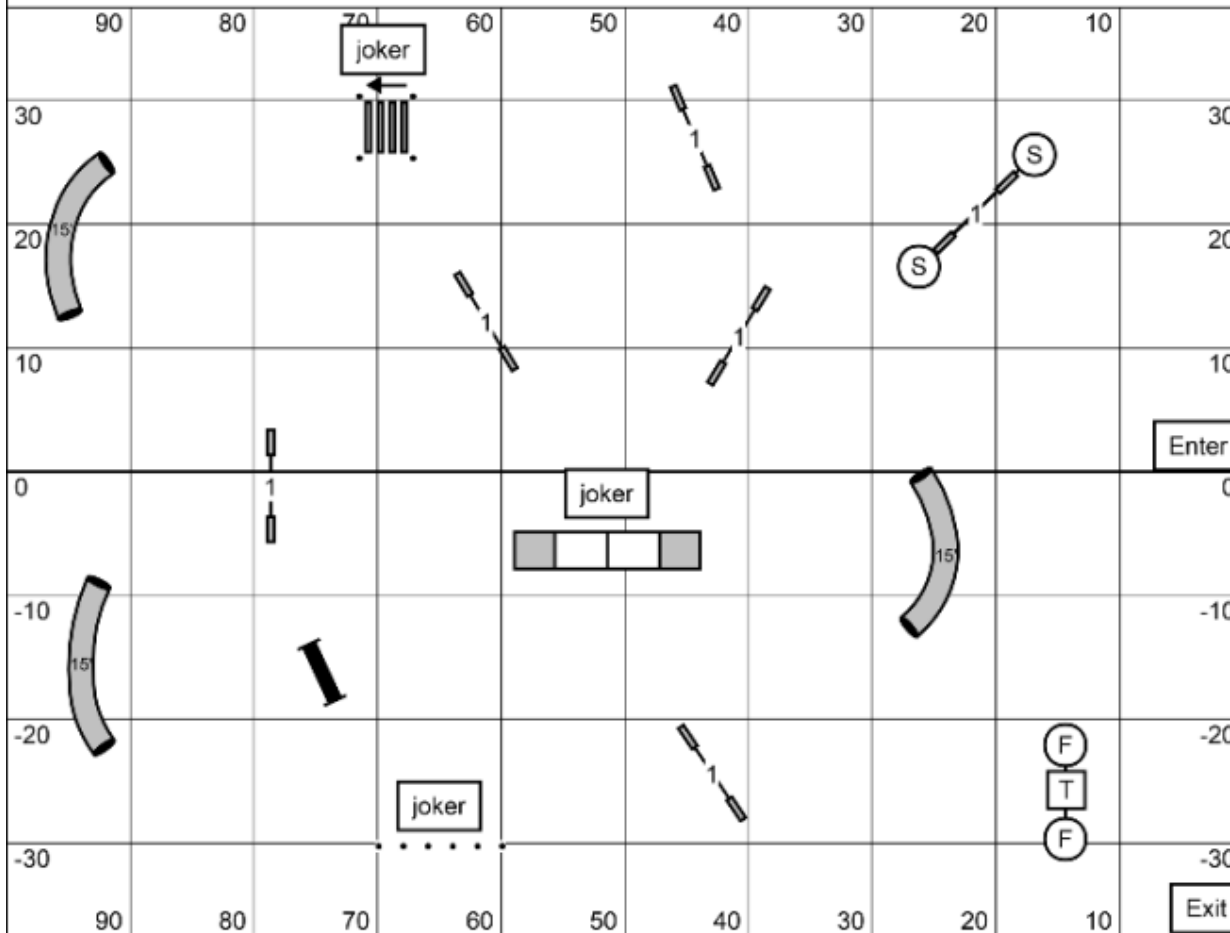


FullHouse All Levels



BRIEFING: Start line IS bi-directional. Everything may be taken twice successfully for points. Back to back is fine as long as it is done safely. Once the horn blows, you stop accumulating points and must go to the table. For every full second over time, 1 point is deducted.

Requirements to Qualify:

Sometime during your run, you need to successfully complete 3 single jumps, 2 tunnels/panel and 1 joker plus enough points for your level to qualify.

Obstacle Point Values:

1 Point: Single bar jumps

3 Point: Tunnels, Panel

5 Point (jokers): A-Frame, Broad Jump, Weaves
Table is live at all times and has no point value.

FullHouse Times:

Small dogs: 35 seconds and 5 seconds

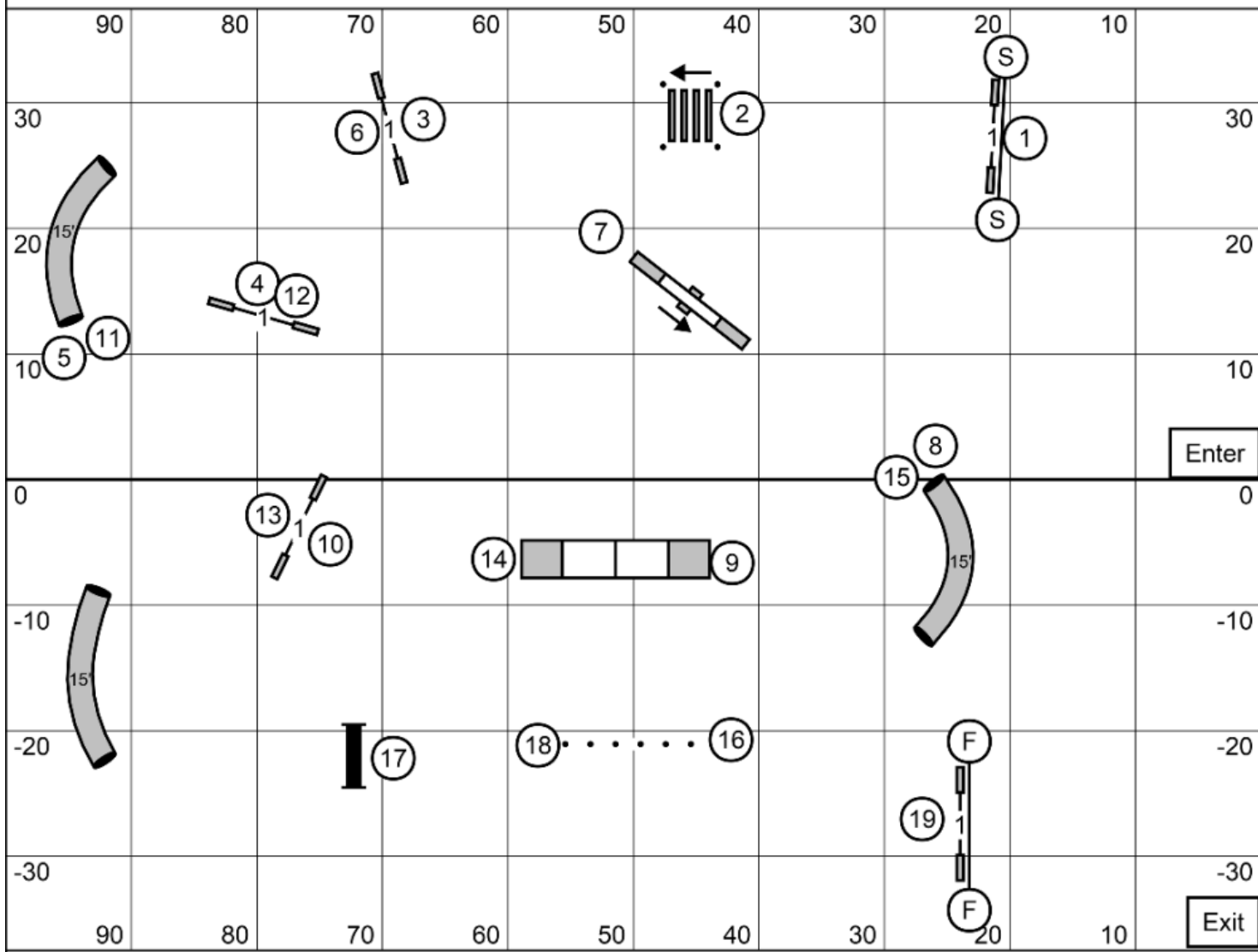
Large dogs: 30 seconds and 5 seconds

Points needed to Qualify:

	Reg / Vet	Enth/ Spec
Level 1	19 points	17 points
Level 2	21 points	19 points
Level 3	23 points	21 points
Level 5/C	25 points	23 points

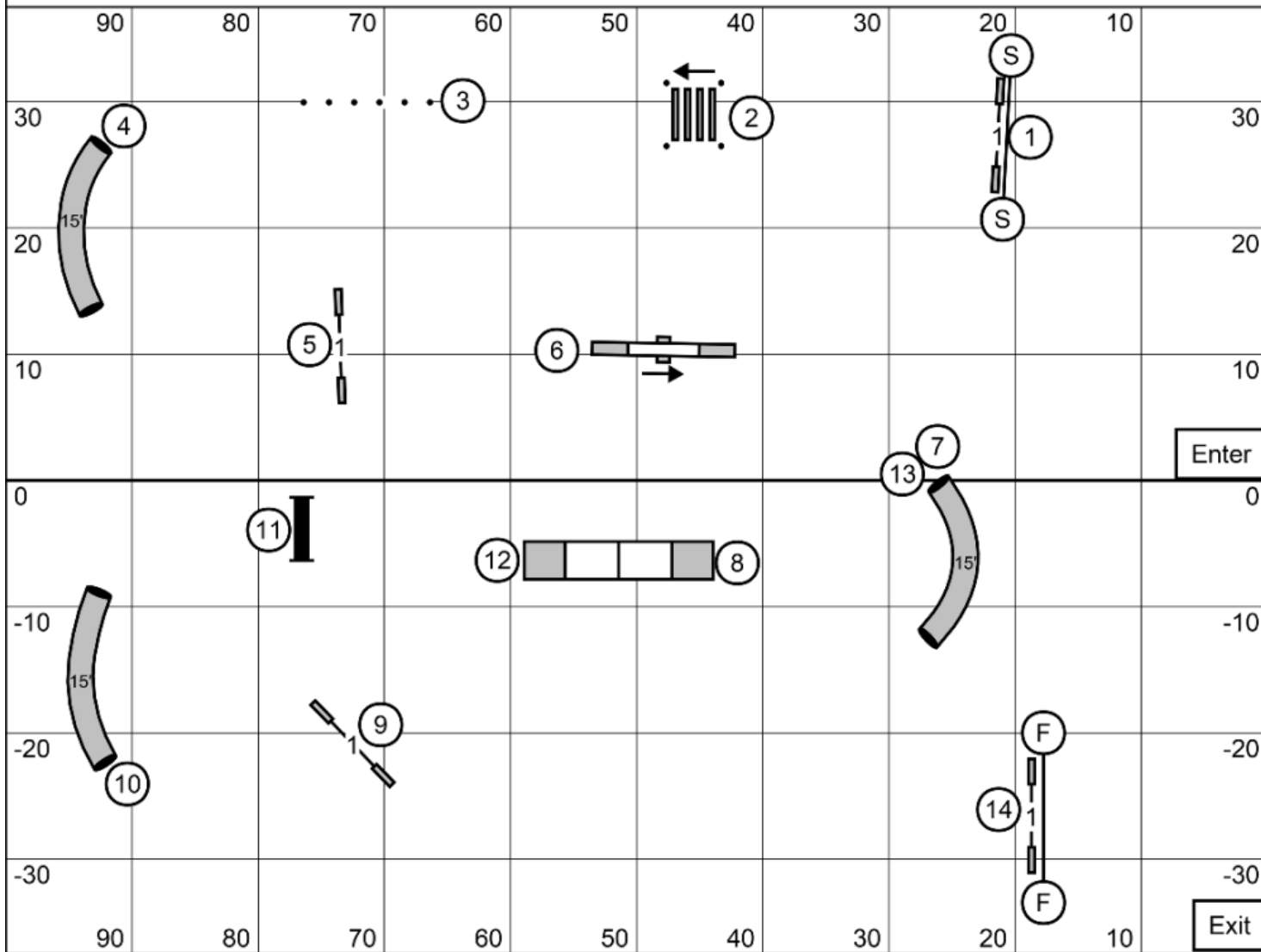
FullHouse 1,2,3,5,C
Judged by: Mark Anthony
November 23, 2024
Bo-Gee Agility
Amherst, NH

Standard 5,C



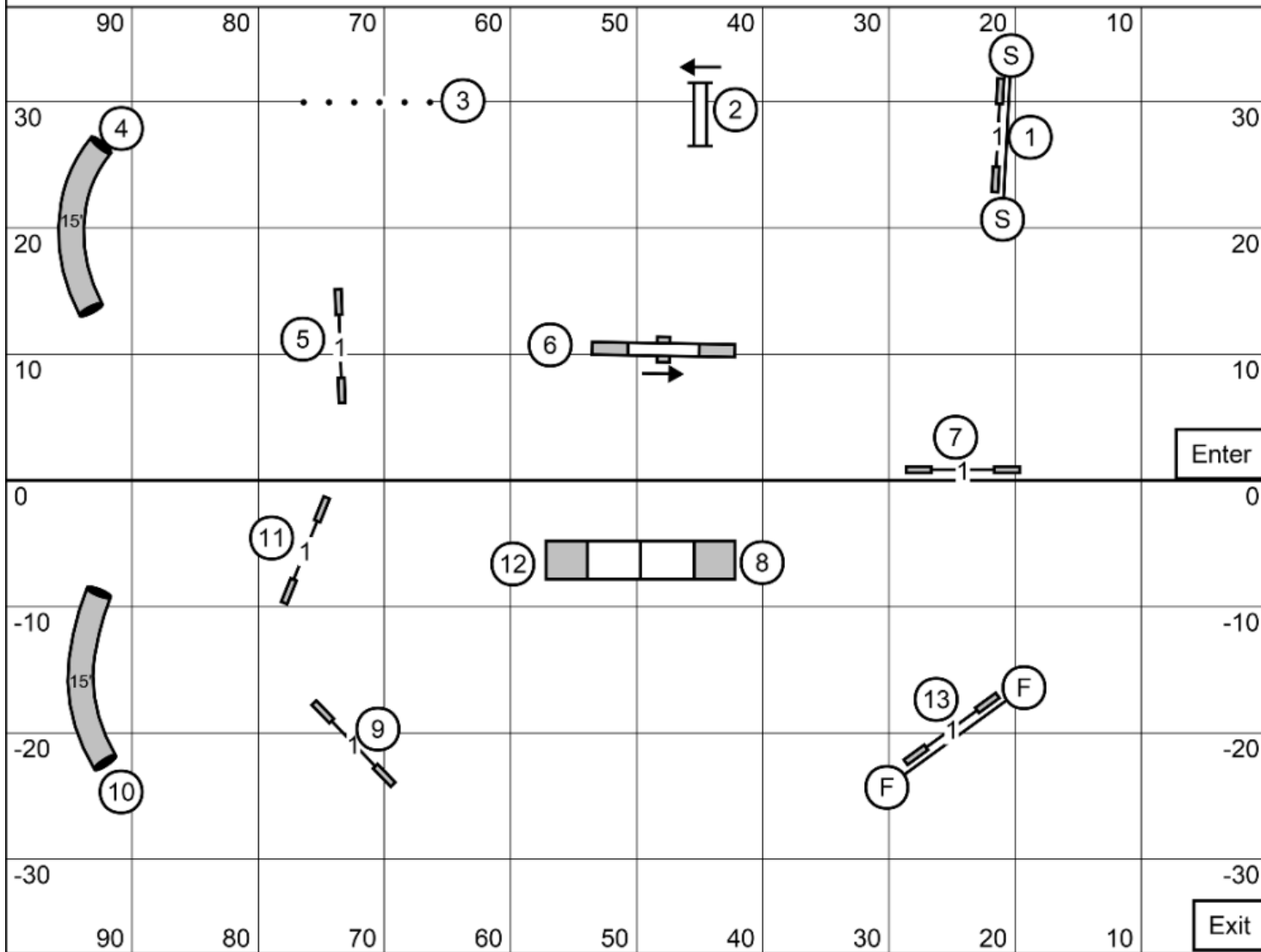
Standard 5,C
 Judged by: Mark Anthony
 November 23, 2024
 Bo-Gee Agility
 Amherst, NH

Standard 3



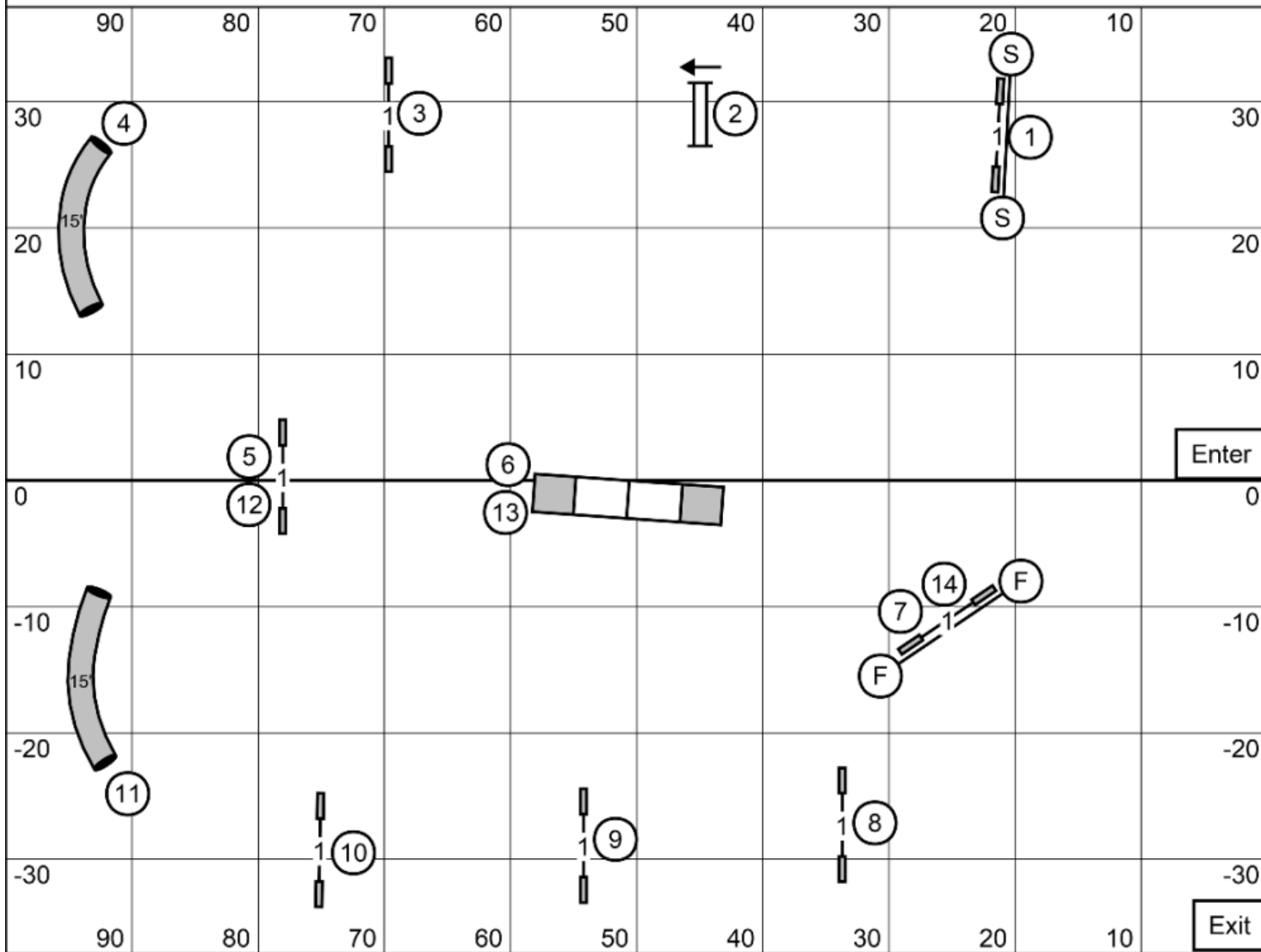
Standard 3
 Judged by: Mark Anthony
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 Bo-Gee Agility
 Amherst, NH

Standard 2



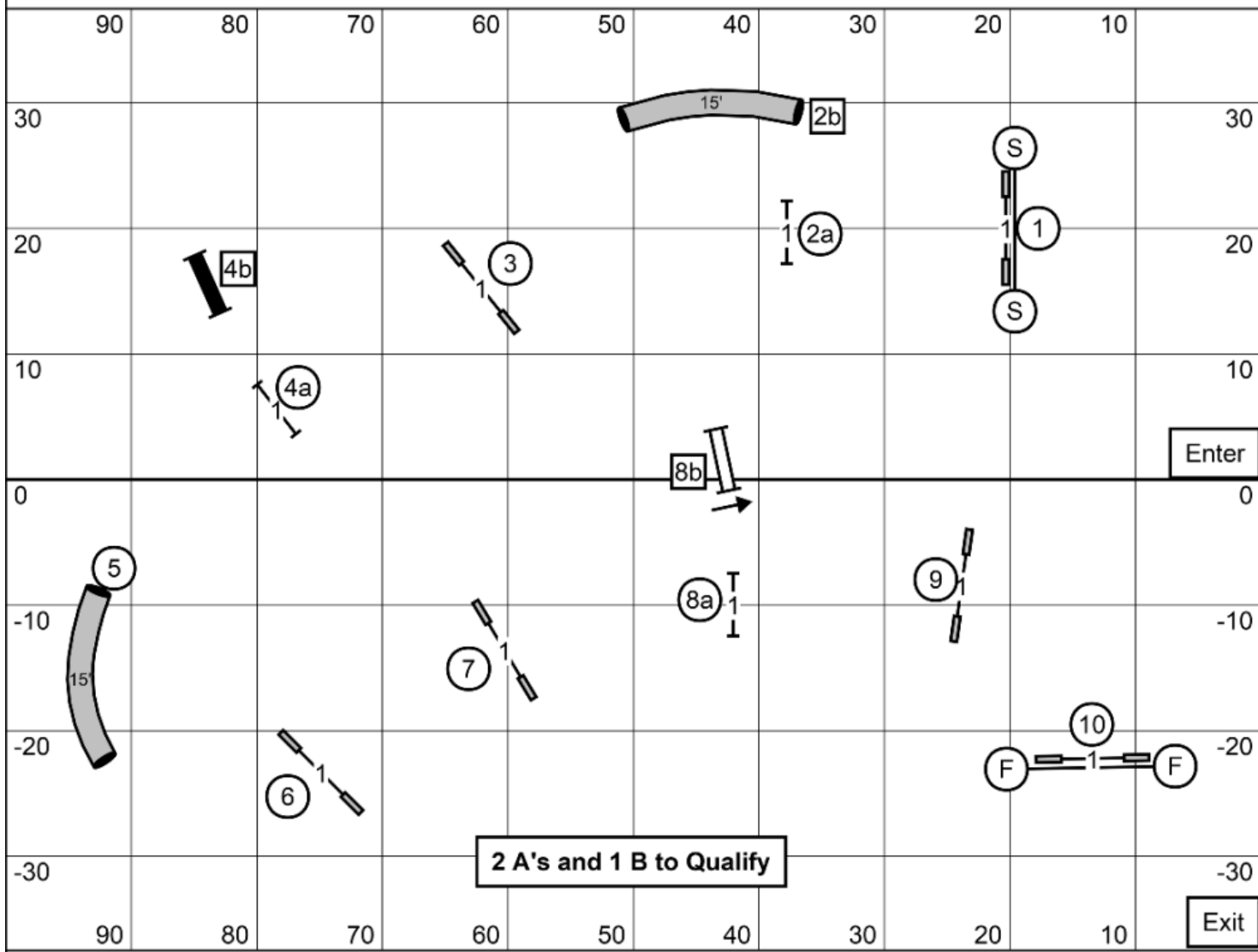
Standard 2
 Judged by: Mark Anthony
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 Amherst, NH

Standard 1



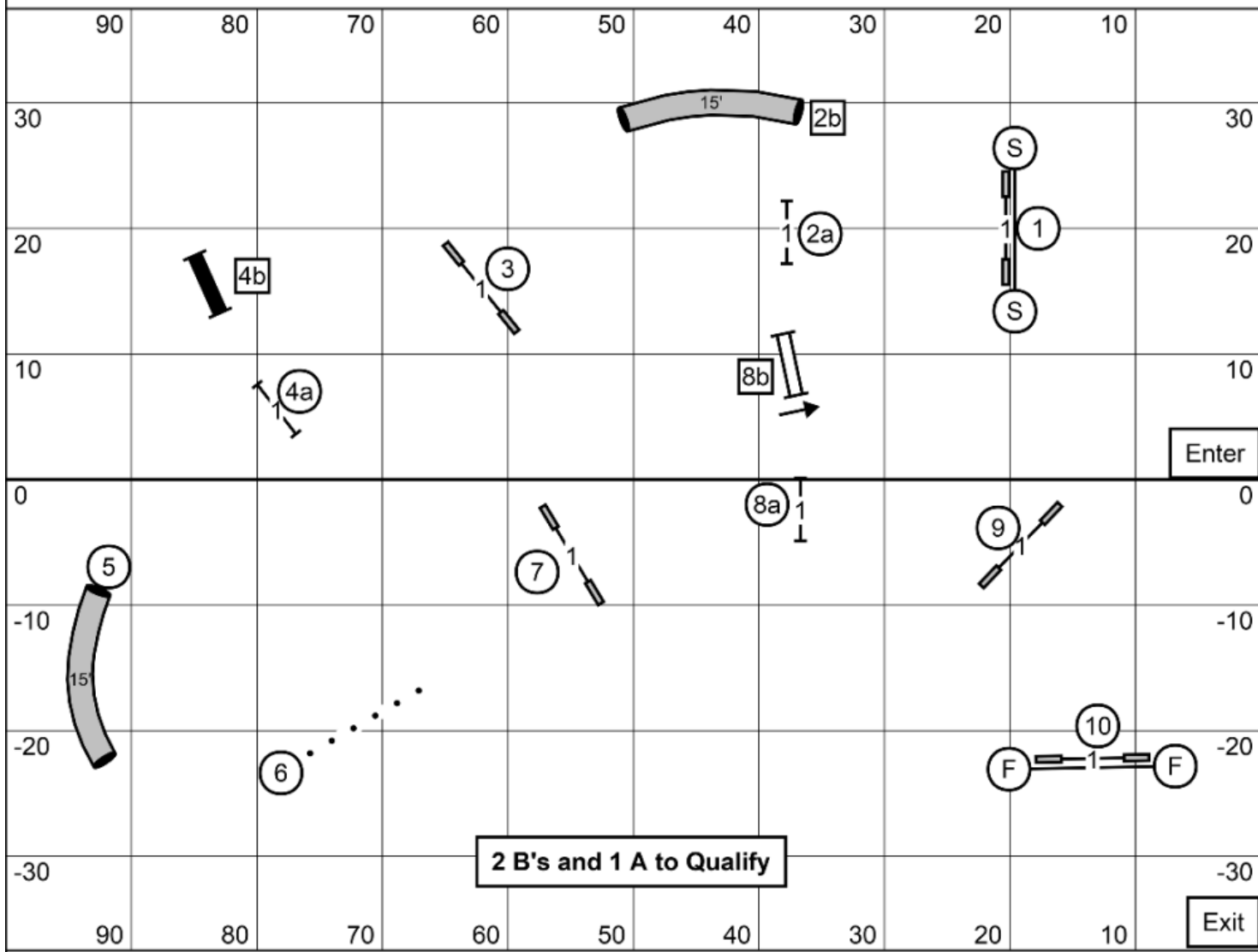
Standard 1
 Judged by: Mark Anthony
 November 23, 2024
 Bo-Gee Agility
 Amherst, NH

Wildcard 1,2



Wildcard 1,2
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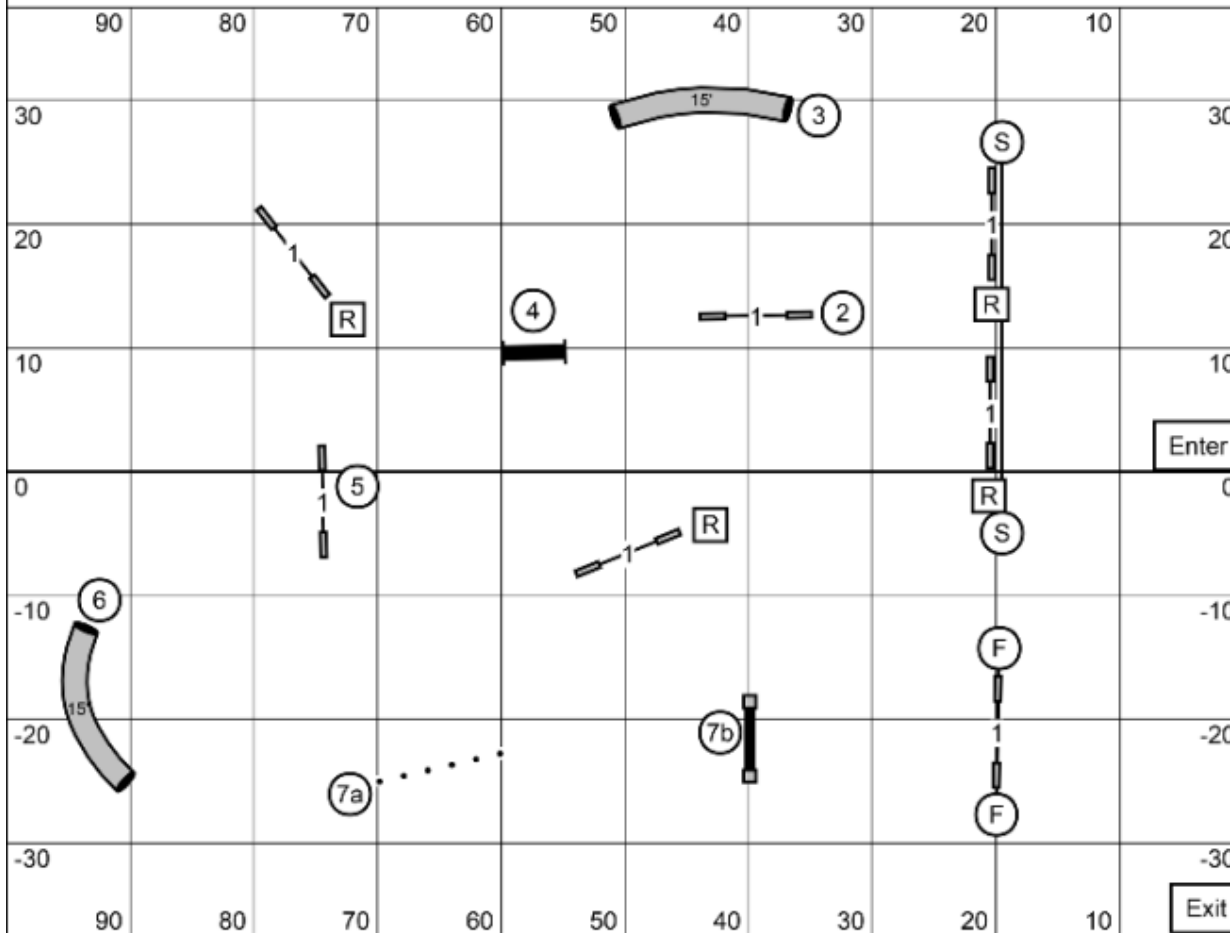
Wildcard 3,5,C



2 B's and 1 A to Qualify

Wildcard 3,5,C
 Judged by: Mark Anthony
 November 23, 2024
 Bo-Gee Agility
 Amherst, NH

Snooker 3,5,C



In the opening: Start line is NOT bi-directional. Everything is bi-/multi- directional. Teams must complete a red (R) and color (C) combination three times (RC, RC & RC). Reds can only be used once but color obstacles can be used multiple times. For the combo, order and direction do not matter as long as all parts are completed.

In the closing: Everything must be taken as labeled. #2 is bi-directional.

Finish: The finish jump becomes live after completion of the opening. If you hear me say thank you or a whistle, please proceed to the finish jump. Finish jump is bi-directional and there is no fault for knocking a bar. You must take the finish jump to receive a score.

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:

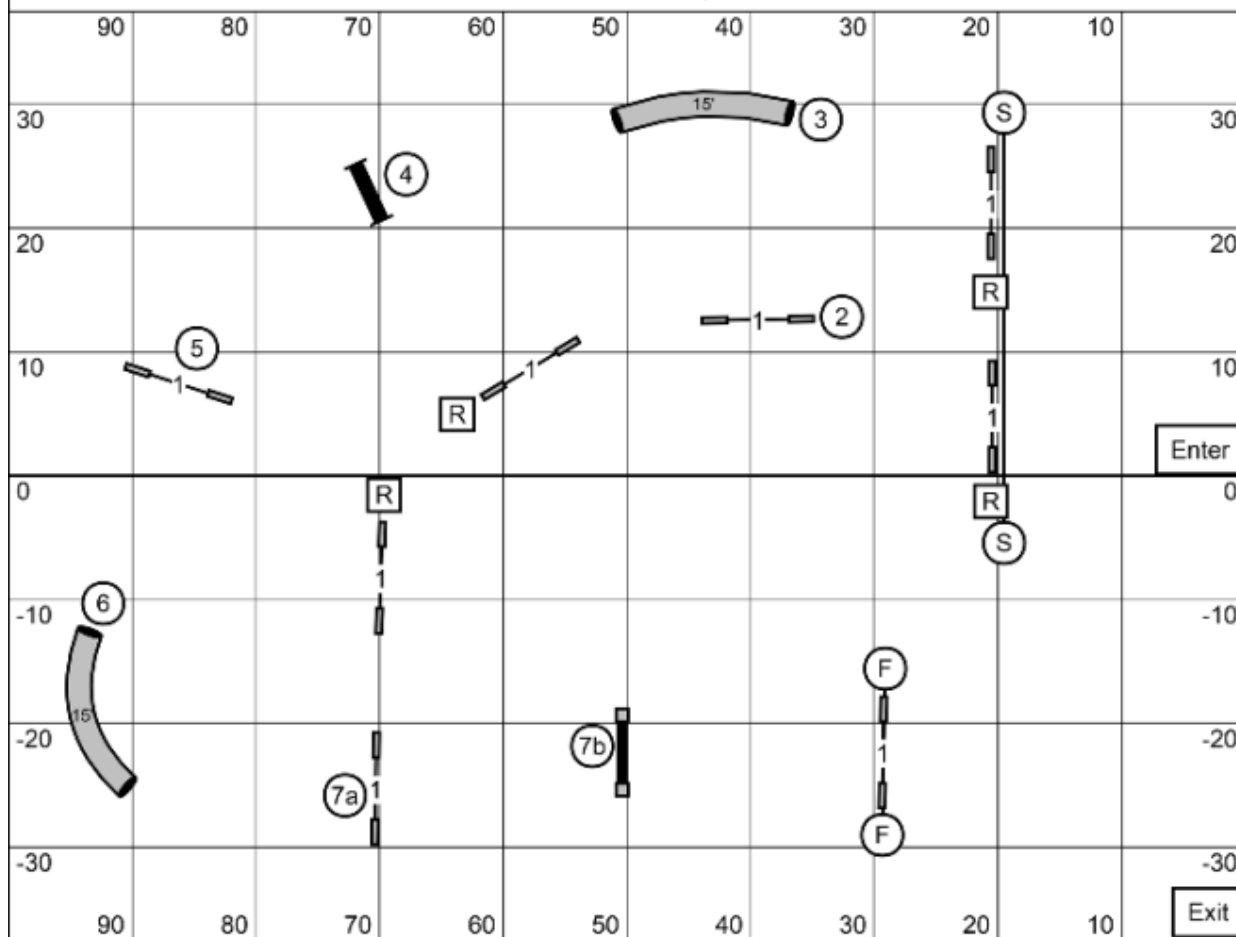
Small Dogs: 55 Seconds

Large Dogs: 50 Seconds

16" Vets jumping 12" get big dog time.

Snooker 3,5,C
 Judged by: Mark Anthony
 November 23, 2024
 Bo-Gee Agility
 Amherst, NH

Snooker 1,2



In the opening: Start line is NOT bi-directional. Everything is bi-/multi- directional. Teams must complete a red (R) and color (C) combination three times (RC, RC & RC). Reds can only be used once but color obstacles can be used multiple times. For the combo, order and direction do not matter as long as all parts are completed.

In the closing: Everything must be taken as labeled. #2 is bi-directional.

Finish: The finish jump becomes live after completion of the opening. If you hear me say thank you or a whistle, please proceed to the finish jump. Finish jump is bi-directional and there is no fault for knocking a bar. You must take the finish jump to receive a score.

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:

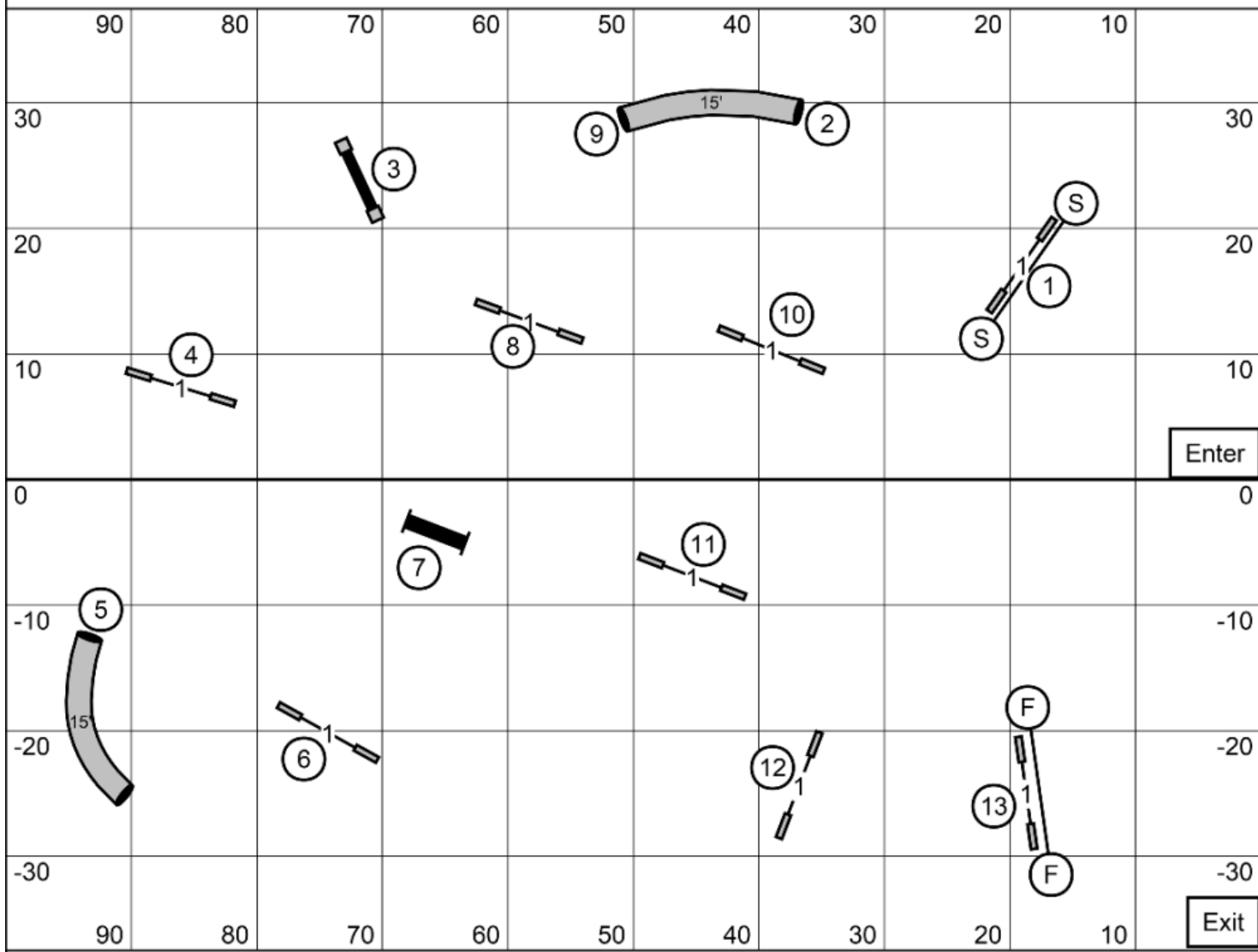
Small Dogs: 55 Seconds

Large Dogs: 50 Seconds

16" Vets jumping 12" get big dog time.

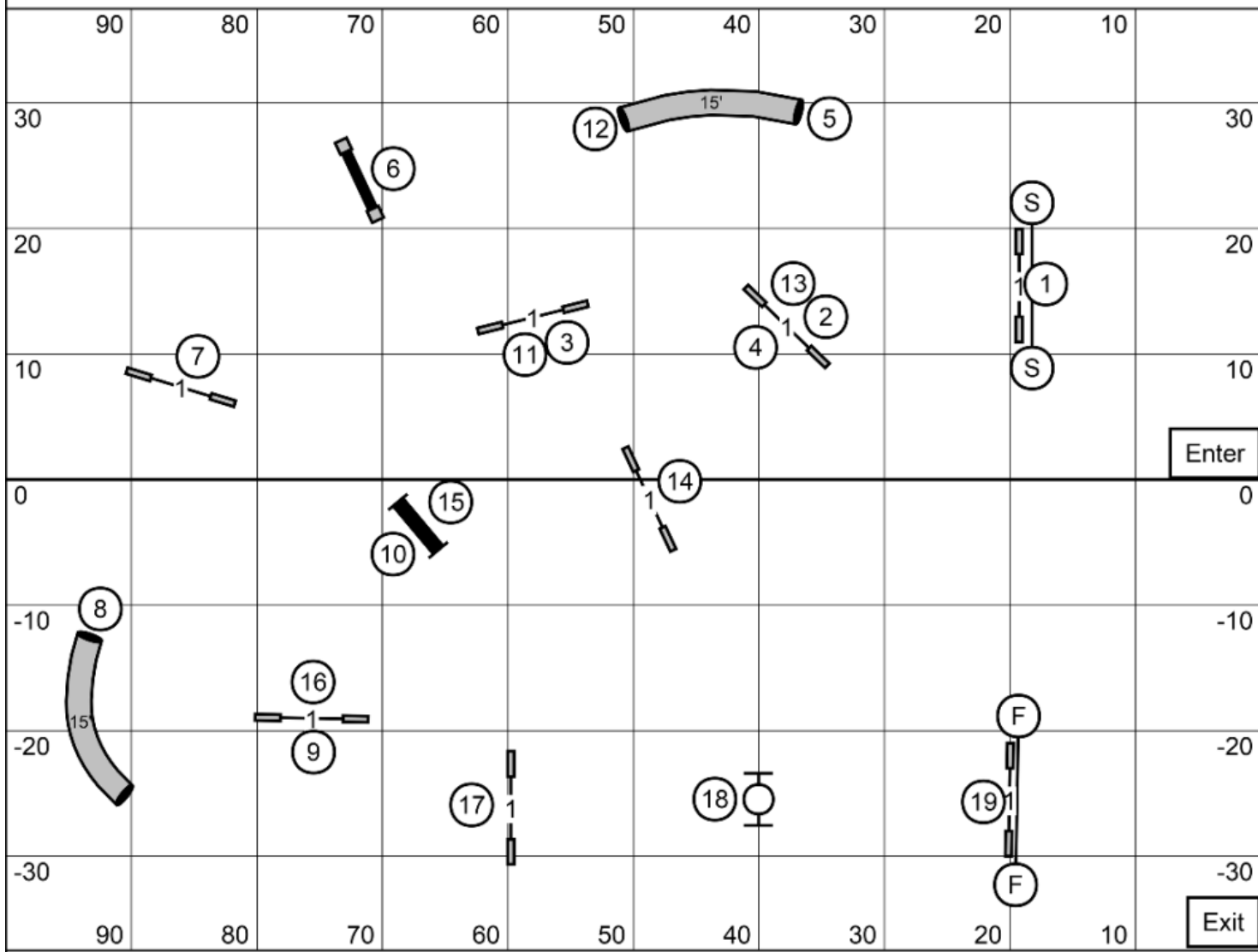
Snooker 1,2
Judged by: Mark Anthony
November 23, 2024
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Jumpers 1,2



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Jumpers 3,5,C



Jumpers 3,5,C
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