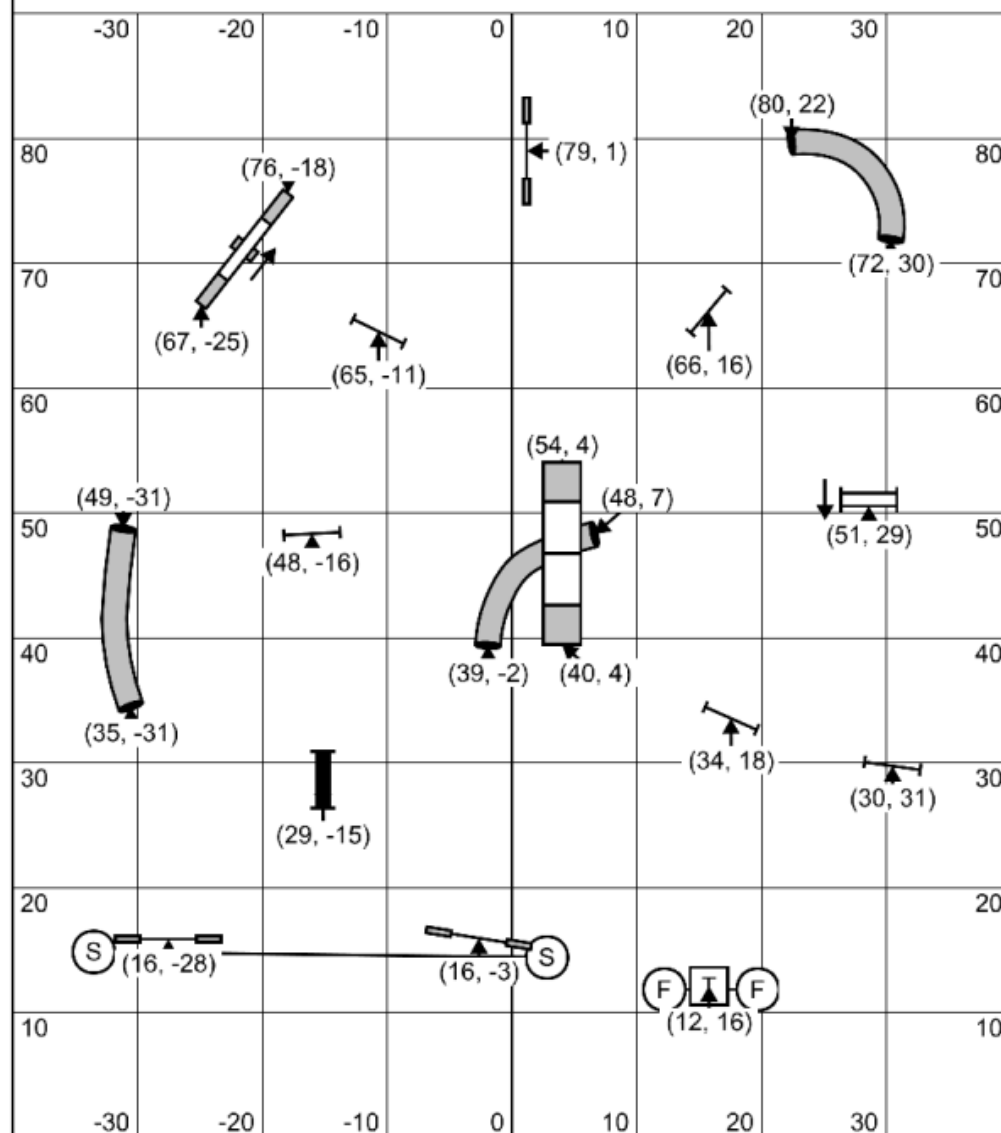


FullHouse All Levels



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 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 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, Teeter, Double Jump

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

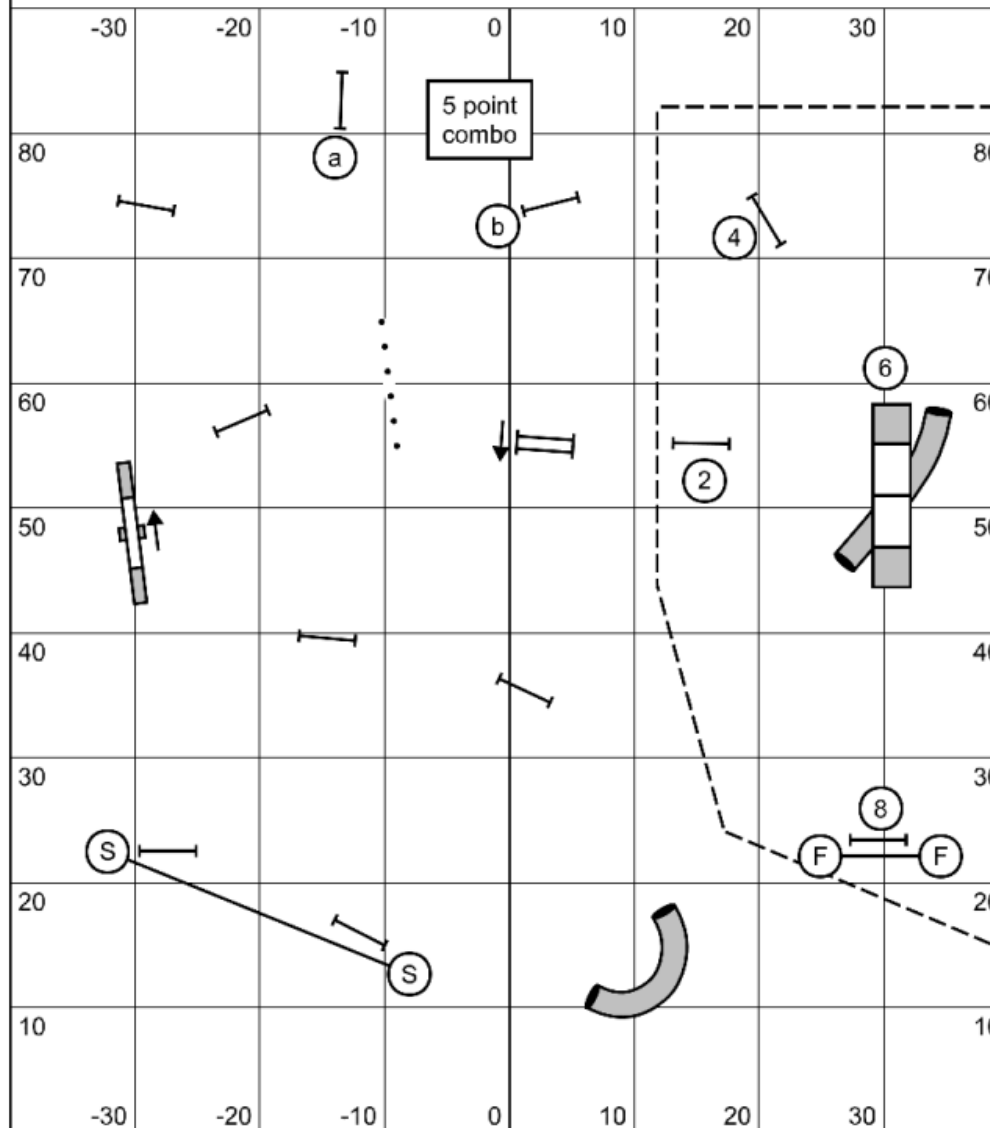
Level 3 23 points

Level 5, C 25 points

Specialists and Enthusiasts: Two points fewer

FullHouse All Levels
Judged by: Todd Benson
Sunday, August 10, 2025
All Dogs Gym
Manchester, NH

Jackpot Levels 5,C



Standard Jackpot Briefing:

Everything may be taken twice successfully for points during the opening time. Back to back is fine as long as it is done safely. In the opening, no two sequentially numbered gamble obstacles may be taken back to back or you negate your gamble. Once the horn blows, you stop accumulating points and must successfully complete the gamble within the time allowed to Q.

Obstacle Point Values:

1 Point: Single bar jumps, Panel Jump
3 Point: Tunnels, Weaves, Double
5 Point: Teeter, A-Frame, Combo Jump

Jackpot Times:

Small dogs: 35 seconds opening 20 second closing

Large dogs: 30 seconds opening, 18 second closing

Going over the total game time will result in a NQ.

The second buzzer is 6 seconds over time.

Points Needed:

To Qualify, teams must complete the Gamble along with earning enough opening points within the time allowed

Level 1 32 point

Level 2 36 points

Level 3 40 points

Level 5, C 44 points

Specialists and Enthusiasts: Two points fewer

Jackpot Levels 5/C
Judged by: Todd Benson
Sunday, August 10, 2025
All Dogs Gym
Manchester, NH

Jackpot Level 3

The diagram shows a coordinate grid from -30 to 30 on the x-axis and 10 to 80 on the y-axis. Obstacles are placed at various coordinates: a teeter at (-25, 50), a panel jump at (-25, 45), a single bar jump at (-25, 35), a tunnel at (0, 55), a weave at (5, 55), a double jump at (10, 55), a combo jump at (15, 55), a 5-point combo at (0, 65), a curved barrier at (15, 20), a curved barrier at (25, 80), a vertical stack of four obstacles at (30, 50-60), and two funnel jumps at (25, 25) and (25, 30). A dashed line indicates the path of the gamble, starting from (0, 20) and ending at (30, 80).

Standard Jackpot Briefing:

Everything may be taken twice successfully for points during the opening time. Back to back is fine as long as it is done safely. In the opening, no two sequentially numbered gamble obstacles may be taken back to back or you negate your gamble. Once the horn blows, you stop accumulating points and must successfully complete the gamble within the time allowed to Q.

Obstacle Point Values:

- 1 Point: Single bar jumps, Panel Jump
- 3 Point: Tunnels, Weaves, Double
- 5 Point: Teeter, A-Frame, Combo Jump

Jackpot Times:

- Small dogs: 35 seconds opening 20 second closing
- Large dogs: 30 seconds opening, 18 second closing

Going over the total game time will result in a NQ.
The second buzzer is 6 seconds over time.

Points Needed:

Level	Points Needed
Level 1	32 point
Level 2	36 points
Level 3	40 points
Level 5, C	44 points
Specialists and Enthusiasts	Two points fewer

Jackpot Level 3
Judged by: Todd Benson
Sunday, August 10, 2025
All Dogs Gym
Manchester, NH

Everything may be taken twice successfully for points during the opening time. Back to back is fine as long as it is done safely. In the opening, no two sequentially numbered gamble obstacles may be taken back to back or you negate your gamble. Once the horn blows, you stop accumulating points and must successfully complete the gamble within the time allowed to Q.

1 Point: Single bar jumps, Panel Jump
3 Point: Tunnels, Weaves, Double
5 Point: Teeter, A-Frame, Combo Jump

Small dogs: 35 seconds opening 20 second closing
Large dogs: 30 seconds opening, 18 second closing
Going over the total game time will result in a NQ.
The second buzzer is 6 seconds over time.

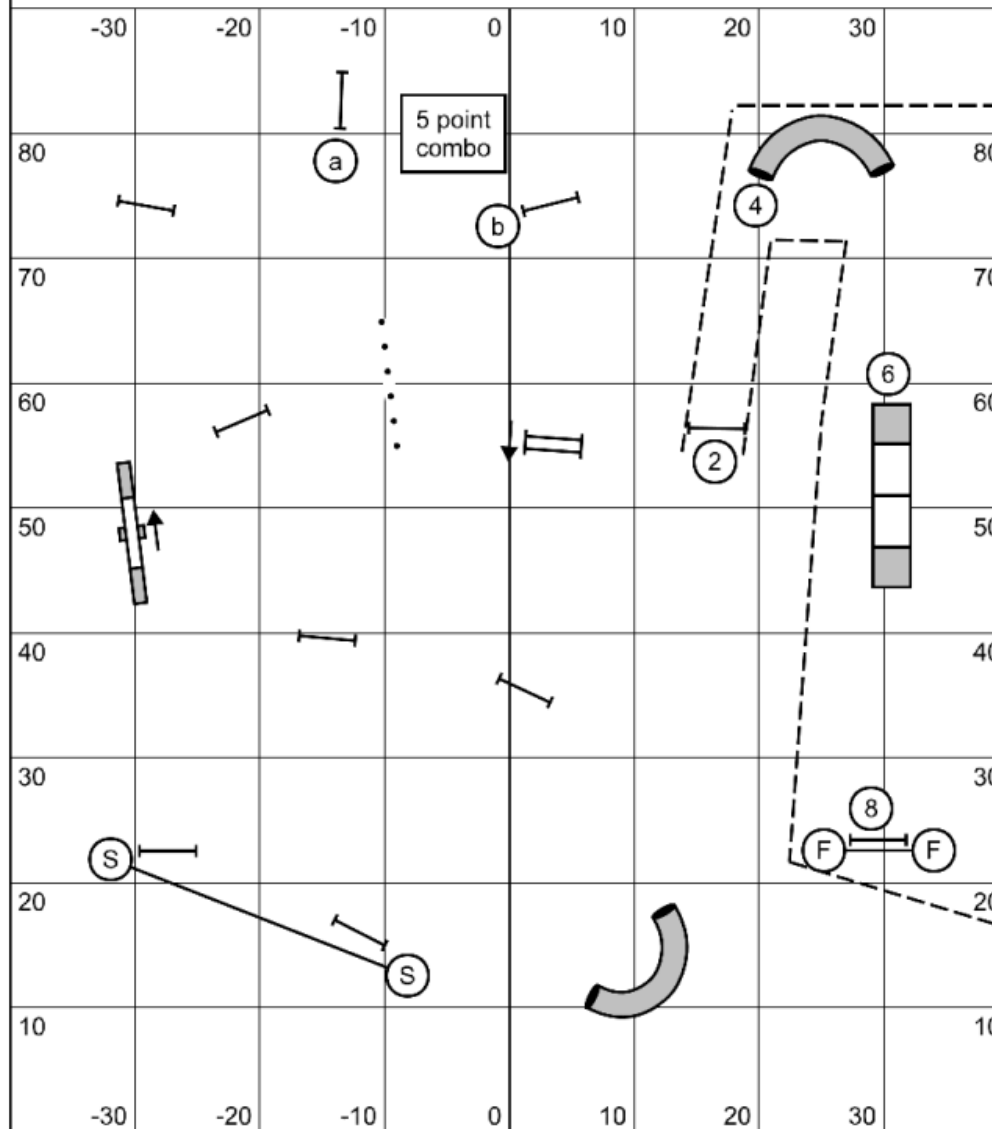
To Qualify, teams must complete the Gamble along with earning enough opening points within the time allowed

Level 1	32 point
Level 2	36 points
Level 3	40 points
Level 5, C	44 points

Specialists and Enthusiasts: Two points fewer

Jackpot Level 3
Judged by: Todd Benson
Sunday, August 10, 2025
All Dogs Gym
Manchester, NH

Jackpot Levels 1,2



Standard Jackpot Briefing:

Everything may be taken twice successfully for points during the opening time. Back to back is fine as long as it is done safely. In the opening, no two sequentially numbered gamble obstacles may be taken back to back or you negate your gamble. Once the horn blows, you stop accumulating points and must successfully complete the gamble within the time allowed to Q.

Obstacle Point Values:

1 Point: Single bar jumps, Panel Jump
3 Point: Tunnels, Weaves, Double
5 Point: Teeter, A-Frame, Combo Jump

Jackpot Times:

Small dogs: 35 seconds opening 20 second closing

Large dogs: 30 seconds opening, 18 second closing

Going over the total game time will result in a NQ.

The second buzzer is 6 seconds over time.

Points Needed:

To Qualify, teams must complete the Gamble along with earning enough opening points within the time allowed

Level 1 32 point

Level 2 36 points

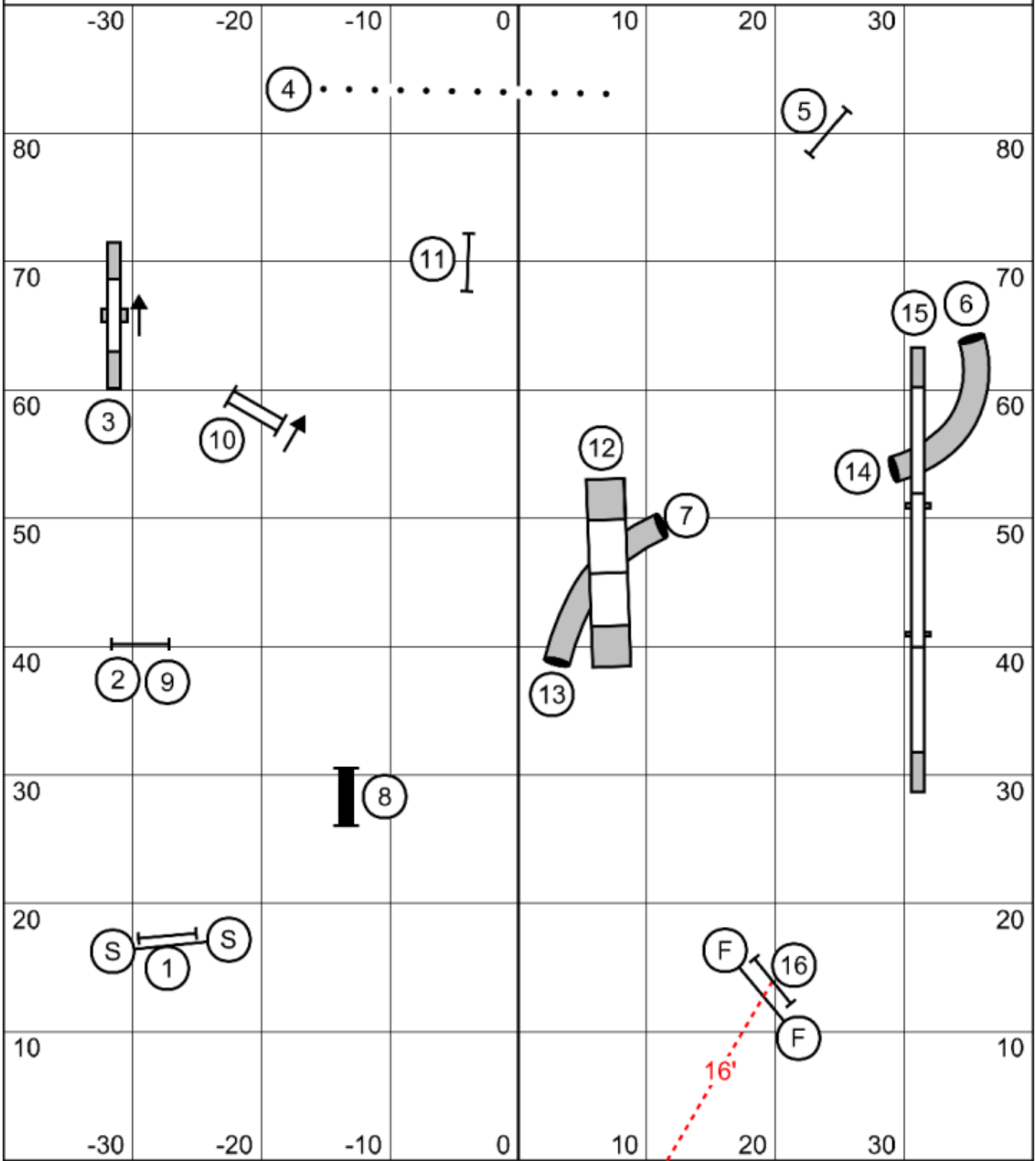
Level 3 40 points

Level 5, C 44 points

Specialists and Enthusiasts: Two points fewer

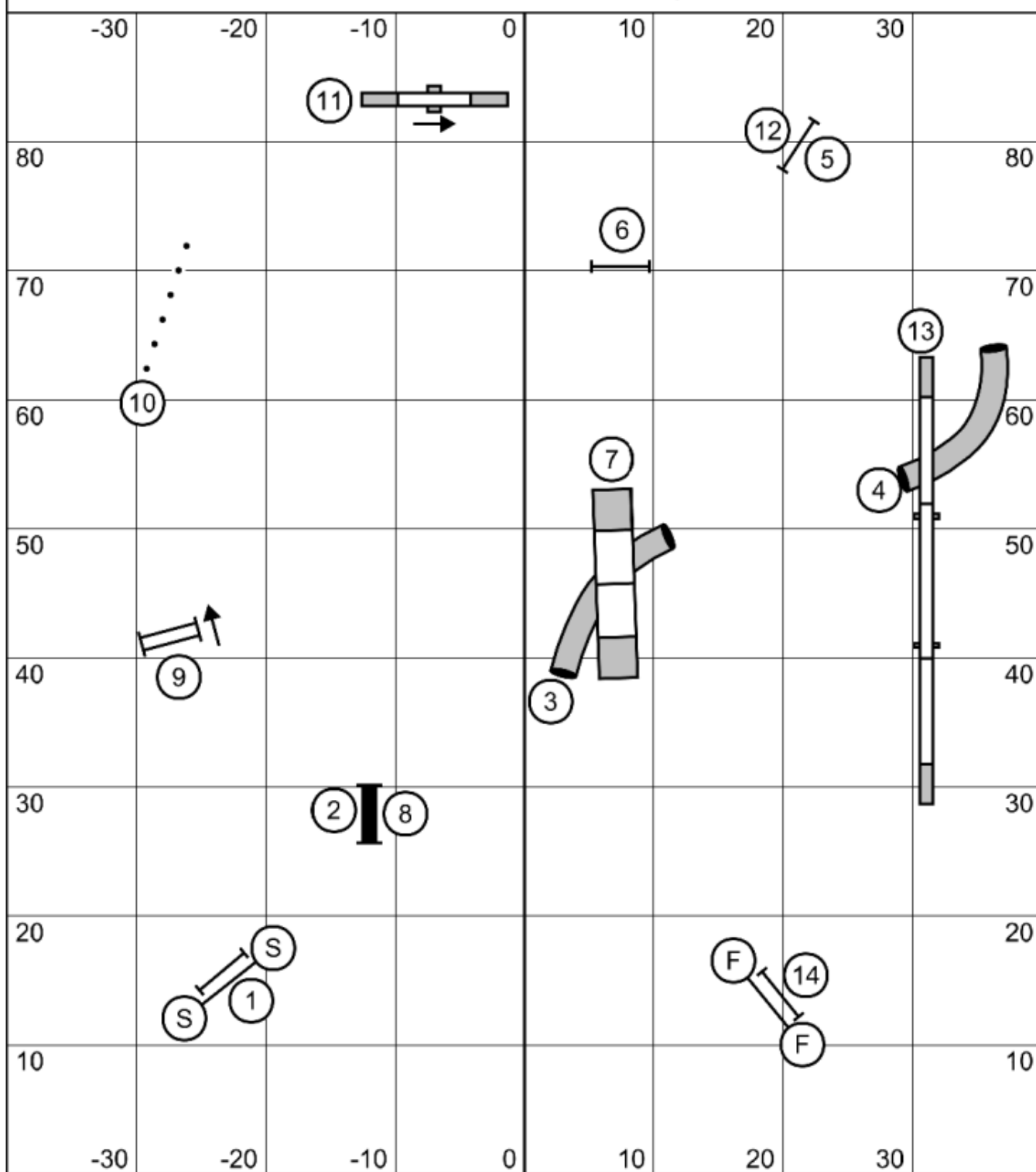
Jackpot Levels 1/2
Judged by: Todd Benson
Sunday, August 10, 2025
All Dogs Gym
Manchester, NH

Standard Levels 5,C



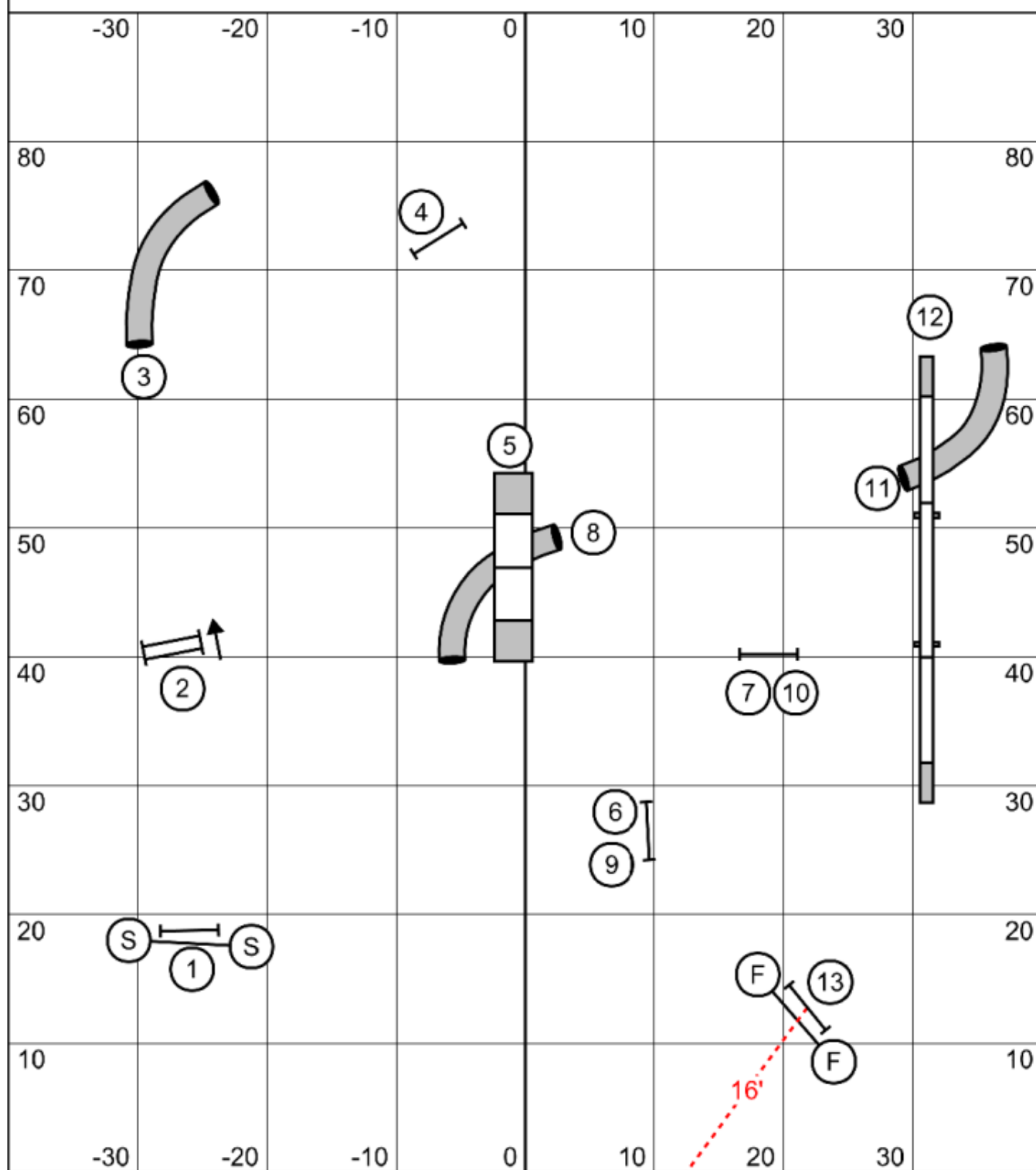
Standard Levels 5/C
Judged by: Todd Benson
Sunday, August 10, 2025
All Dogs Gym
Manchester, NH

Standard Levels 2,3



Standard Levels 2/3
 Judged by: Todd Benson
 Sunday, August 10, 2025
 All Dogs Gym
 Manchester, NH

Standard Level 1



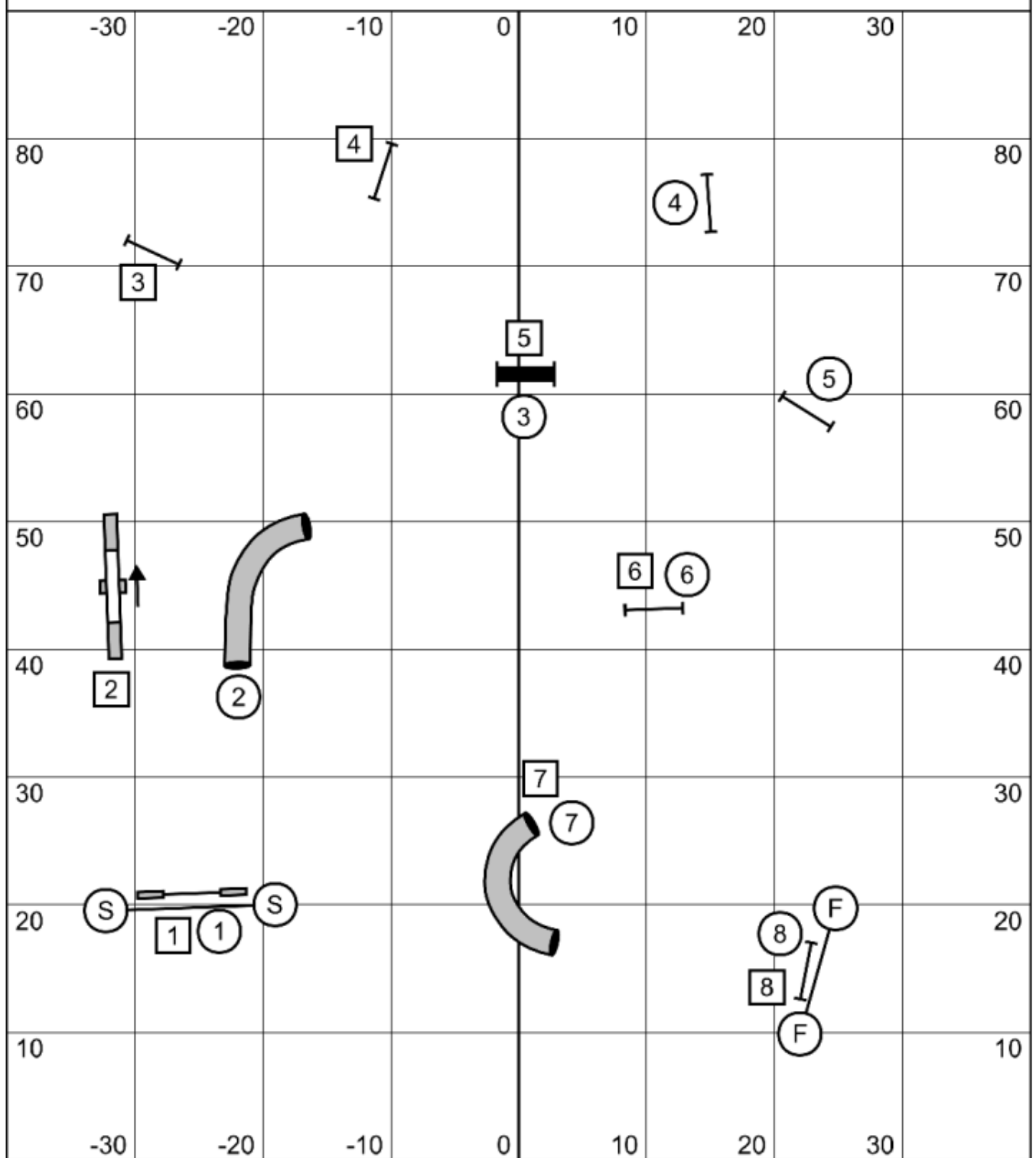
Standard Level 1
 Judged by: Todd Benson
 Sunday, August 10, 2025
 All Dogs Gym
 Manchester, NH

Colors Levels 3,5,C

Judged by: Todd Benson
 Sunday, August 10, 2025
 All Dogs Gym
 Manchester, NH

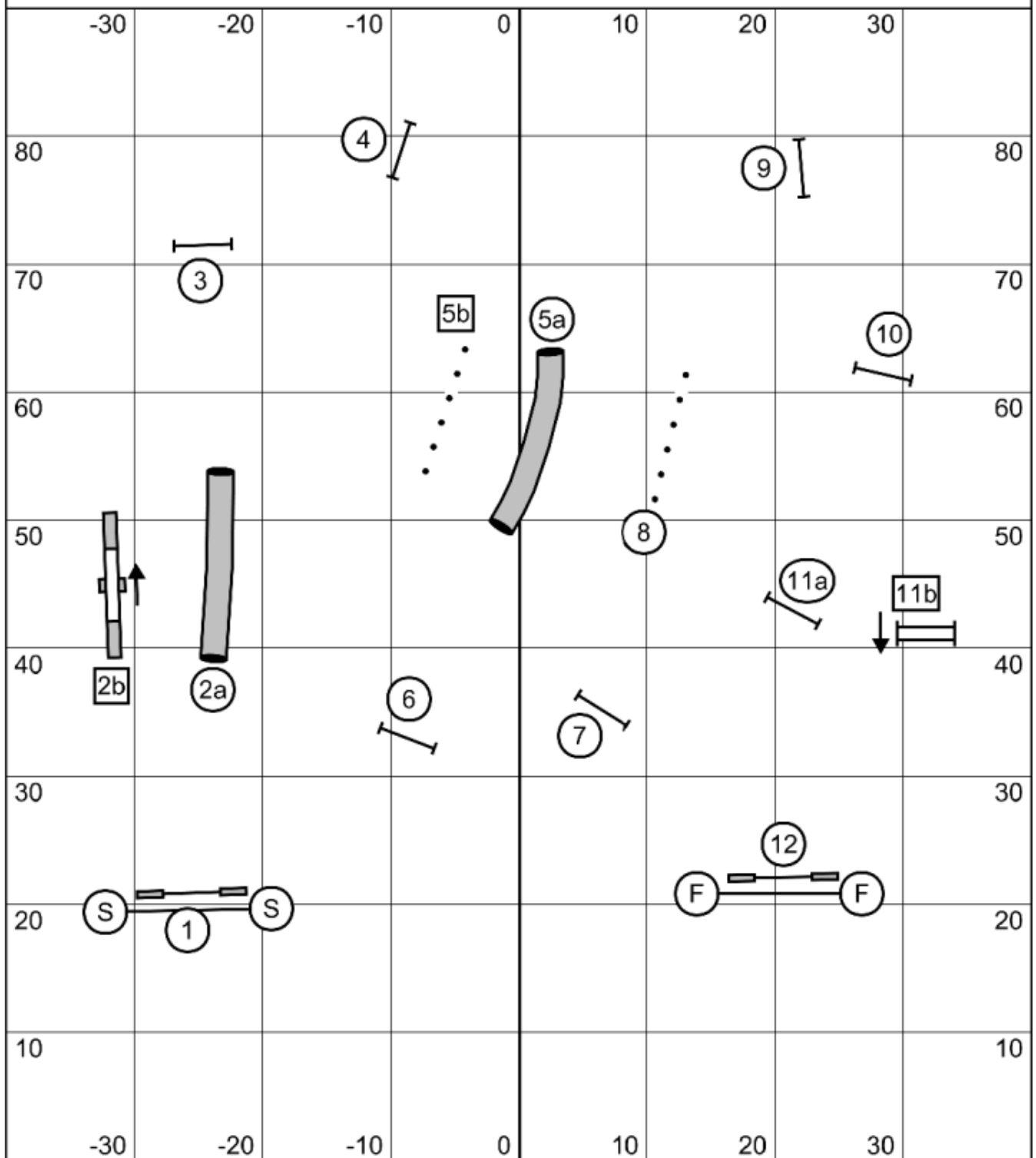
Colors Levels 3/5/C
Judged by: Todd Benson
Sunday, August 10, 2025
All Dogs Gym
Manchester, NH

Colors Levels 1,2



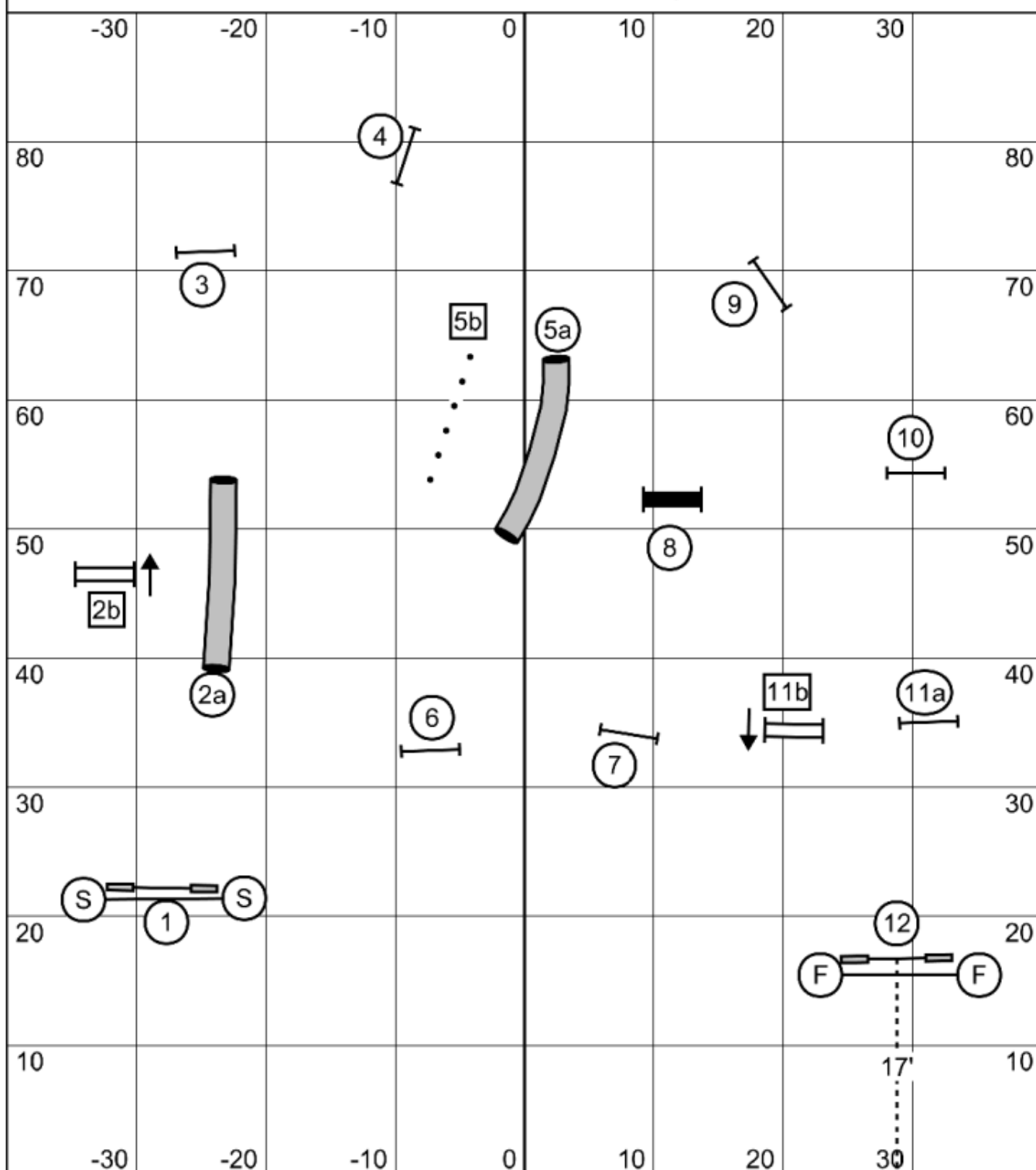
Colors Levels 1/2
 Judged by: Todd Benson
 Sunday, August 10, 2025
 All Dogs Gym
 Manchester, NH

Wildcard Levels 3,5,C



Wildcard Levels 3/5/C
 Judged by: Todd Benson
 Sunday, August 10, 2025
 All Dogs Gym
 Manchester, NH

Wildcard Levels 1,2



Wildcard Levels 1/2
 Judged by: Todd Benson
 Sunday, August 10, 2025
 All Dogs Gym
 Manchester, NH