









BRIEFING: The finish jump is live at all times after you receive the "Go."

Start line is bi-directional.

All obstacles may be taken twice sucessfully 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 plus the additional points to complete your level.

Once you complete your point accumulation, you may go to the finish jump at any time. Once the horn blows, you have 5 seconds for your dog to complete the finish jump to stop the clock, or lose one point for every full second over time. Finish jump is bi-directional, has no point value and is not faulted.

1 Point: Single bar jumps

3 Point: Tunnels, Panel

5 Point Jokers: A-frame, weaves, double

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

Next Dog: Please enter at the horn or when the team ahead of you is heading for the finish jump

FullHouse Levels 1, 2, 3, 5 & C Judged by: Linda Montemarano September 6, 2025 FKPS K9 Training Rochester, MN

Jackpot All Levels 5 Point Combo OFT! IN/OUT IN/OUT

Next Dog: Please enter when the team ahead of you is heading for the table Jackpot Levels 1, 2, 3, 5 & C Judged by: Linda Montemarano September 6, 2025 FKPS K9 Training Rochester, MN

BRIEFING:

Start line is NOT bi-directional.

When you take one of the tunnels worth 3 points, the next obstacle following that one is doubled. You may do it at any time during your run.

All obstacles may be taken twice successfully for points including the tunnels. Back to back obstacles are allowed if done safely. The combo must be done in flow.

The table is not live until after the first horn, but you may direct your dog to the table to end your run at any time. The table is worth 5 points.

1 Point: Single bar jumps

3 Point: Tunnels, Weaves, Double 5 Point: A-frame, Combo, Dog walk

Jackpot Times:

Small dogs: 35 seconds opening 20 second closing Large dogs: 30 seconds opening, 18 second closing 16" veterans jumping 12" will receive big dog time. Going over the total game time will result in a NQ. The second buzzer is 6 seconds over time.

To Qualify, teams must earn enough 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







