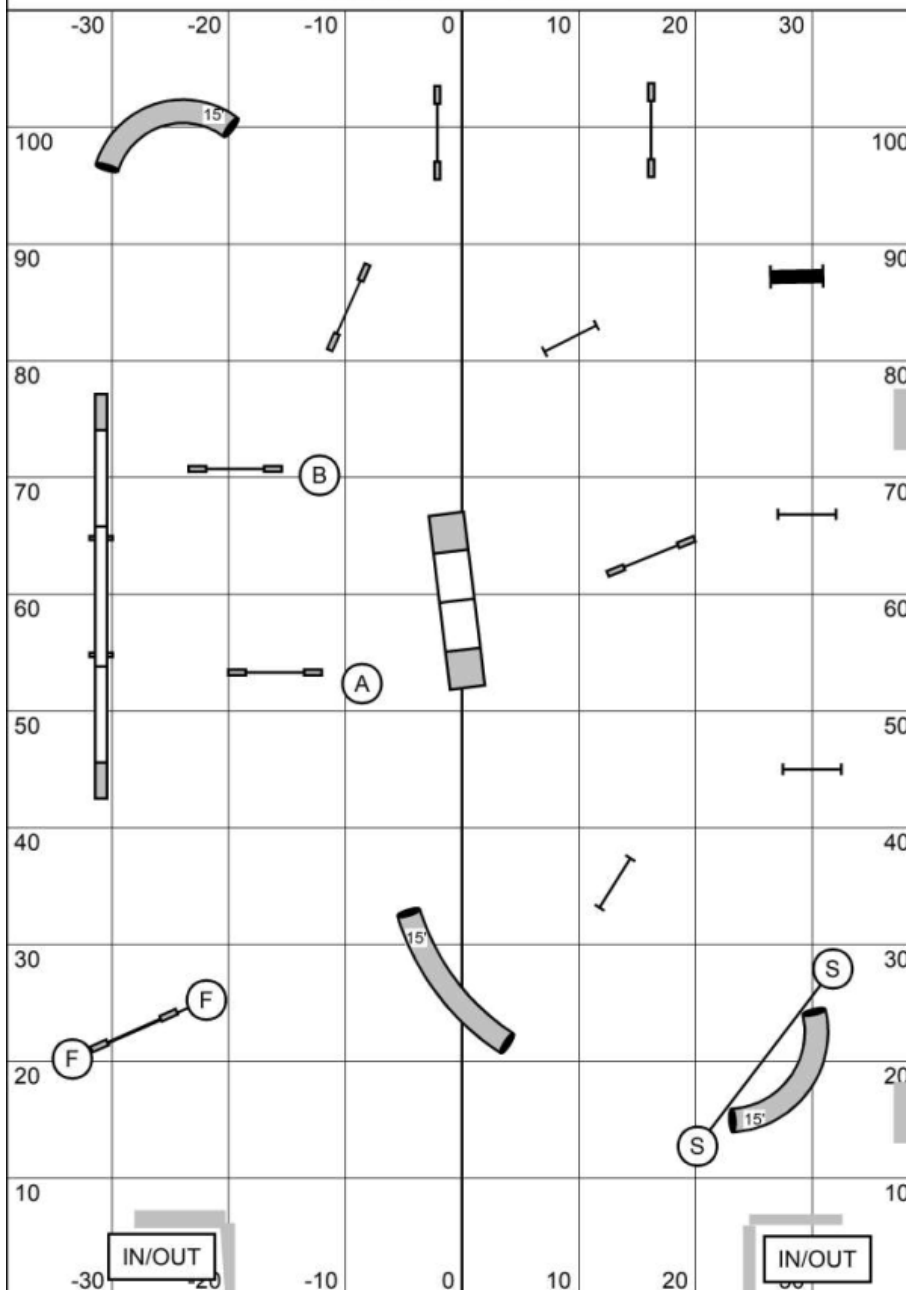


## Fullhouse 1235C



Finish Jump is live at all times.

The startline is either end of the tunnel indicated.

All obstacles may be taken twice for points.  
Back-to-back is ok if done safely.

Single bar jumps (1 point)  
Tunnels and Panel (3 points)  
Jokers (5 pts)  
Dog Walk  
A Frame  
2 Jump Combo (In Flow)

To qualify you need

1 Joker  
2 tunnels/panel  
3 Single bar jumps  
and enough points for your level.

Level 1: 19 points

Level 2: 21 points

Level 3: 23 points

Level 5C: 25 points

Enthusiast and Specialist 2 points less

Point Accumulation Time:

4"-12" 35 sec

16"-24" & 16" vets jumping 12" 30 sec

Total Game Time

4"-12" 40 sec

16"-24" & 16" vets jumping 12" 35 sec

The horn signals the end of point accumulation time. After the horn, your dog has 5 seconds to stop the clock by taking the finish jump. The finish jump is bi-directional and there is no fault for knocking the bar. 1 point is deducted for each full second over the total game time.

Fullhouse Levels 1235C  
Judged by LaDonna Snyder  
Friday, August 29, 2025  
Canine Sports & Games  
Lapeer, MI

### Jackpot 5C

Level 1	32 point
Level 2	36 points
Level 3	40 points
Level 5C	44 points
Specialists and Enthusiasts: Two points less.	

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### Jackpot 3

The diagram shows a 60x60 foot grid for an agility course. Obstacles include: two curved jumps labeled 'S' at (-28, 22) and (28, 22); two A-frame obstacles labeled 'A' at (0, 90) and 'B' at (20, 90); two dog walk obstacles labeled 'F' at (20, 15) and (20, 20); several bar jumps of varying heights and positions; and two sets of tunnels. A dashed line indicates the path from the start area through the obstacles to the finish area.

**Opening:** Startline is either end of the tunnel indicated. Everything may be taken twice successfully for points. Back to back is fine as long as it is done safely. An unsafe upramp on a contact will not receive points. If you take two sequentially numbered gamble obstacles back to back, either forward or backward, you will negate your gamble.

**Closing:** Once the horn blows, you stop accumulating points and must successfully complete the gamble within the time allowed to Q. The finish tunnel is live after the horn and will stop the clock. Handler must stay outside of dotted line for the gamble.

1 Point: Single bar jumps  
3 Point: Tunnels, Double, Weaves  
5 Point: A-frame, Dog Walk, 2 Jump Combo (Combo must be taken in flow)

**Jackpot Times:**  
Small dogs: (4"-12")  
35 seconds opening  
20 seconds closing

Large dogs: (16"-24" and 16" Vets jumping 12")  
30 seconds opening  
18 seconds 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 and be within the time allowed

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

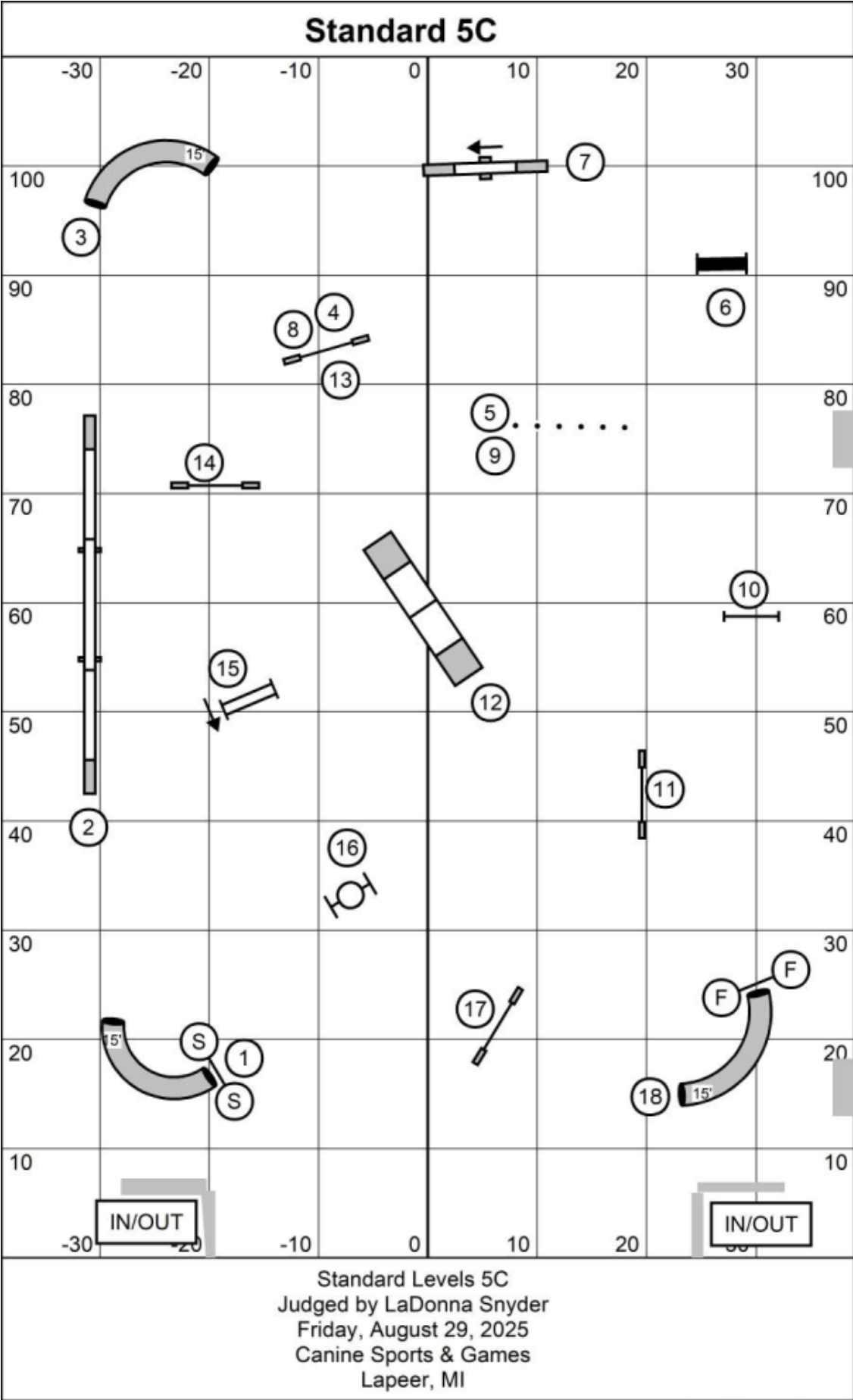
Specialists and Enthusiasts: Two points less.

Jackpot Level 3  
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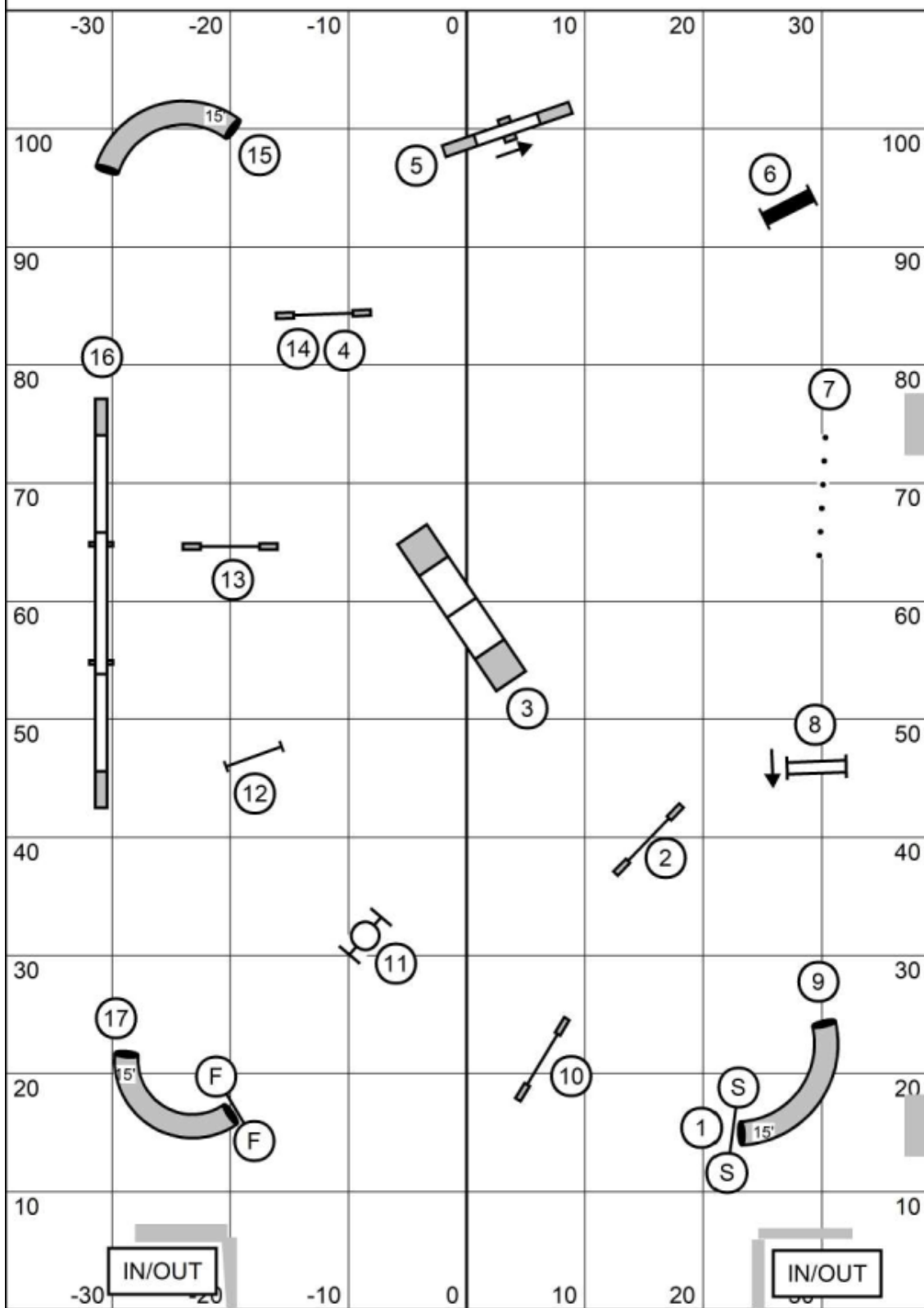
[illegible]

Level 1	32 point
Level 2	36 points
Level 3	40 points
Level 5C	44 points
Specialists and Enthusiasts: Two points less.	

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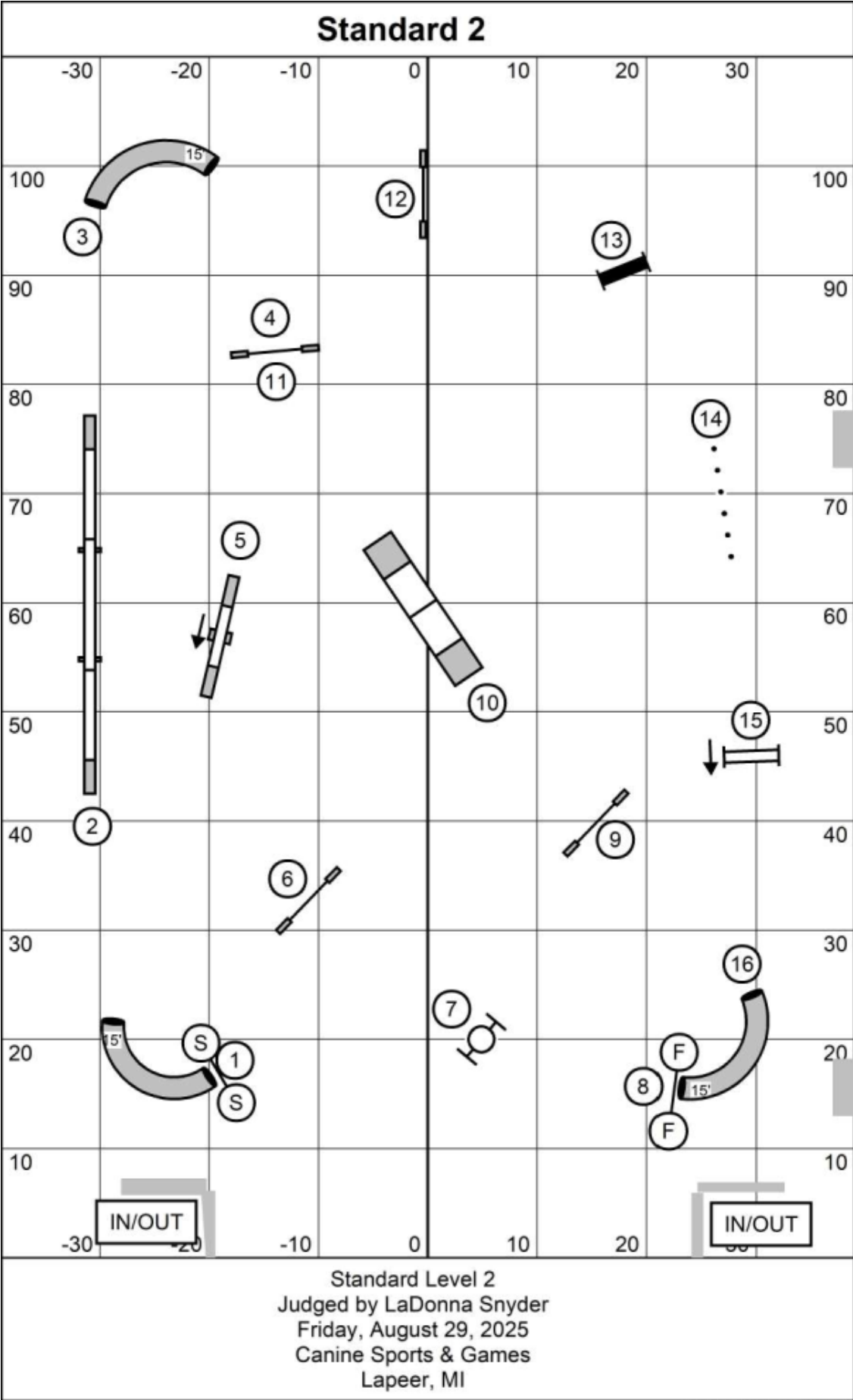


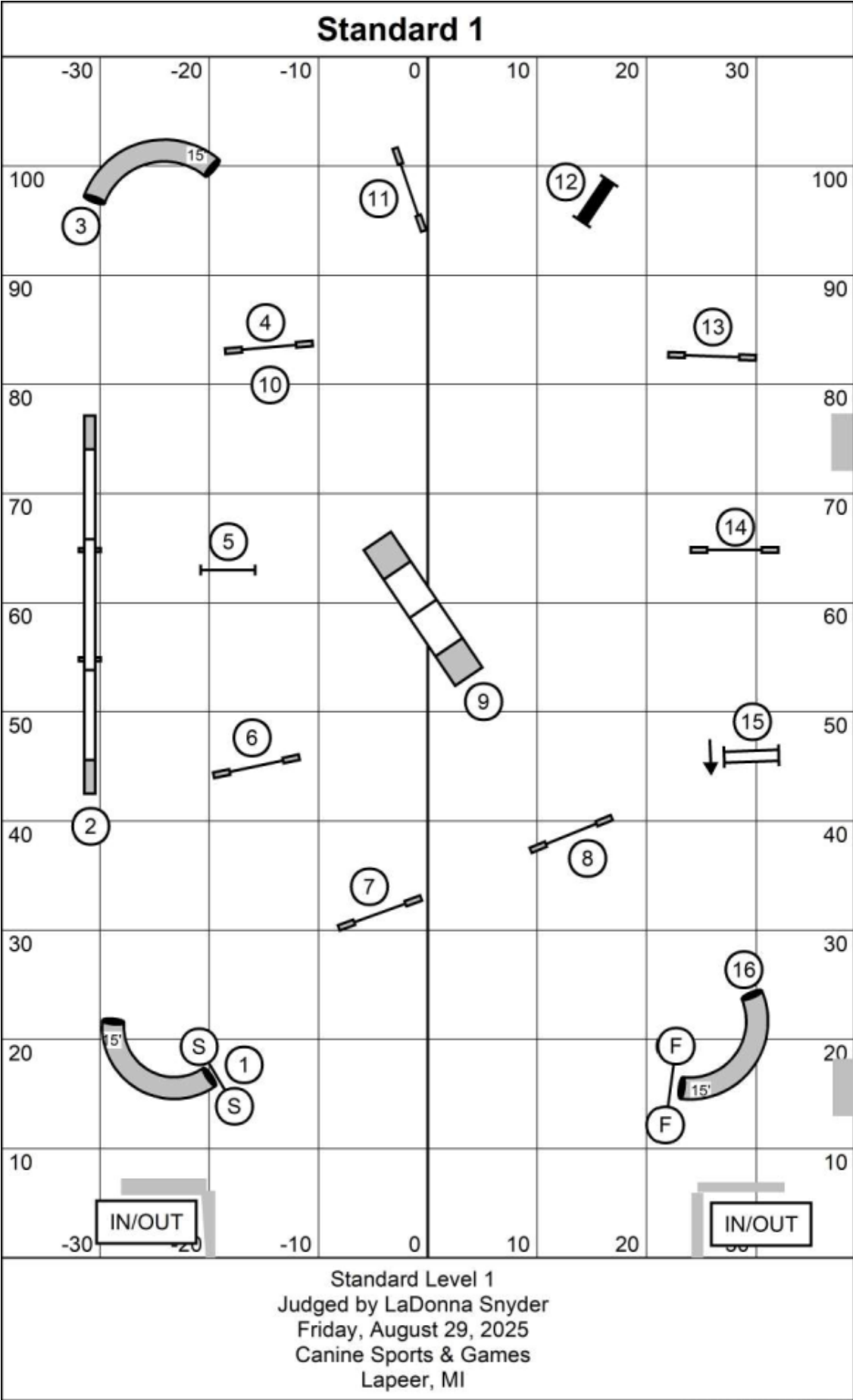
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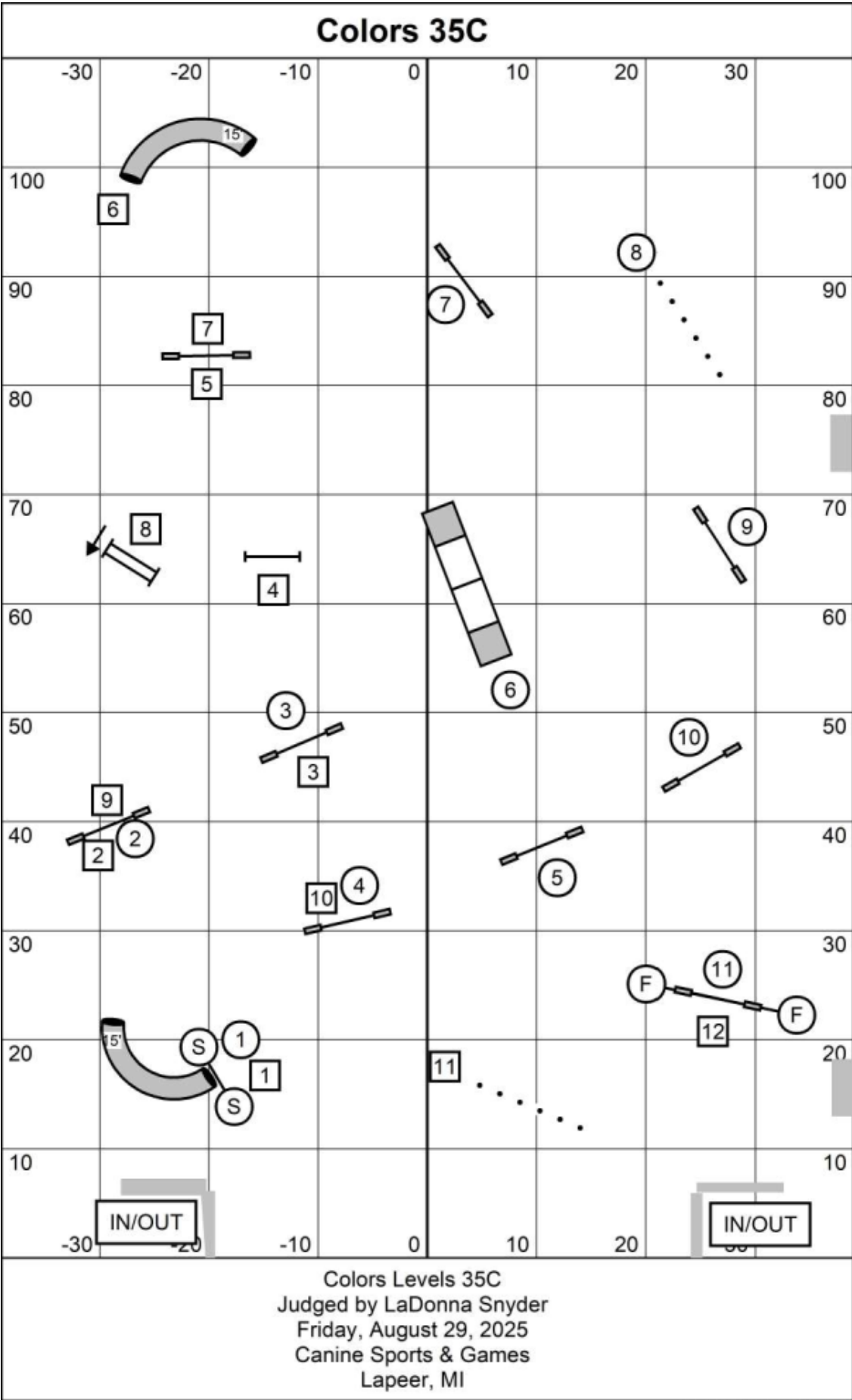
Standard Level 3  
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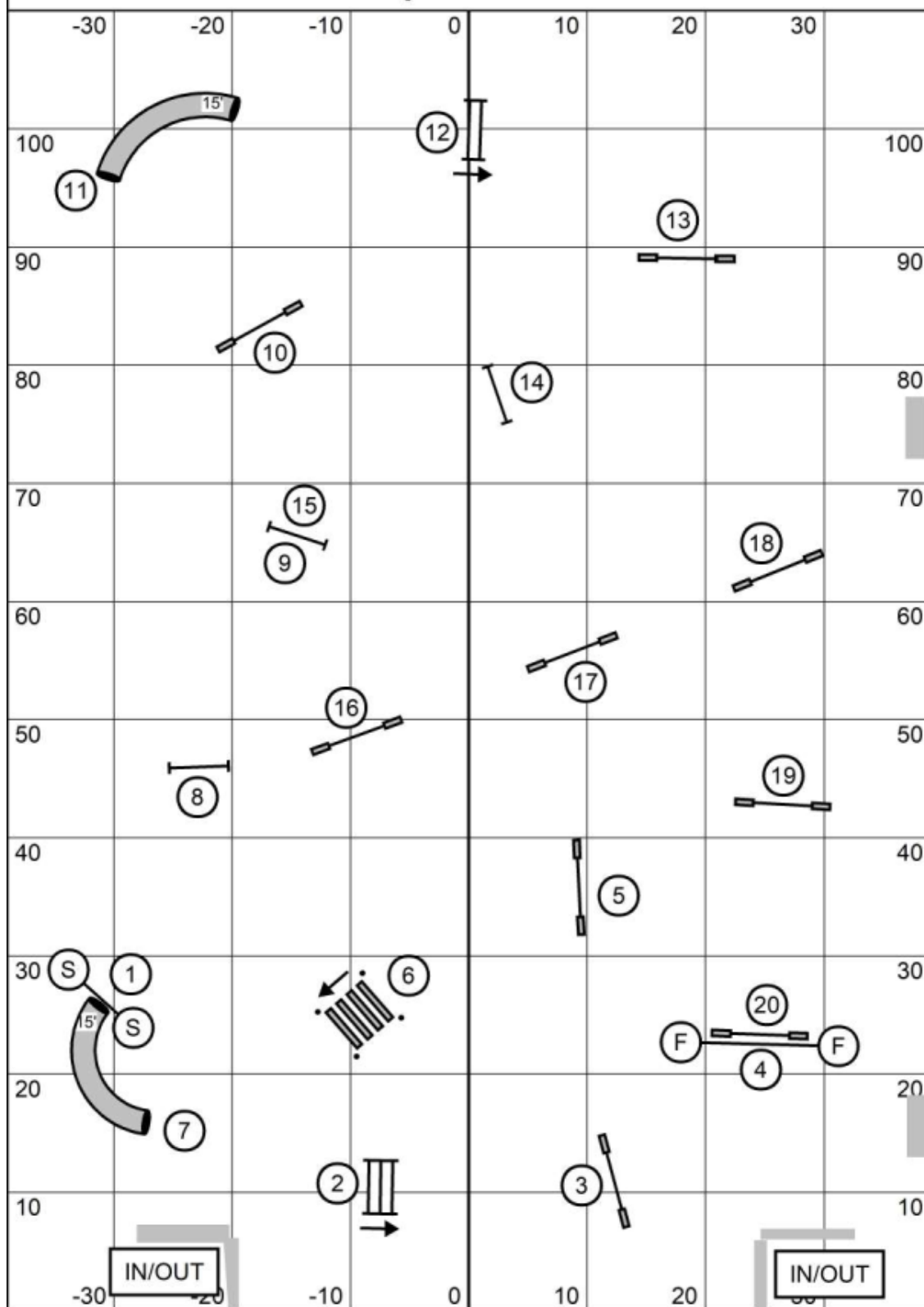


Colors 12

Colors Levels 12  
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# Jumpers 35C



Jumpers Levels 35C  
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