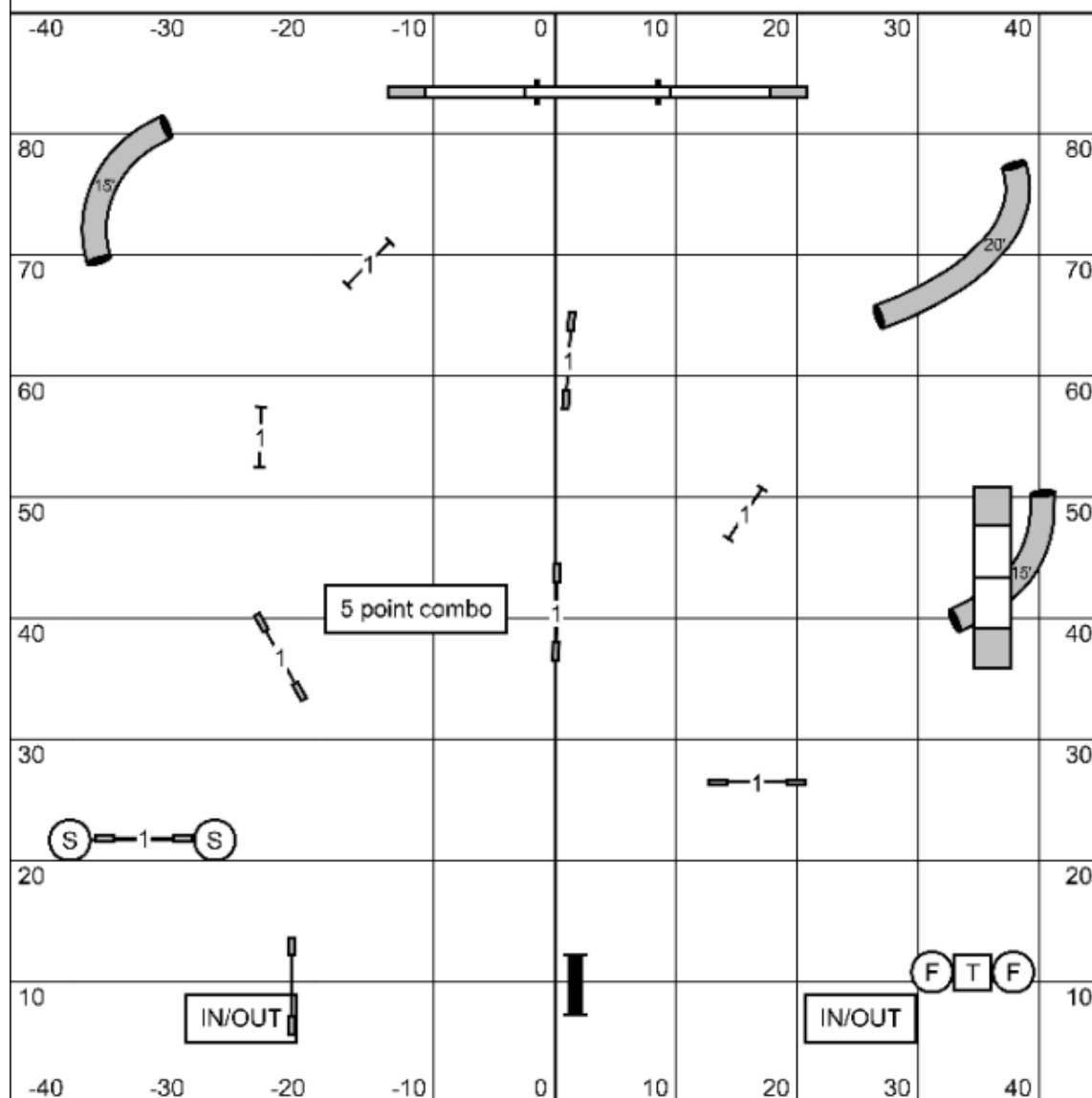


FullHouse Levels 1/2/3/5/C



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, Combo

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

Judged by: Mike Brownell

July 27, 2024

Eastern Maine Agility Club

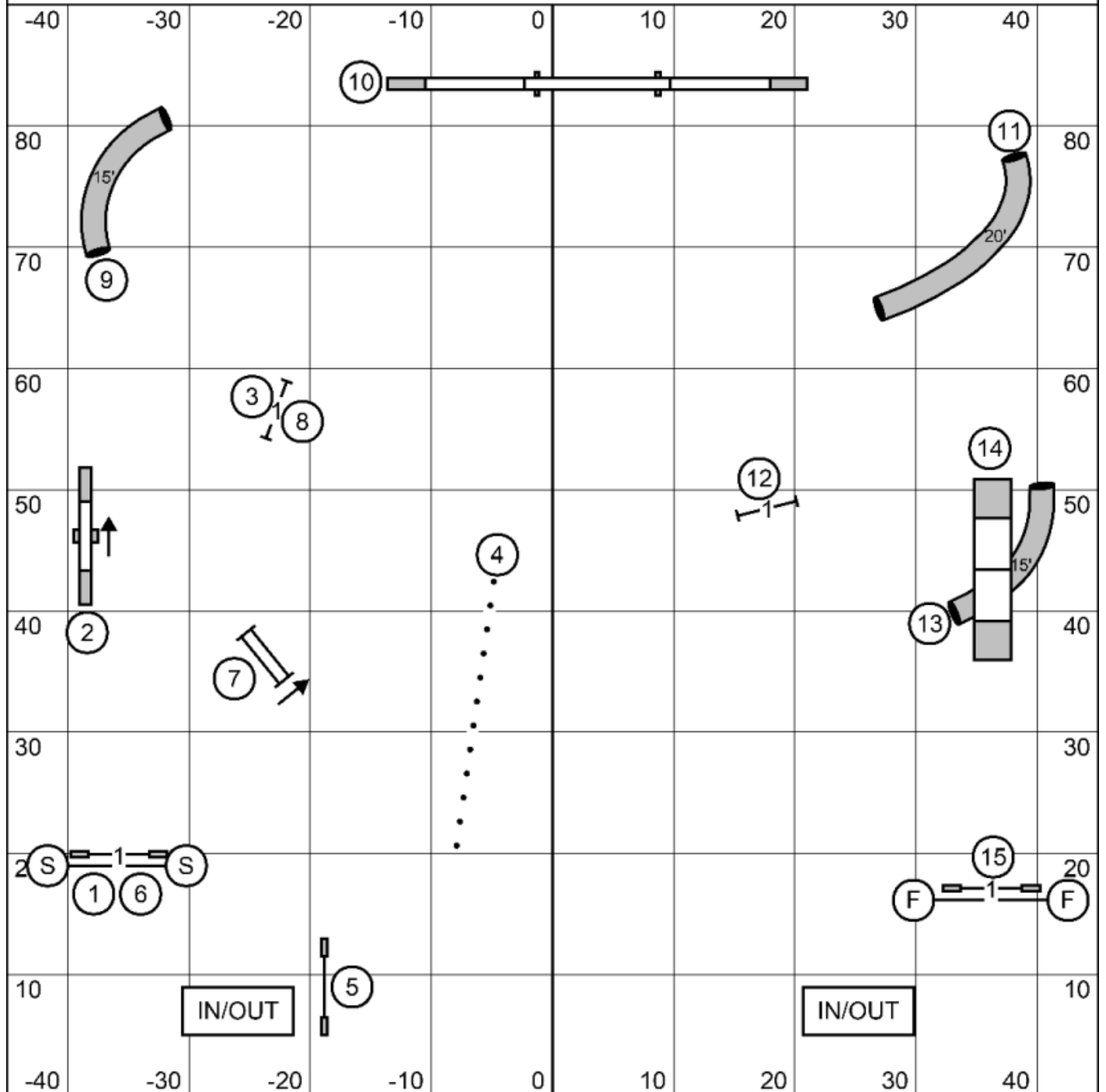
Skowhegan, ME

Standard Level 5/C

The map is a 40x80 grid. The central vertical corridor is at X=0. The horizontal corridor is at Y=40. The map is divided into four quadrants by these corridors. The top-left quadrant (X < 0, Y > 40) contains a large curved area (15') and a vertical structure (2) with an upward arrow. The top-right quadrant (X > 0, Y > 40) contains a curved area (20') and a vertical structure (18) with a curved area (15'). The bottom-left quadrant (X < 0, Y < 40) contains a horizontal structure (5) with 'S' markers and a horizontal structure (20) with 'F' markers. The bottom-right quadrant (X > 0, Y < 40) contains a horizontal structure (19) and a horizontal structure (20) with 'F' markers. A dotted line with an arrow points to a circle labeled 7 in the center. Other numbered circles (9, 14, 15, 16, 17, 18, 19, 20) are scattered throughout the grid.

CourseDesigner.com (CD v4.34)

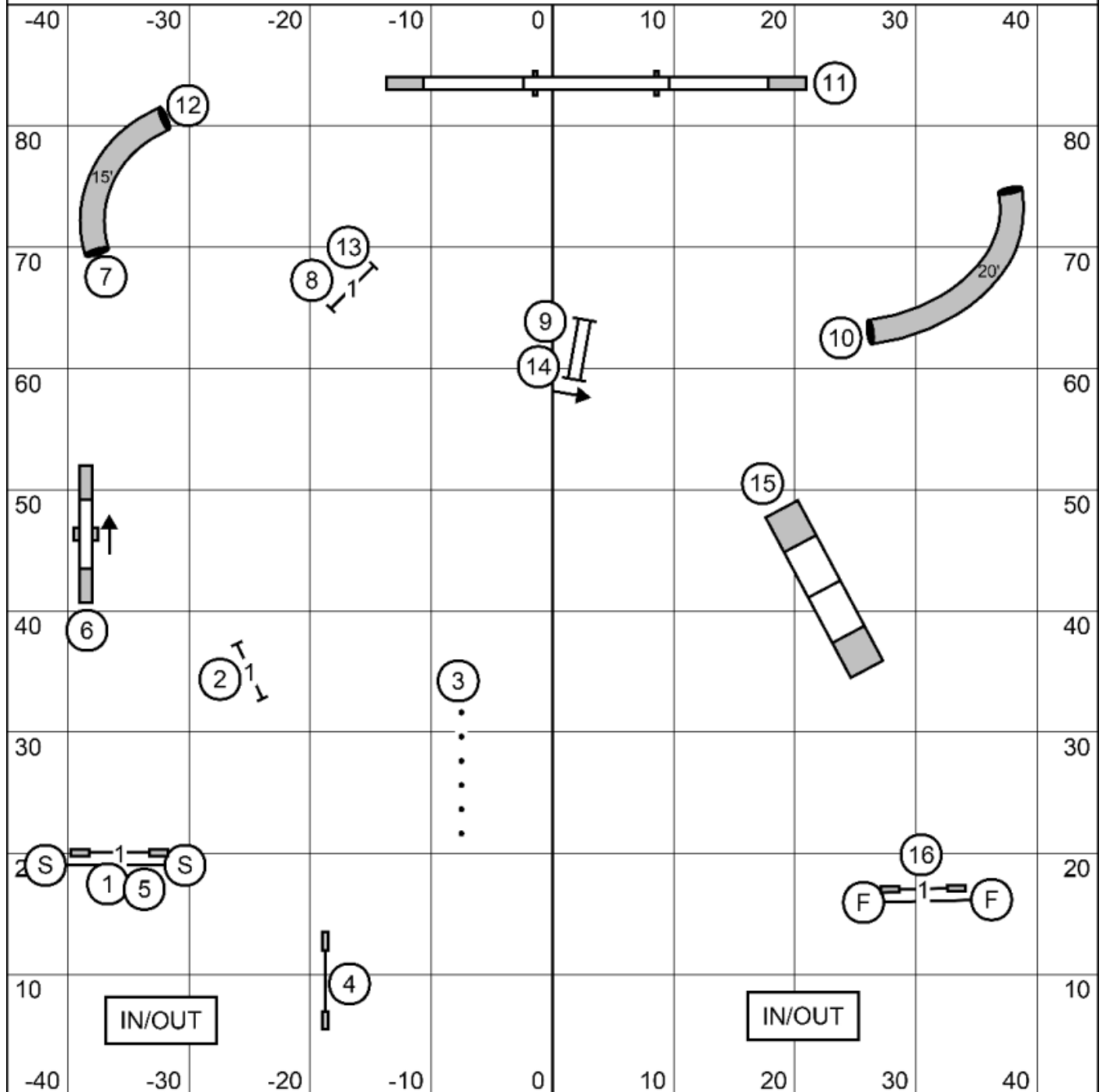
Standard Level 3



Next Dog: Please
enter the ring when
the team ahead of you
is at #12

Standard Level 3
Judged by: Mike Brownell
July 27, 2024
Eastern Maine Agility Club
Skowhegan, ME

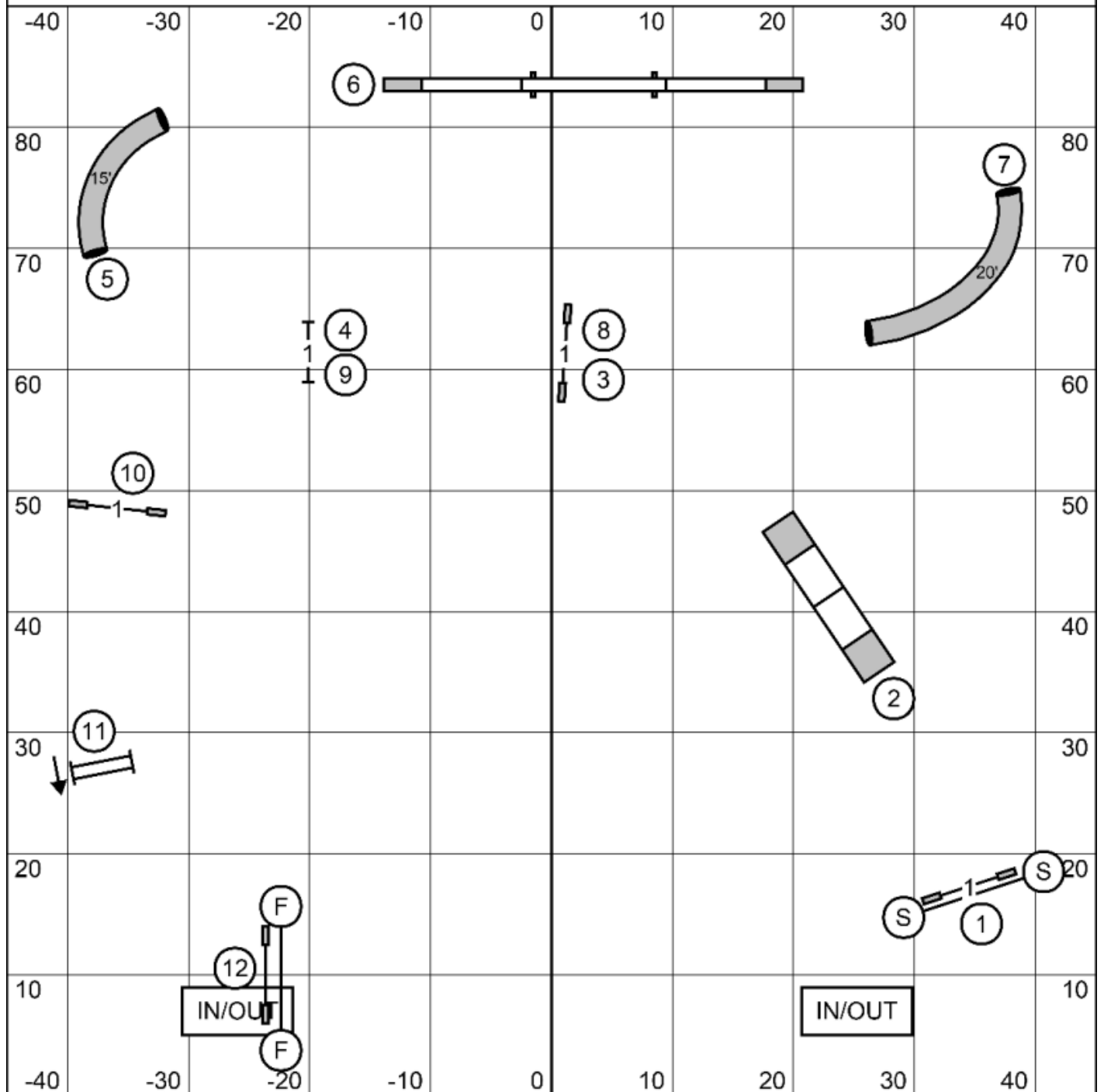
Standard Level 2



Next Dog: Please
enter the ring when
the team ahead of you
is at #12

Standard Level 2
Judged by: Mike Brownell
July 27, 2024
Eastern Maine Agility Club
Skowhegan, ME

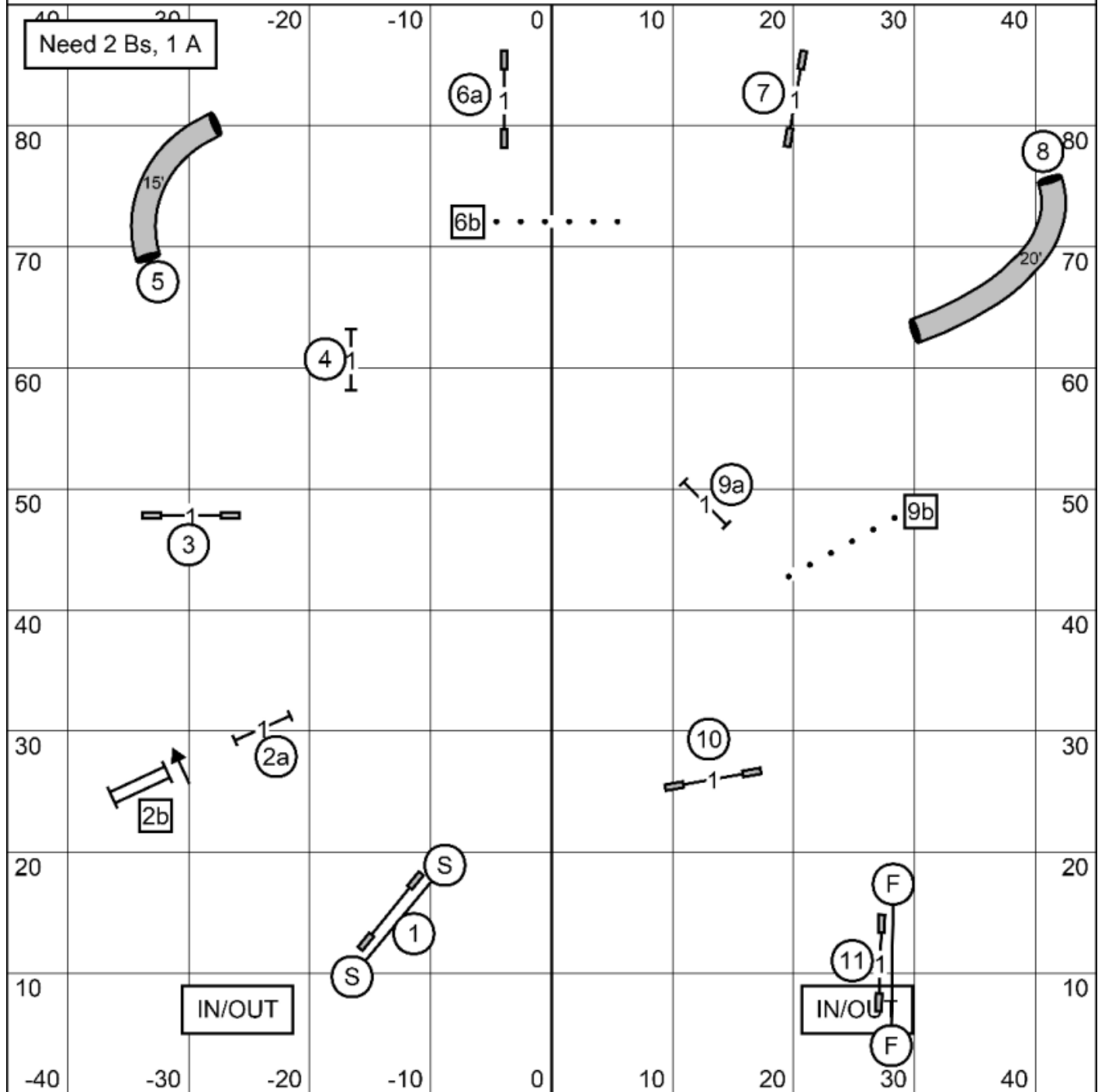
Standard Level 1



Next Dog: Please
enter the ring when
the team ahead of you
is at #10

Standard Level 1
Judged by: Mike Brownell
July 27, 2024
Eastern Maine Agility Club
Skowhegan, ME

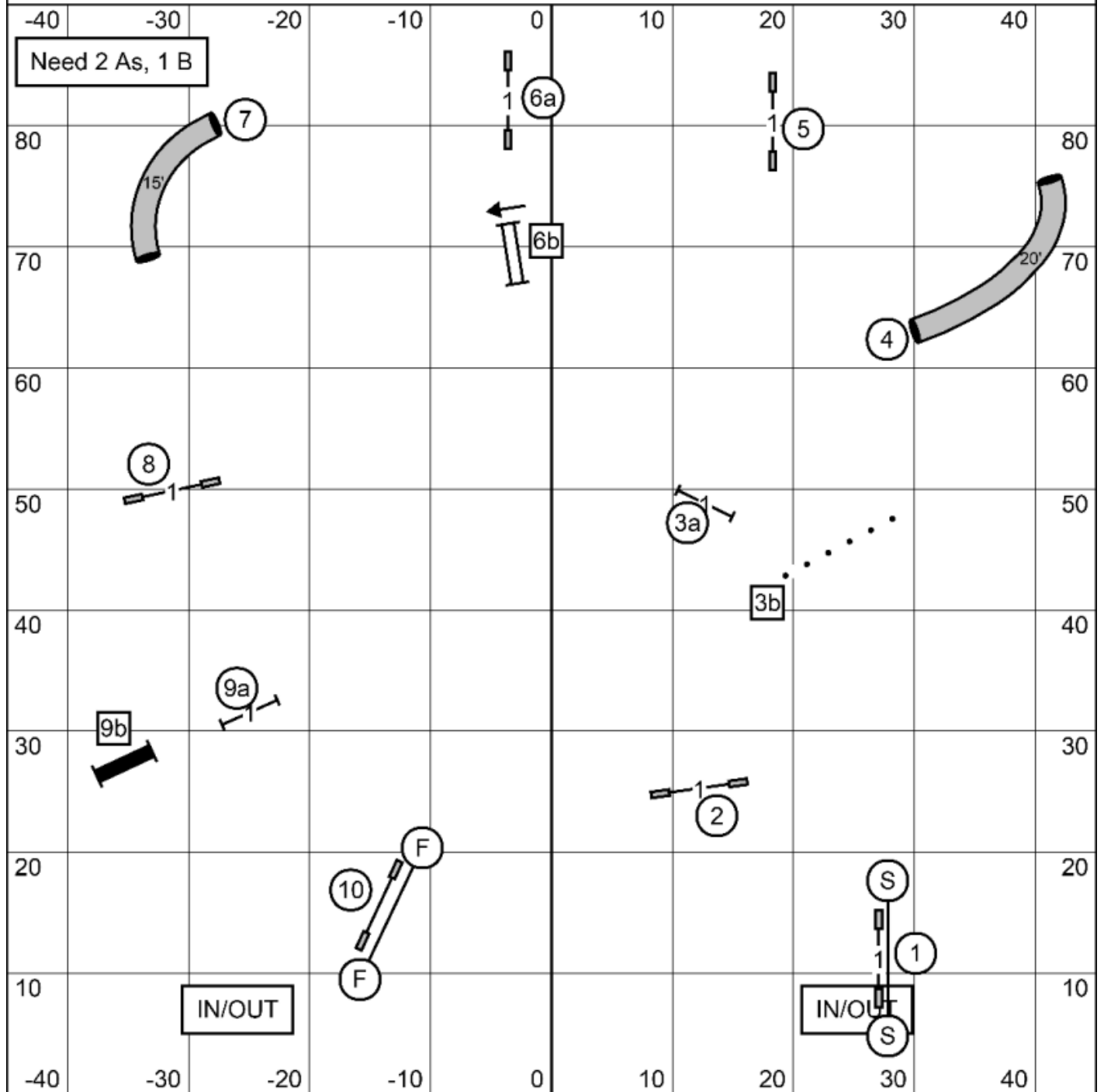
Wildcard Levels 3/5/C



Next Dog: Please
enter the ring when
the team ahead of you
is at #9

Wildcard Levels 3/5/C
Judged by: Mike Brownell
July 27, 2024
Eastern Maine Agility Club
Skowhegan, ME

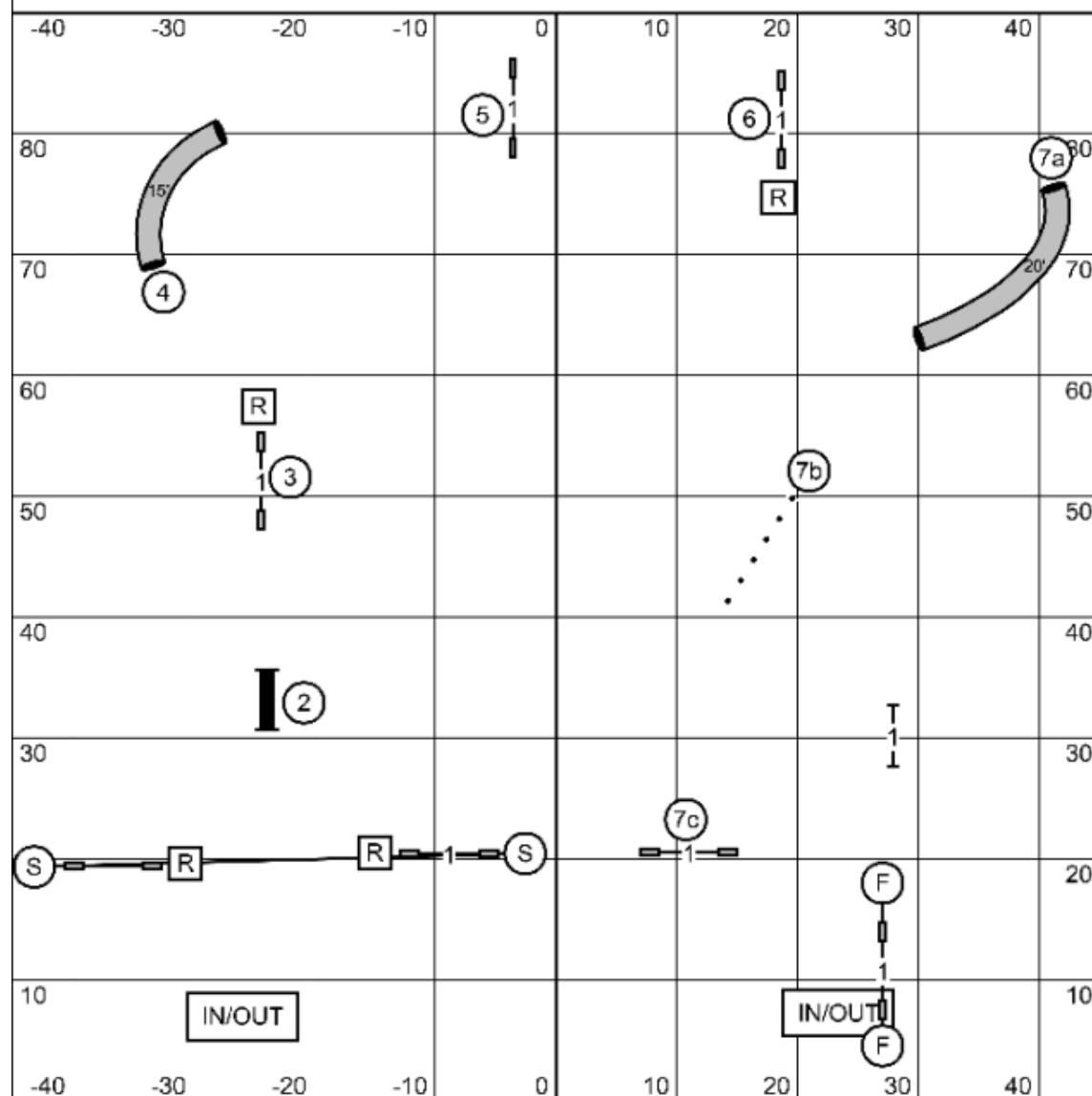
Wildcard Levels 1/2



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

Wildcard Levels 1/2
Judged by: Mike Brownell
July 27, 2024
Eastern Maine Agility Club
Skowhegan, ME

Snooker Levels 3/5/C



BRIEFING:

*In the opening: All obstacles are bi-/multi-directional.
For combo #7, order and direction do not matter - just get all three parts.

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

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

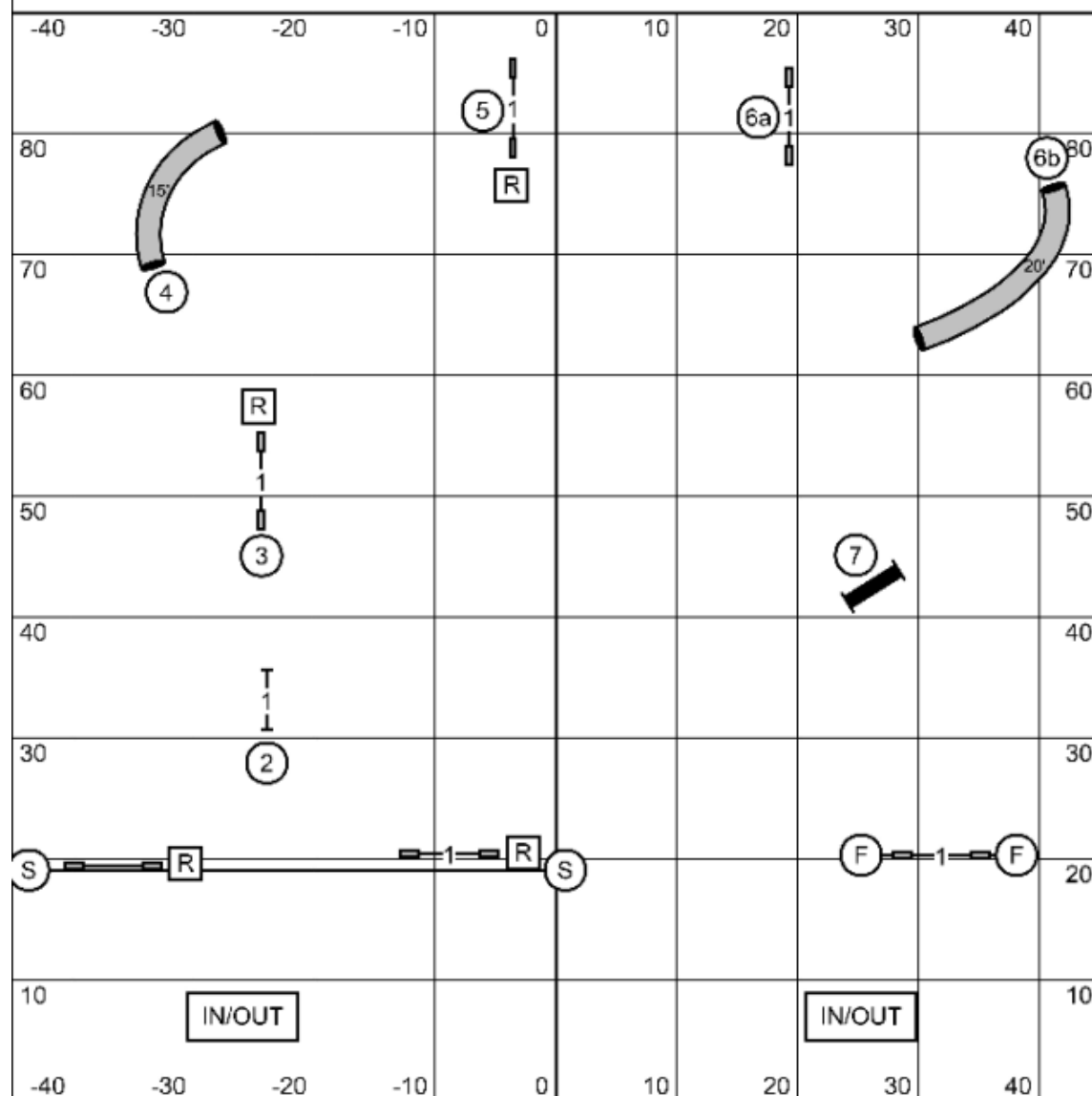
16" Vets jumping 12" get big dog time.

The start line IS bi-directional

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
July 27, 2024
Eastern Maine Agility Club
Skowhegan, ME

Snooker Levels 1/2



BRIEFING:

*In the opening: All obstacles are bi-/multi-directional.
For combo #6, order and direction do not matter - just get both parts.

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

* In the closing: Everything must be taken as labeled.
#2 & #3 ARE 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.

The start line is NOT bi-directional

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

Snooker Levels 1/2
Judged by: Mike Brownell
July 27, 2024
Eastern Maine Agility Club
Skowhegan, ME

Jumpers Levels 3/5/C

The diagram shows a grid with X and Y coordinates ranging from -40 to 40 and 10 to 80. Jumpers are numbered 1 through 18. Symbols S, F, IN, and OUT are placed near jumpers 1, 5, 14, and 18 respectively. A central vertical line is present. A cluster of lines with an arrow points to jumper 16. A curved line with an arrow points to jumper 10. A curved line with an arrow points to jumper 7. A curved line with an arrow points to jumper 11. A curved line with an arrow points to jumper 12. A curved line with an arrow points to jumper 13. A curved line with an arrow points to jumper 15. A curved line with an arrow points to jumper 17. A curved line with an arrow points to jumper 18.

Next Dog: Please enter the ring when the team ahead of you is at #14

Jumpers Levels 3/5/C
Judged by: Mike Brownell
July 27, 2024
Eastern Maine Agility Club
Skowhegan, ME

Jumpers Levels 1/2

The diagram shows a grid with a horizontal axis from -40 to 40 and a vertical axis from 0 to 80. A vertical line is drawn at x=0. Various jumpers are represented by circles with numbers inside, and some are connected by lines or have additional labels.

- Jumpers:**
 - 6: Located at approximately (-25, 80).
 - 5: Located at (0, 80).
 - 4: Located at (25, 80).
 - 3: Located at (35, 65).
 - 7: Located at (-25, 50).
 - 8: Located at (-25, 35).
 - 12: Located at (-25, 30).
 - 9: Located at (-35, 20).
 - 13: Located at (-30, 20).
 - 11: Located at (-5, 20).
 - 10: Located at (-25, 10).
 - 2: Located at (25, 40).
 - 1: Located at (30, 20).
- Other Features:**
 - A curved line labeled "15'" connects jumper 6 to the left.
 - A curved line labeled "20'" connects jumper 3 to the right.
 - A vertical line segment labeled "1" is located at x=25, between y=80 and y=50.
 - A vertical line segment labeled "1" is located at x=-25, between y=50 and y=30.
 - A horizontal line segment labeled "1" is located at x=-5, between y=20 and y=10.
 - A horizontal line segment labeled "1" is located at x=30, between y=20 and y=10.
 - A box labeled "IN" is located at (-25, 10).
 - A box labeled "IN/OUT" is located at (30, 10).

Next Dog: Please enter the ring when the team ahead of you is at #10

Jumpers Levels 1/2
Judged by: Mike Brownell
July 27, 2024
Eastern Maine Agility Club
Skowhegan, ME