

**FullHouse All Levels**

Judged by: Julie C Pattison  
May 10, 2025  
Bo-Gee Agility  
Raymond, NH

To qualify, teams must successfully complete at least one 5-point Joker, two 3-point obstacles, and three 1-point jumps as well as accumulate the minimum number of points for their level within the allotted time. With the exception of the Finish Jump, all obstacles may be completed successfully for points up to two times; back to back is acceptable, provided it is done safely. When the horn sounds, point accumulation ends, and you should direct your dog to the Finish. Dogs are allotted 5 seconds to reach the Finish, after which one point is deducted from your total points for every additional full second you spend on the course.

5 point Jokers: AFrame, Weaves, Double Jump  
3 points: Tunnels, Panel Jump  
1 point: Single Bar Jumps

4"/8"/12"	35 sec / 40 sec
16"/20"/24" plus 16"V jumping 12"	30 sec / 35 sec

Points 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 and C	25 points	23 points

### Jackpot 1 & 2

The plot shows a 2D coordinate system with x and y axes ranging from -40 to 40 and 10 to 80, respectively. A blue dashed line connects points F(-25, 20), 8(-30, 15), 4(-35, 55), and 2(-30, 80). Various objects are plotted: a 15-degree arc at (-35, 80), a 20-degree arc at (0, 15), a horizontal bar at (-10, 80), a vertical bar at (30, 50), and several other geometric shapes and points labeled 'a', 'b', 'S', 'F', and '4'.

This is a Traditional Jackpot. In the opening, teams run a path of their choosing to accumulate points. Everything may be taken twice successfully for points. Back to back obstacle performance is permissible as long as it is done safely. No two sequentially numbered gamble obstacles may be performed during the opening or you will negate your gamble. The start line is bi-directional.

1 point: Single Bar Jumps  
3 points: Tunnels, Weaves, Double Jump  
5 points: AFrame, Teeter, Jump Combo (as a smiley or frowny face)

To qualify, teams must earn enough total points and complete the gamble within the allotted time. Remember! The second horn will not sound until 6 seconds after your allotted time, but completing the gamble one full second over time will result in an NQ.

Level 1	32 points
Level 2	36 points
Enth/Spec need 2 fewer points per level.	

CourseDesigner.com (CD v4.34)

### Jackpot 3

The map is a 10x10 grid with x and y coordinates ranging from -40 to 40. The path is marked with numbers 1 through 8 and letters F and S. The path starts at a blue dot at (-25, 65) and ends at a red dot at (45, 50). The path is marked with numbers 1 through 8 and letters F and S. Obstacles include a grey curved wall at (-40, 80), a grey rectangular wall at (-10, 80), a grey rectangular wall at (30, 50), a grey curved wall at (0, 10), and a grey rectangular wall at (45, 45). A blue dashed line runs vertically from (-25, 65) to (-25, 20). A red dashed line runs horizontally from (0, 20) to (45, 20).

This is a Traditional Jackpot. In the opening, teams run a path of their choosing to accumulate points. Everything may be taken twice successfully for points. Back to back obstacle performance is permissible as long as it is done safely. No two sequentially numbered gamble obstacles may be performed during the opening or you will negate your gamble. The start line is bi-directional.

1 point: Single Bar Jumps  
3 points: Tunnels, Weaves, Double Jump

The horn will signal the start of the closing. Dogs will then need to complete 2-4-6-8 while the handler stays on the other side of the gamble line.

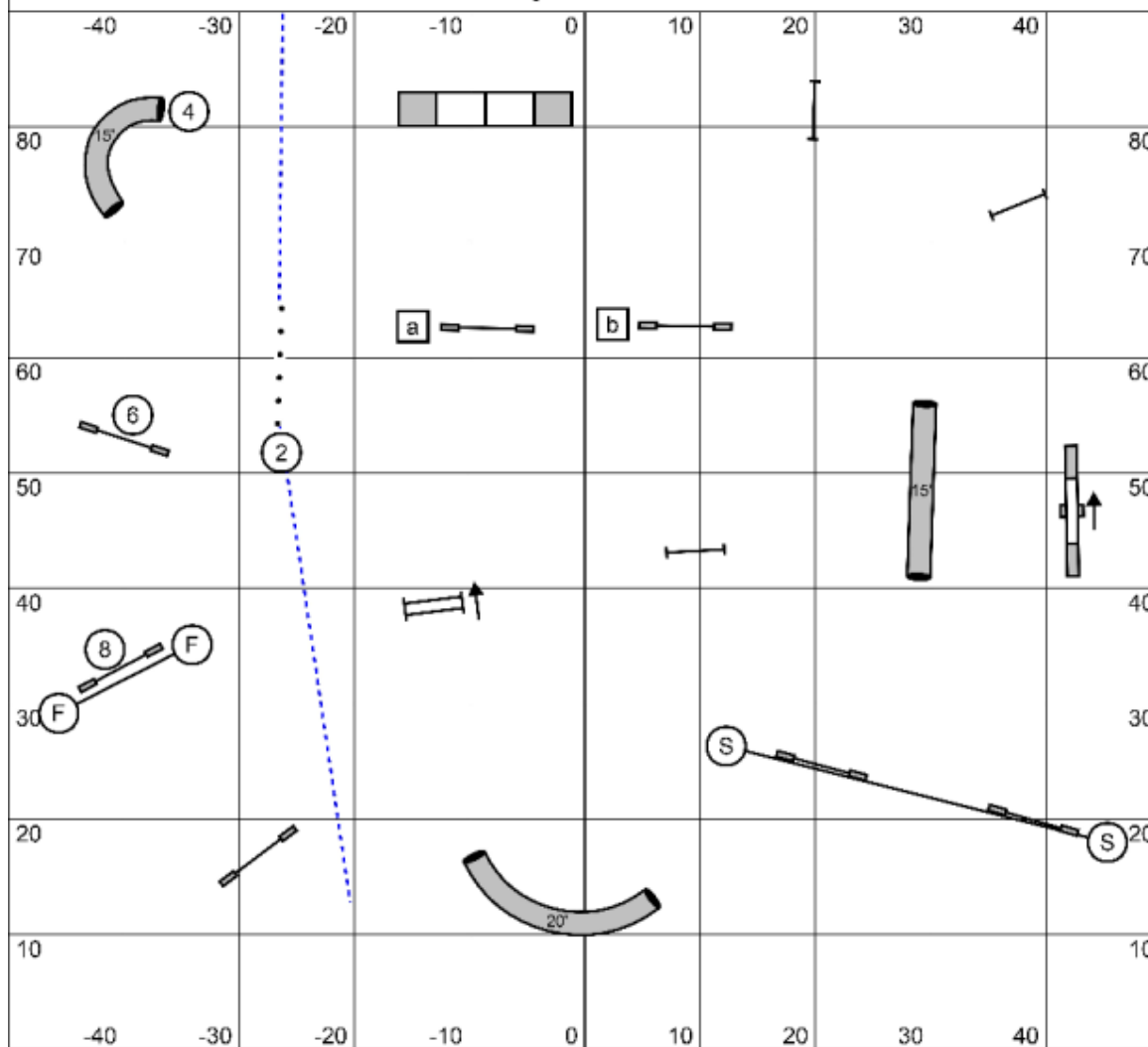
Points for Reg/Vet

Level 3	40 points
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Enth/Spec need 2 fewer points.

CourseDesigner.com (CD v4.34)

## Jackpot 5 & C



### Briefing

This is a Traditional Jackpot. In the opening, teams run a path of their choosing to accumulate points. Everything may be taken twice successfully for points. Back to back obstacle performance is permissible as long as it is done safely. No two sequentially numbered gamble obstacles may be performed during the opening or you will negate your gamble. The start line is bi-directional.

Opening points as follows:

- 1 point: Single Bar Jumps
- 3 points: Tunnels, Weaves, Double Jump
- 5 points: AFrame, Teeter, Jump Combo (as a smiley or frowny face)

The horn will signal the start of the closing. Dogs will then need to complete 2-4-6-8 while the handler stays on the other side of the gamble line.

To qualify, teams must earn enough total points and complete the gamble within the allotted time. Remember! The second horn will not sound until 6 seconds after your allotted time, but completing the gamble one full second over time will result in an NQ.

Points for Reg/Vet

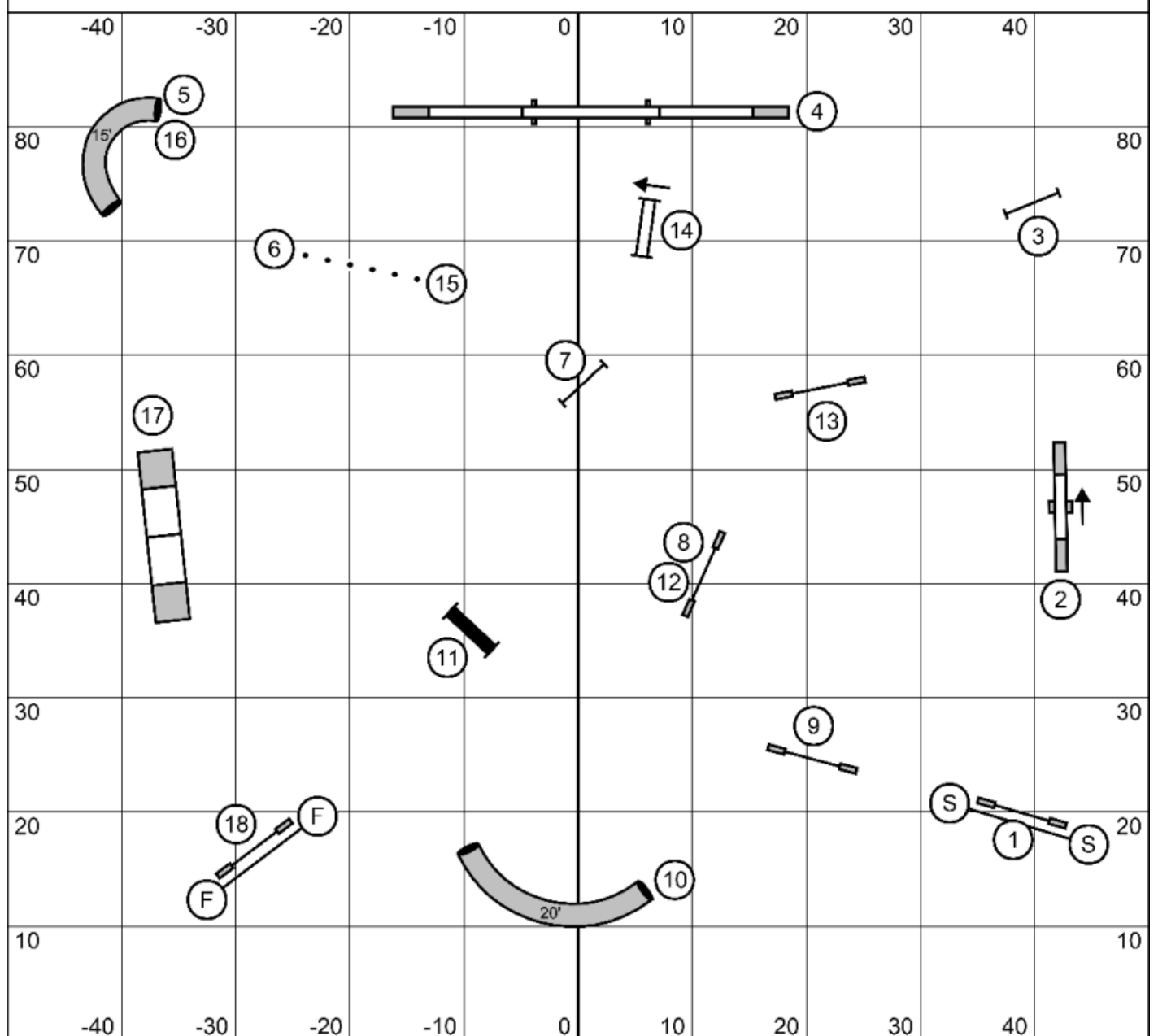
Level 5 and C 44 points  
Enth/Spec need 2 fewer points.

Out Gate

Jackpot 5 & C  
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In Gate

# Standard 5 & C

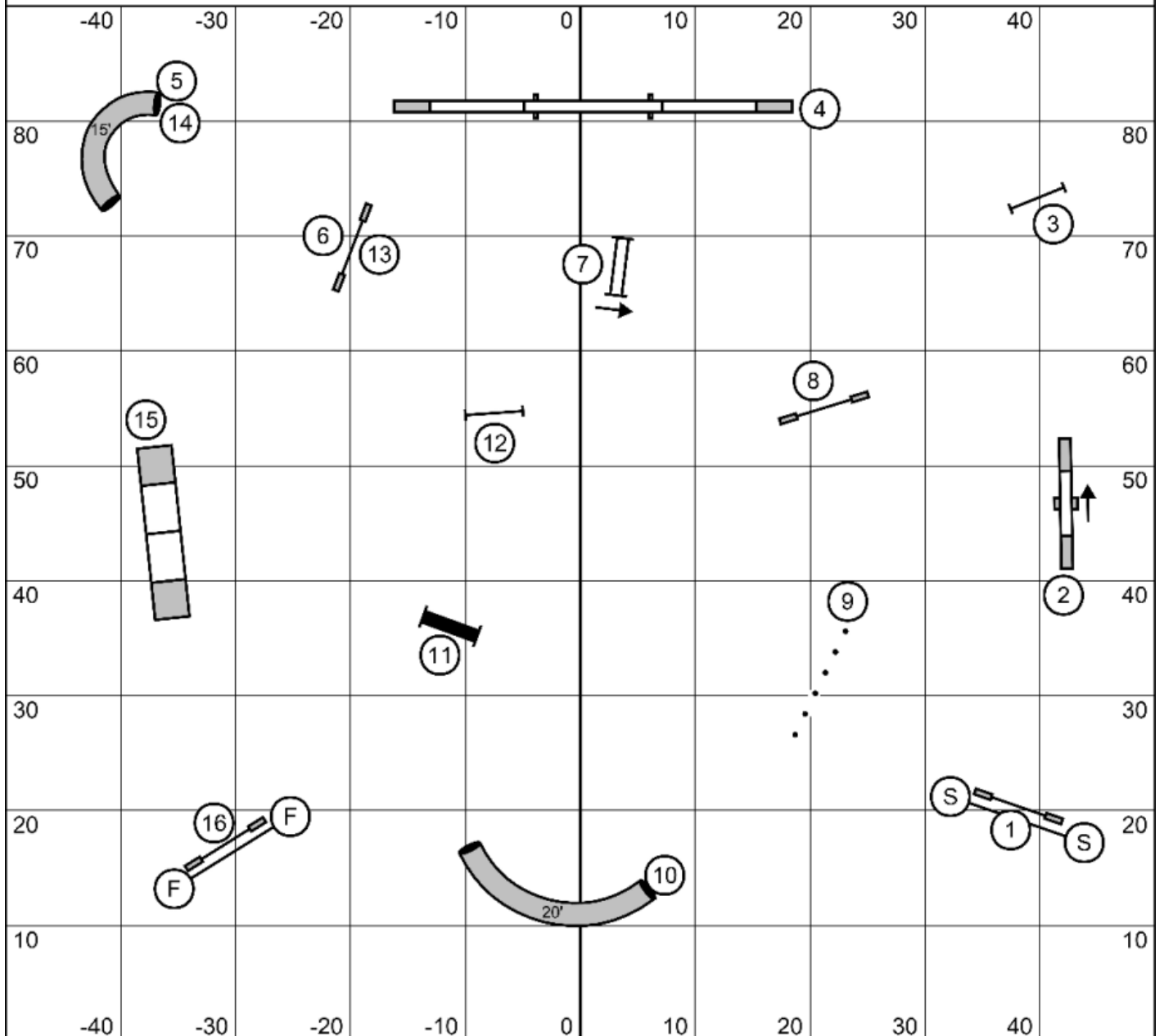


Out Gate

Standard 5 & C  
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In Gate

# Standard 2 & 3

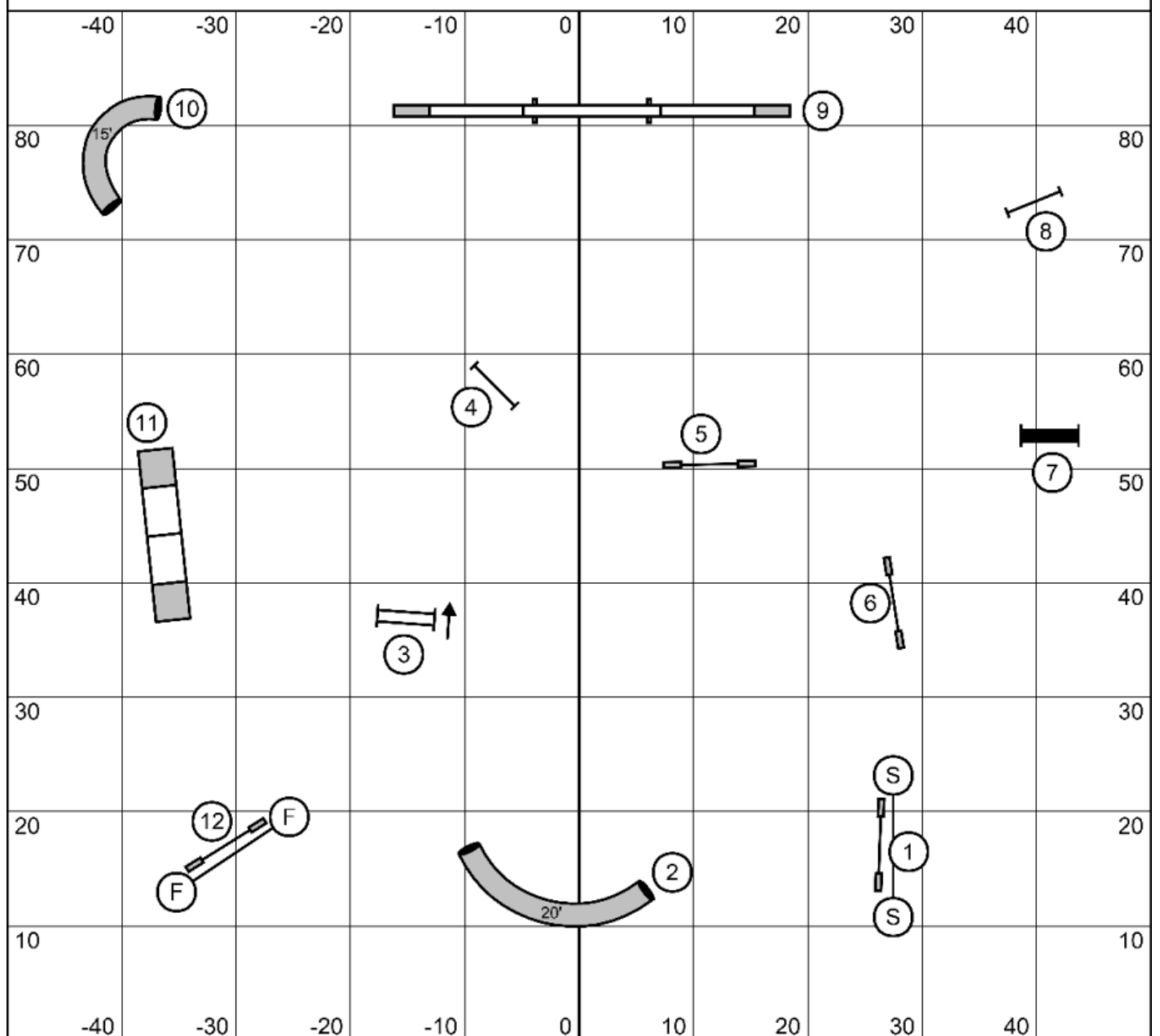


Out Gate

Standard 2 & 3  
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In Gate

# Standard 1

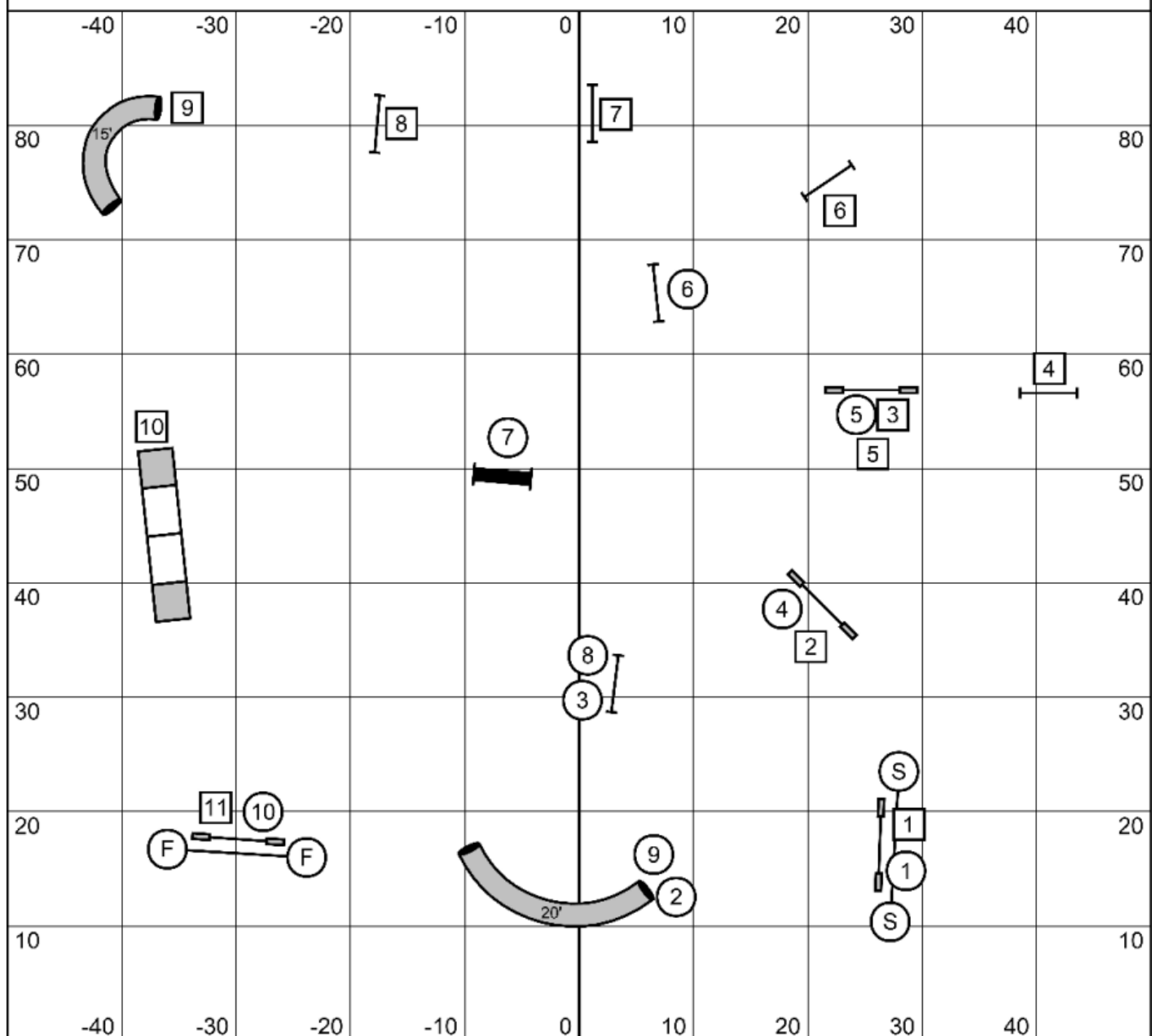


Out Gate

Standard 1  
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In Gate

# Colors 1 & 2



Out Gate

Colors 1 & 2  
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In Gate

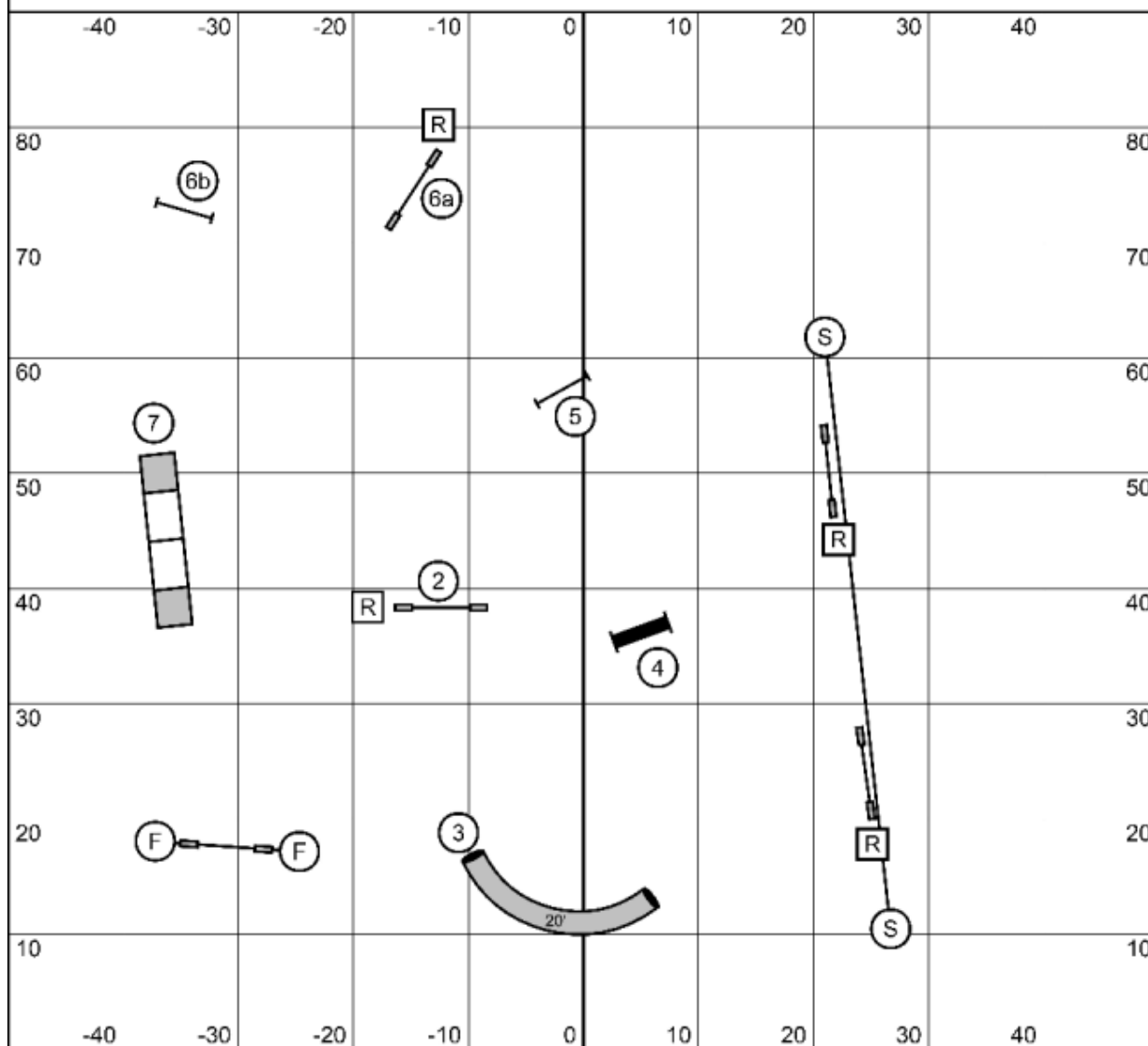


**Colors 3, 5, & C**

Out Gate In Gate

Colors 3, 5, & C  
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## Snooker 1 & 2



### Briefing

**In the opening:** The start line is not bi-directional. Everything else is bi/multi-directional, including the combo (order does not matter, but both parts must be attempted). Teams must complete a (R)ed and (C)olor combination three times (RC, RC, RC). R's can only be used one time each, but C's can be repeated. R's are worth one point each. C point values match their numbers.

**In the closing:** Obstacles must be taken in the order numbered, but you do not necessarily have to complete all obstacles to qualify. #2 is not bi-directional.

**Finish Jump:** The Finish Jump is not live until completion of your third Color in the opening or if you direct your dog to it. You must take the Finish Jump to receive a score, including if you hear a 'Thank you' or a whistle during your run. The Finish Jump is bi-directional and is not faulted if the bar is dropped.

Points for Reg/Vet

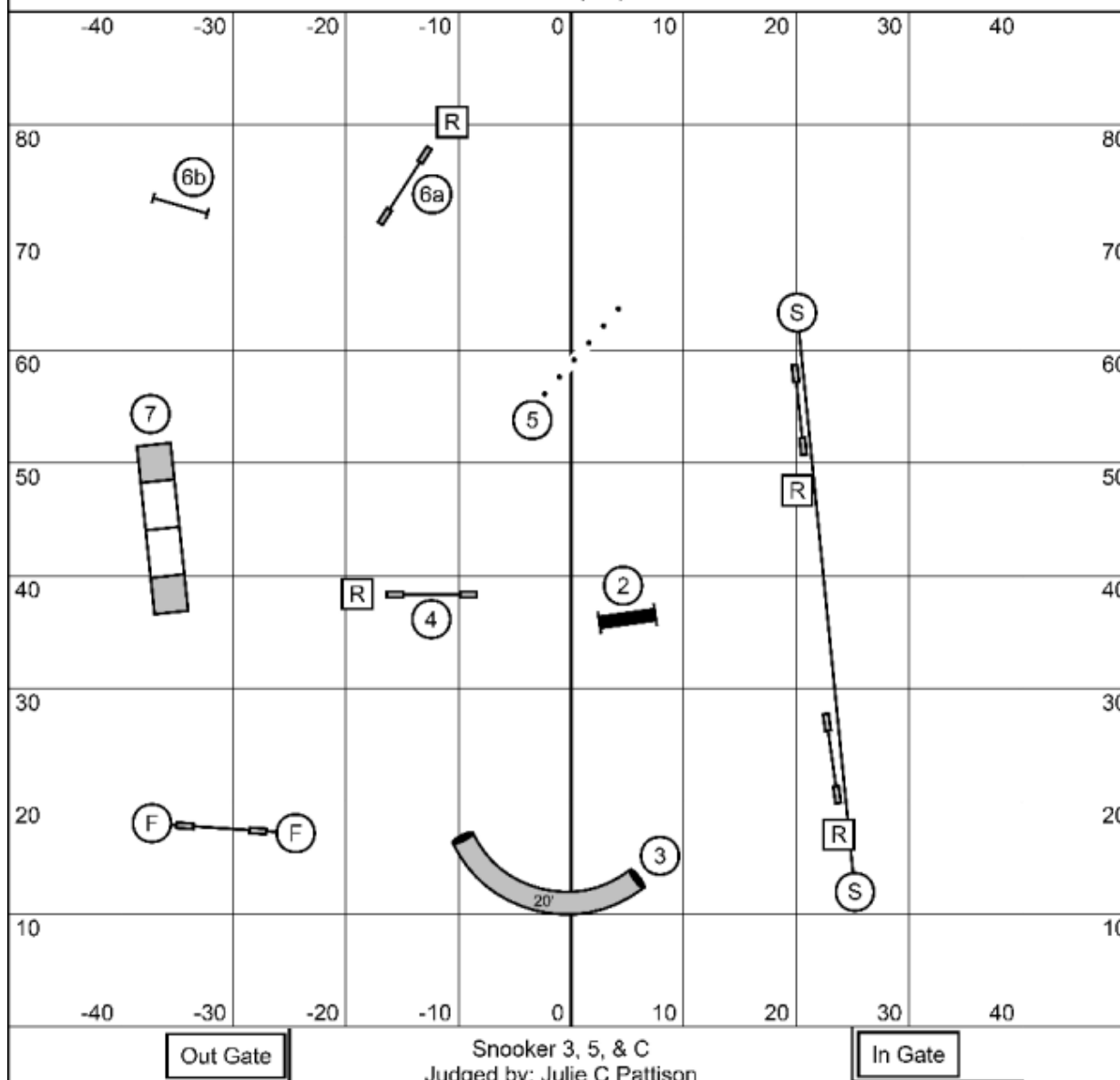
Level 1 26 points

Level 2 28 points

Enth/Spec need 2 fewer points per level.

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## Snooker 3, 5, & C



Snooker 3, 5, & C  
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 May 10, 2025  
 Bo-Gee Agility  
 Raymond, NH

### Briefing

**In the opening:** The start line is not bi-directional. Everything else is bi/multi-directional, including the combo (order does not matter, but both parts must be attempted). Teams must complete a (R)ed and (C)olor combination three times (RC, RC, RC). R's can only be used one time each, but C's can be repeated. R's are worth one point each. C point values match their numbers.

**In the closing:** Obstacles must be taken in the order numbered, but you do not necessarily have to complete all obstacles to qualify. #2 is not bi-directional.

**Finish Jump:** The Finish Jump is not live until completion of your third Color in the opening or if you direct your dog to it. You must take the Finish Jump to receive a score, including if you hear a 'Thank you' or a whistle during your run. The Finish Jump is bi-directional and is not faulted if the bar is dropped.

Points for Reg/Vet

Level 3 30 points

Level 5/C 32 points

Enth/Spec need 2 fewer points per level.