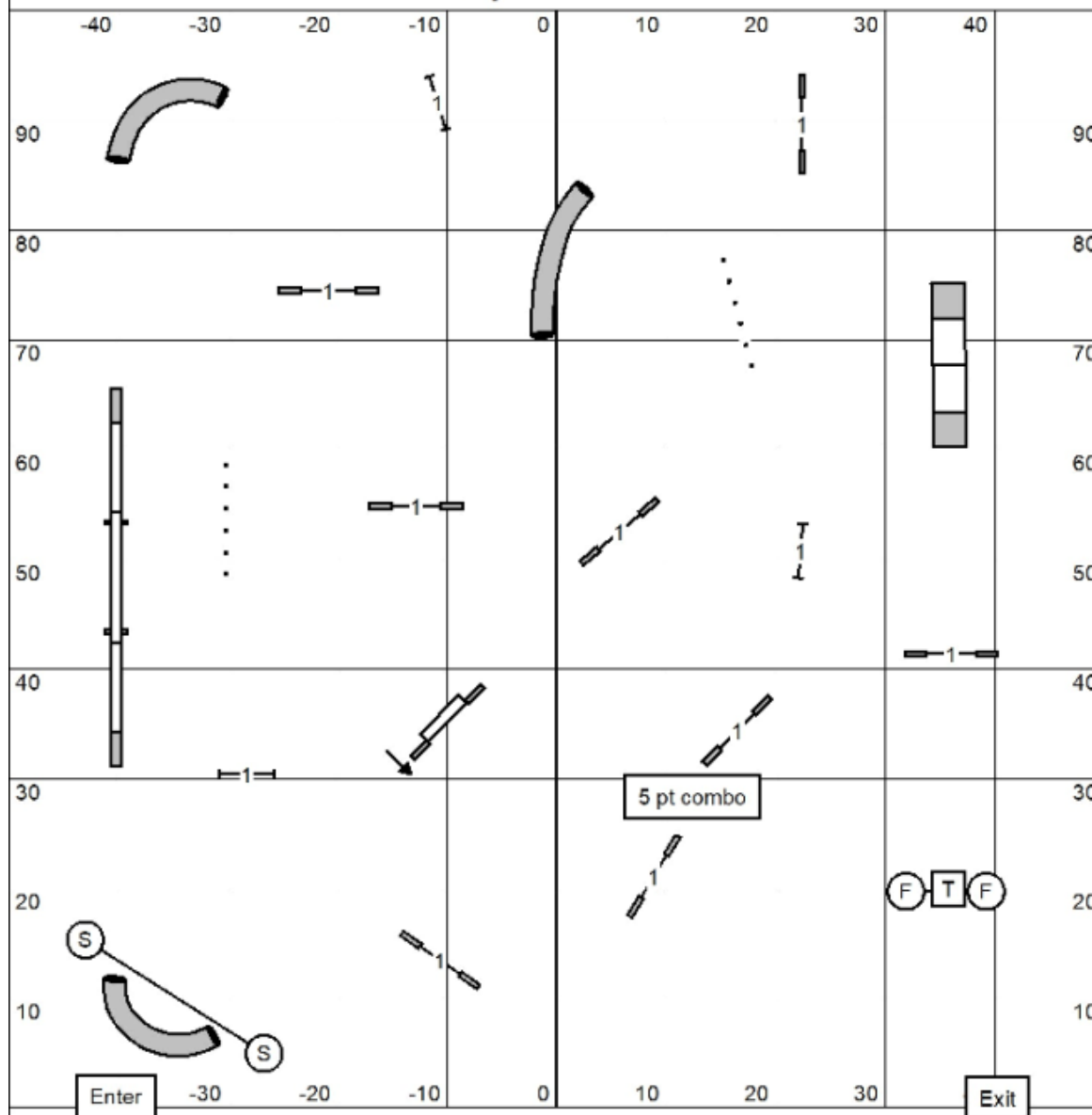


Standard Level 3
 Judged By: Gill Chapman
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 Rochester MN

Standard Levels 5,C



Jackpot All Levels



It all adds up
Non Traditional Jackpot

Correctly perform a jump and the next obstacle is the actual point value (jumps are 1 point, tunnels 3 points, and jokers are 5 points). Correctly perform 2 jumps in a row then the next obstacle's points are doubled. For example Jump-Jump-Tunnel will be a total of 8 pts, Jump-Jump-Contact/Combo will be a total of 12 points.

Correctly perform 3 jumps in a row then the next obstacle's points are tripled. For example Jump-Jump-Jump-Jump will be a total of 6 points, Jump-Jump-Jump-Tunnel will be a total of 12 pts, Jump-Jump-Jump-Contact/Combo will be a total of 18 points.

Remember all obstacles can only be taken twice for points.

The table is worth an additional 5 pts.
In order to qualify you must have at least 2 combos, have enough points for your level and be under time.

jumps worth 1 point
tunnels, weaves,
double jump worth 3 points
dogwalk, combo, a frame
worth 5 points

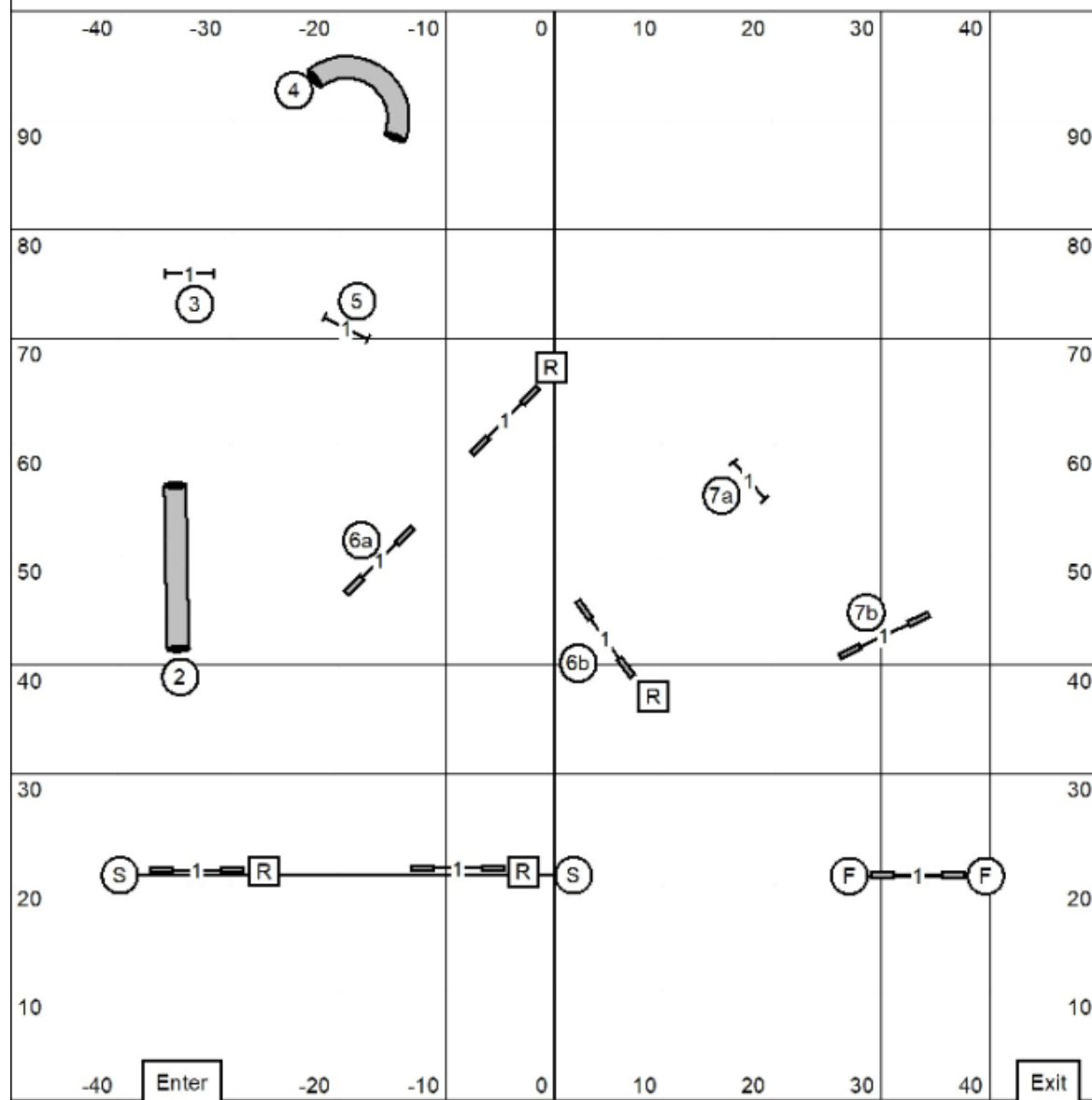
Points needed to Qualify
Reg/Vet

Enth/Spec

Level 5/C	44 points	42 points
Level 3	40 points	38 points
Level 2	36 points	34 points
Level 1	32 points	30 points

Jackpot Levels 1235C
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Rochester MN

Snooker 12



BRIEFING:

*In the opening: Everything is bi-/multi- directional. For combo #6 and #7, order and direction do not matter; just get one of each obstacle.

*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 NOT bidirectional in the closing.

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

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:

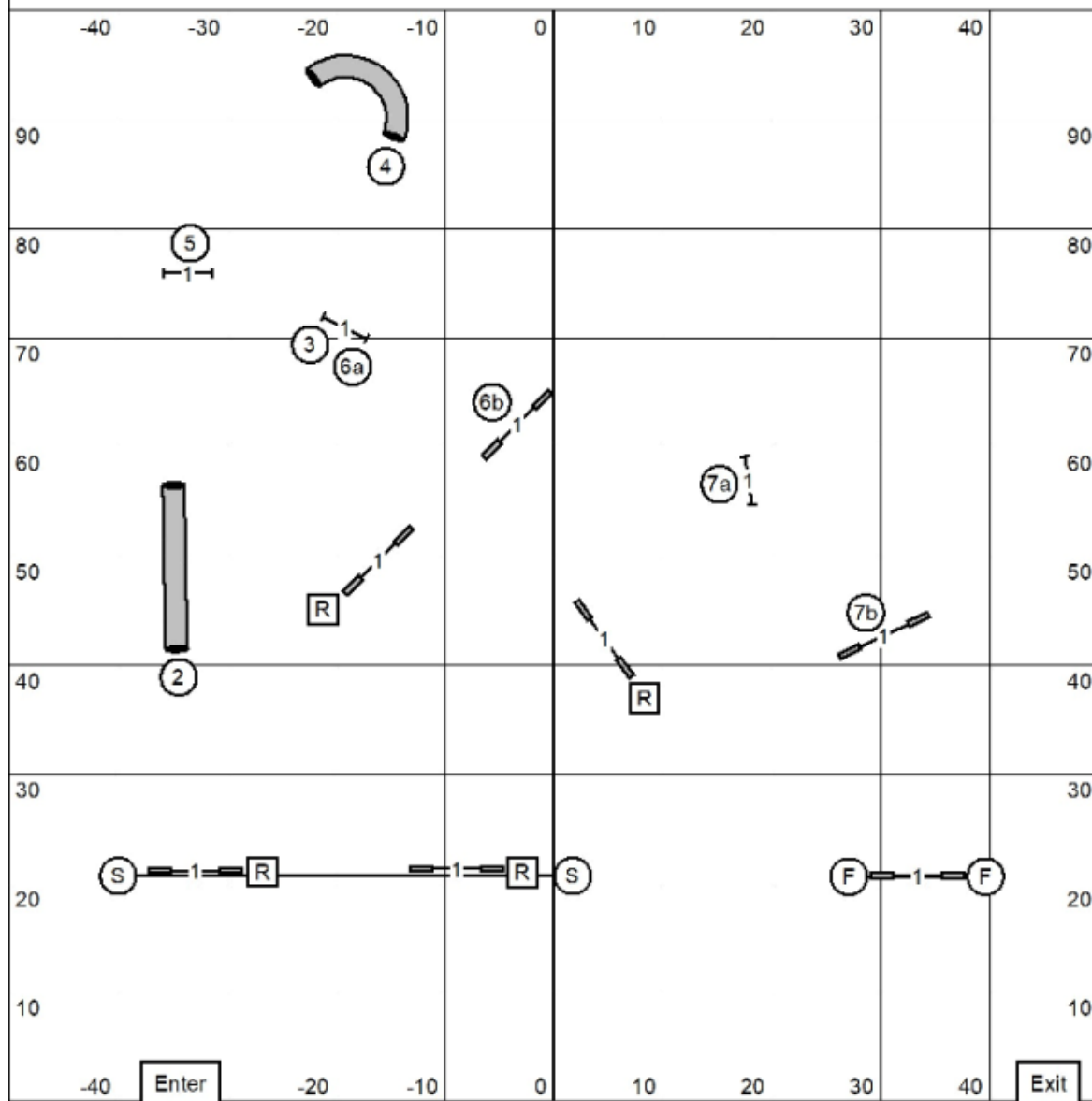
Small Dogs: 50 Seconds

Large Dogs: 45 Seconds

16" Vets jumping 12" get big dog time.

Snooker Levels 12
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Snooker 35C



BRIEFING:

*In the opening: Everything is bi-/multi- directional. For combo #6 and #7, order and direction do not matter; just get one of each obstacle.

*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 NOT bidirectional in the closing.

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

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:

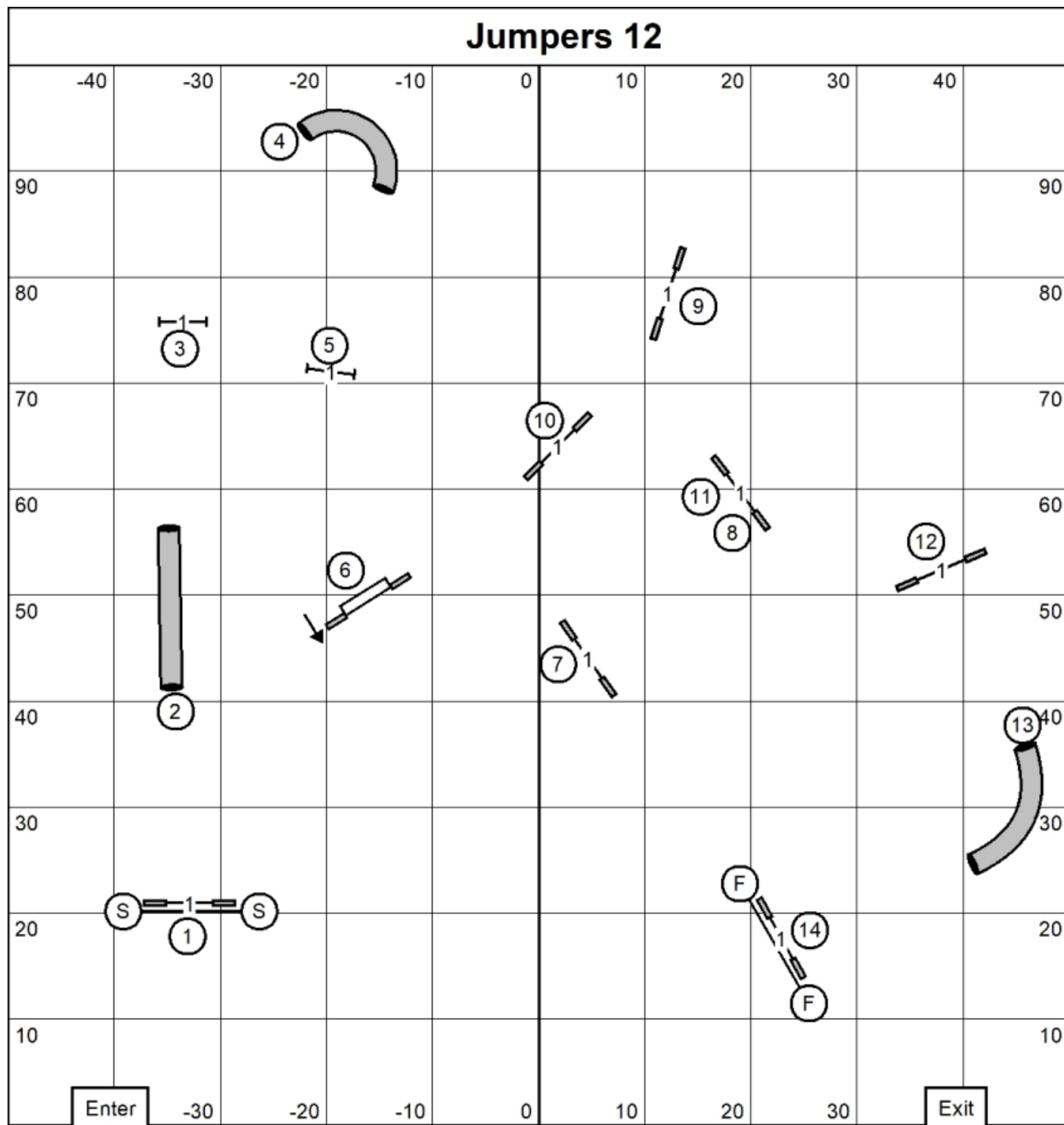
Small Dogs: 50 Seconds

Large Dogs: 45 Seconds

16" Vets jumping 12" get big dog time.

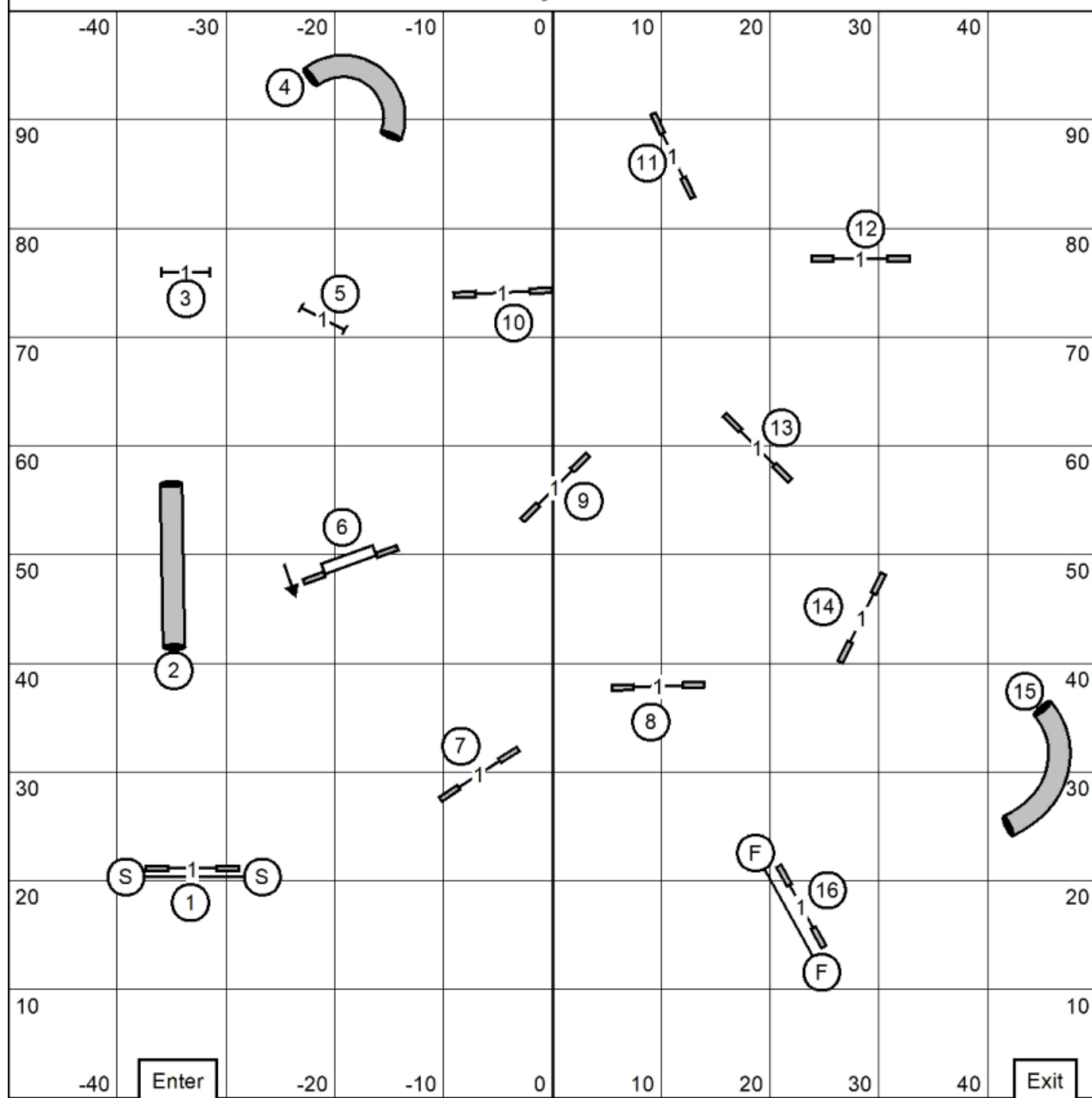
Snooker Levels 35C
Judged By: Gill Chapman
July 19 2024
FKPS K9 Training
Rochester MN

Jumpers 12



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Jumpers 35C



Jumpers Levels 35C
 Judged By: Gill Chapman
 July 19 2024
 FKPS K9 Training
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