

FullHouse Levels 1 2 3 5 C

Briefing
 The finish jump is LIVE at all times after you receive the "GO". To end and get your points, you need to go through or over the jump. It is bi-directional, dropped bar is okay.

To qualify, you must obtain the required obstacles, which are:
 (3) three -- 1 point obstacles
 (2) two -- 3 point obstacles
 (1) one -- 5 point obstacle
 as well as the additional points needed for 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 go through the finish jump to stop the clock. You lose one (1) point for each full second over time. You do not get your points if your dog does not do that jump. It is not worth any points.

Obstacle point value:
 1 point: single bar jumps
 3 point: tunnels, panel
 5 point joker: dog walk, A-frame, weaves

Times:
 Large dogs -- 30 seconds
 Small dogs -- 35 seconds
 16" Vets jumping 12" get large dog time

Points needed:
 Level 1 19 points
 Level 2 21 points
 Level 3 23 points
 Levels 5C 25 points
 Specialists and Enthusiasts
 Two (2) points fewer are needed for each level

FullHouse Levels 1 2 3 5 C
 Judged by Jan Niblock
 May 2, 2025
 Eastern Maine Agility Club
 Skowhegan ME

Briefing

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Level 2	21 points
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Level 3	23 points
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Levels 5C	25 points
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Specialists and Enthusiasts

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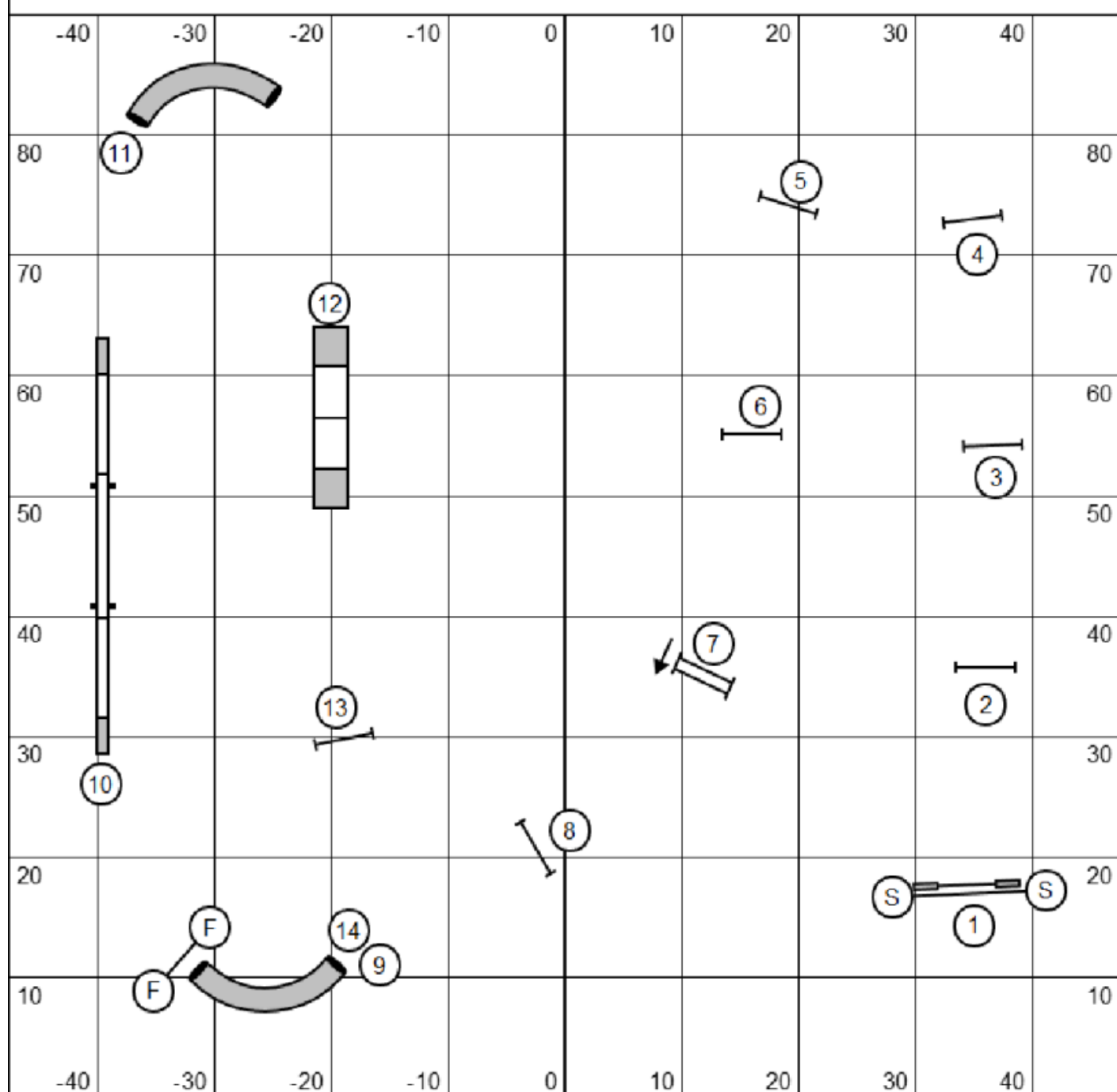
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Standard Level 1



Standard Level 1 Round 1

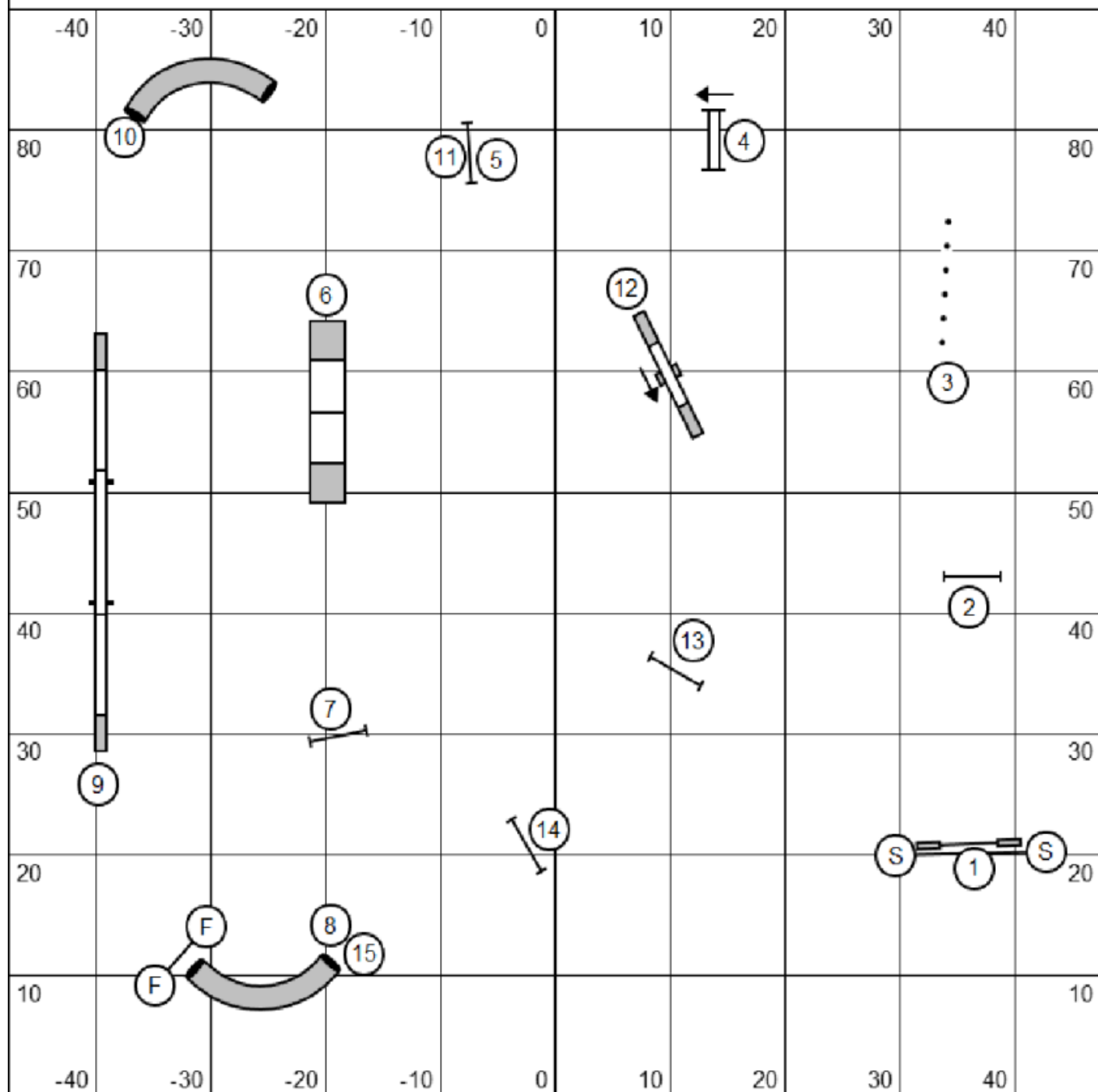
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Standard Levels 2 3



Standard Levels 2 3 Round 1

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Standard Levels 5 C

The diagram shows an agility course on a grid from -40 to 40 on both the x and y axes. The course includes 16 numbered obstacles and several lettered markers (F, S, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16). The obstacles are as follows:

- Obstacle 1:** A slanted bar with a cone (S) at each end, located at approximately (30, 10).
- Obstacle 2:** A jump bar located at approximately (40, 30).
- Obstacle 3:** A dotted line obstacle located at approximately (40, 50).
- Obstacle 4:** A jump bar with a cone (4) at the end, located at approximately (20, 80).
- Obstacle 5:** A jump bar located at approximately (0, 80).
- Obstacle 6:** A slanted bar with a cone (6) at the end, located at approximately (-20, 60).
- Obstacle 7:** A jump bar located at approximately (-15, 30).
- Obstacle 8:** A curved bar with a cone (8) at the end, located at approximately (-20, 10).
- Obstacle 9:** A vertical bar with a cone (9) at the bottom, located at approximately (-35, 30).
- Obstacle 10:** A curved bar with a cone (10) at the end, located at approximately (-35, 80).
- Obstacle 11:** A jump bar located at approximately (-10, 70).
- Obstacle 12:** A slanted bar with a cone (12) at the end, located at approximately (10, 60).
- Obstacle 13:** A jump bar located at approximately (30, 45).
- Obstacle 14:** A jump bar located at approximately (20, 30).
- Obstacle 15:** A jump bar located at approximately (0, 20).
- Obstacle 16:** A curved bar with a cone (16) at the end, located at approximately (-20, 10).

Lettered markers (F, S, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16) are placed at various points on the course, often near the obstacles.

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Standard Levels 5 C

The diagram shows an agility course on a grid. The grid has horizontal axes from -40 to 40 and vertical axes from 10 to 80. The course consists of 16 numbered obstacles and several lettered obstacles (S, F). The obstacles are as follows:

- 1:** A small circle at approximately (-35, 10).
- 2:** A vertical bar with a horizontal crossbar at approximately (-5, 25).
- 3:** A vertical bar with a horizontal crossbar at approximately (15, 30).
- 4:** A vertical bar with a horizontal crossbar at approximately (35, 45).
- 5:** A diagonal bar with a horizontal crossbar at approximately (20, 60).
- 6:** A vertical bar with a horizontal crossbar at approximately (-5, 70).
- 7:** A curved bar at approximately (-30, 80).
- 8:** A vertical bar with a horizontal crossbar at approximately (-35, 65).
- 9:** A small circle at approximately (-30, 15).
- 10:** A vertical bar with a horizontal crossbar at approximately (-15, 30).
- 11:** A diagonal bar with a horizontal crossbar at approximately (-15, 50).
- 12:** A vertical bar with a horizontal crossbar at approximately (-5, 80).
- 13:** A vertical bar with a horizontal crossbar at approximately (15, 80).
- 14:** A dotted line at approximately (35, 70).
- 15:** A vertical bar with a horizontal crossbar at approximately (40, 30).
- 16:** A diagonal bar with a horizontal crossbar at approximately (35, 10).
- S:** Two small circles at approximately (-30, 15) and (-30, 10).
- F:** Two small circles at approximately (25, 20) and (35, 10).

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Standard Levels 2 3

The diagram shows an agility course on a grid. The grid has X and Y axes ranging from -40 to 40. The course includes the following elements:

- Start:** A circle labeled 'S' at approximately (-35, 10).
- Obstacle 1:** A curved barrier labeled '1' at approximately (-35, 10).
- Obstacle 2:** A curved barrier labeled '6' at approximately (-25, 80).
- Obstacle 3:** A vertical barrier labeled '7' at approximately (-35, 65).
- Obstacle 4:** A vertical barrier labeled '10' at approximately (-15, 50).
- Obstacle 5:** A vertical barrier labeled '11' at approximately (-5, 80).
- Obstacle 6:** A vertical barrier labeled '5' at approximately (-5, 80).
- Obstacle 7:** A diagonal barrier labeled '4' at approximately (15, 55).
- Obstacle 8:** A diagonal barrier labeled '3' at approximately (15, 35).
- Obstacle 9:** A diagonal barrier labeled '2' at approximately (0, 20).
- Obstacle 10:** A diagonal barrier labeled '9' at approximately (-15, 30).
- Obstacle 11:** A horizontal barrier labeled '14' at approximately (35, 45).
- Obstacle 12:** A horizontal barrier labeled '13' at approximately (35, 70).
- Obstacle 13:** A horizontal barrier labeled '15' at approximately (35, 20).
- Obstacle 14:** A horizontal barrier labeled '12' at approximately (15, 80).
- Obstacle 15:** A horizontal barrier labeled '8' at approximately (-35, 15).
- Obstacle 16:** A horizontal barrier labeled '1' at approximately (-35, 10).
- Obstacle 17:** A horizontal barrier labeled 'S' at approximately (-35, 10).
- Obstacle 18:** A horizontal barrier labeled 'F' at approximately (30, 20).
- Obstacle 19:** A horizontal barrier labeled 'F' at approximately (40, 20).
- Obstacle 20:** A horizontal barrier labeled '15' at approximately (35, 20).

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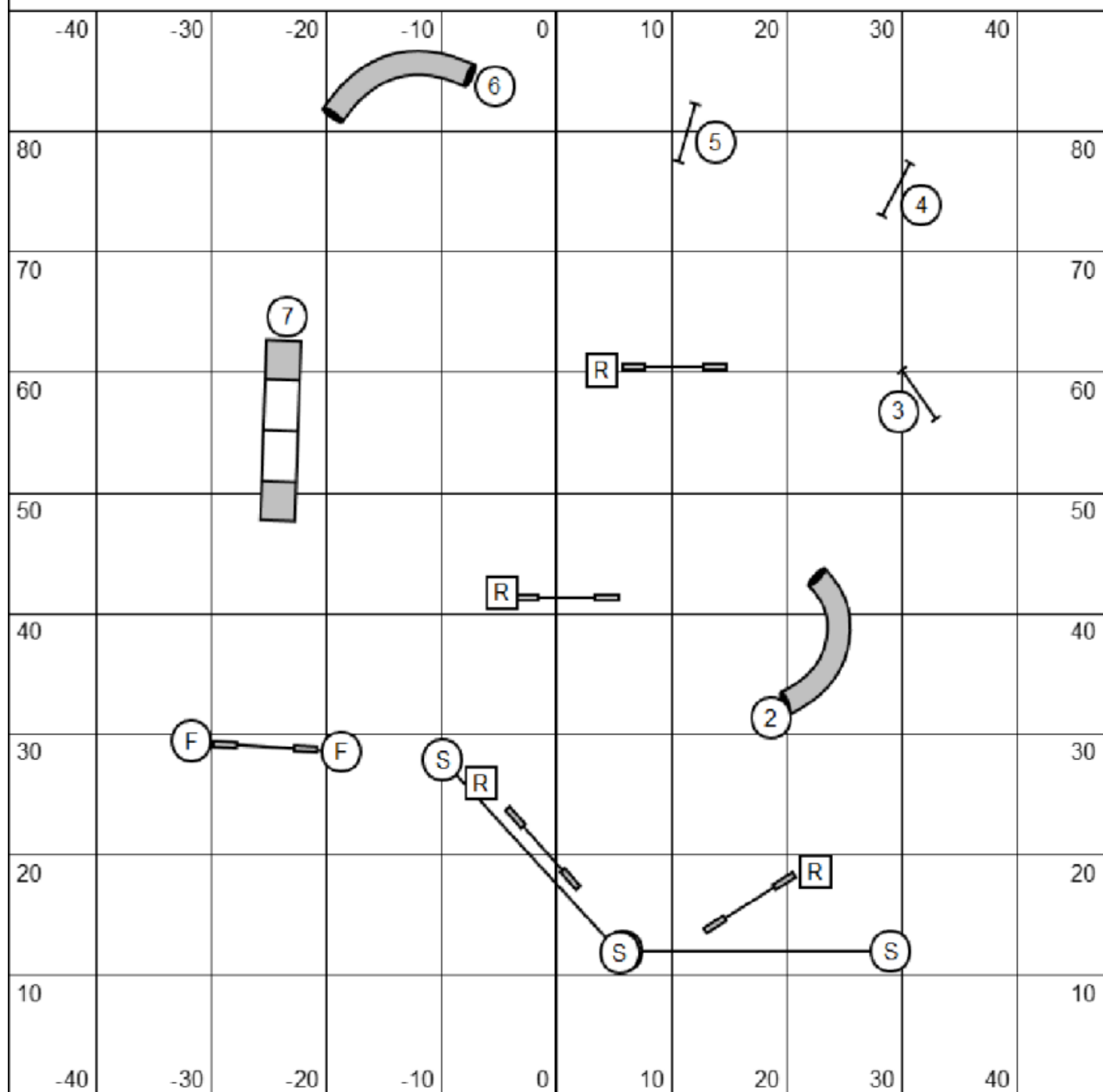
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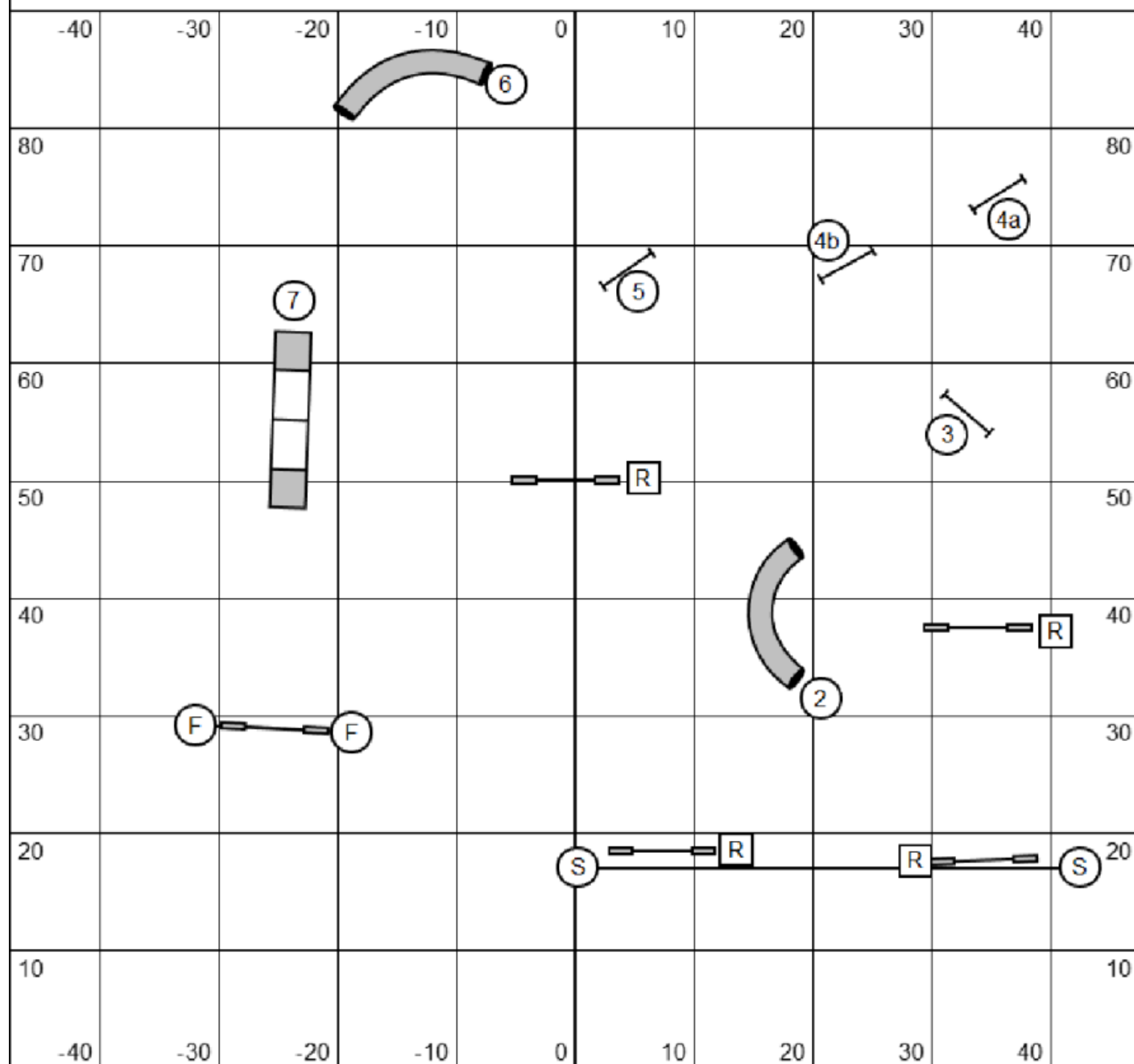
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Snooker Levels 1 2



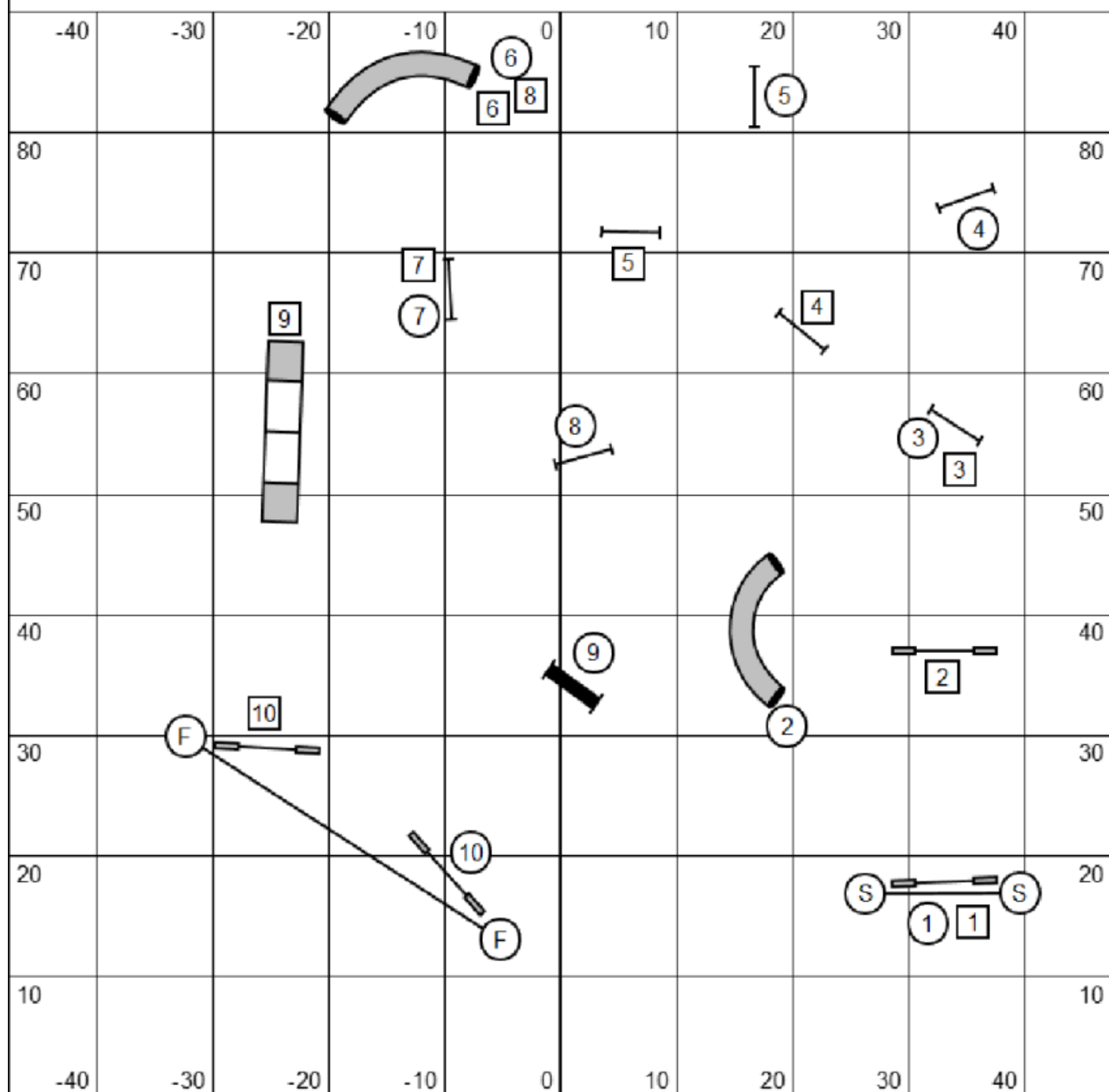
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Snooker Levels 3 5 C



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Colors Levels 1 2



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