

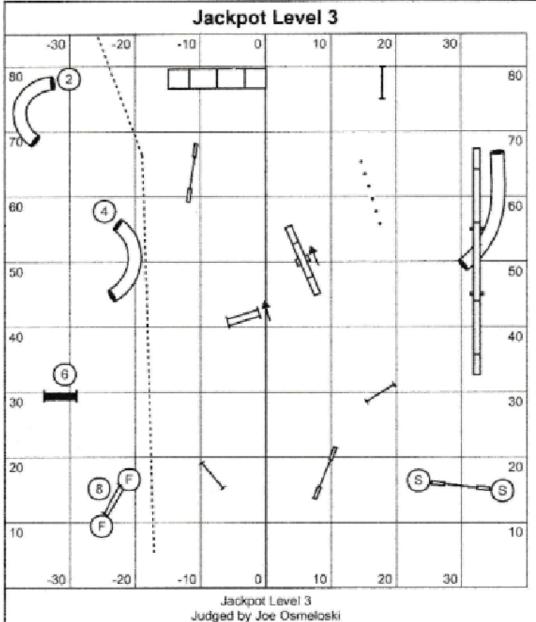
Traditional Jackpot Levels 12

Contacts are worth 5 points
Weaves, Tunnels, and Ascending Double
are worth 3 points
Single Jumps and Panel are worth 1 point.

All obstacles in the opening are Bi-directional with the exception of the Ascending Double and the Teeter. Obstacles may be done twice for points and may be done back-to-back as long as done safely

The Gamble is 2-4-6-8 and the finish jump becomes LIVE after the first buzzer Gamble obstacle 2 is Bi-directional in the closing(gamble)

Course times as follows: 4",8",12" have 35 opening 22 closing 16",20",24" have 30 opening 20 closing



Traditional Jackpot Level 3

Contacts are worth 5 points.
Weaves, Tunnels and Ascending Double are worth 3 points.
Single jumps and Panel are worth 1 point.

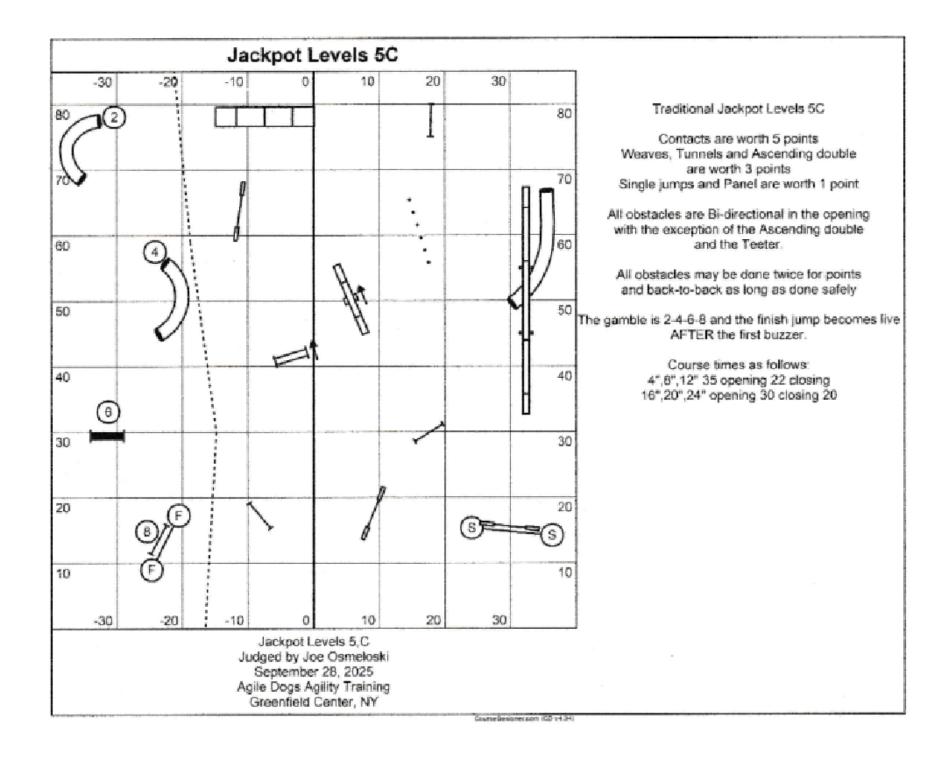
All obstacles are Bi-directional in the opening with the exception of the Ascending double and the Teeter. All obstacles may be done twice for points and back-to-back as long as done safely

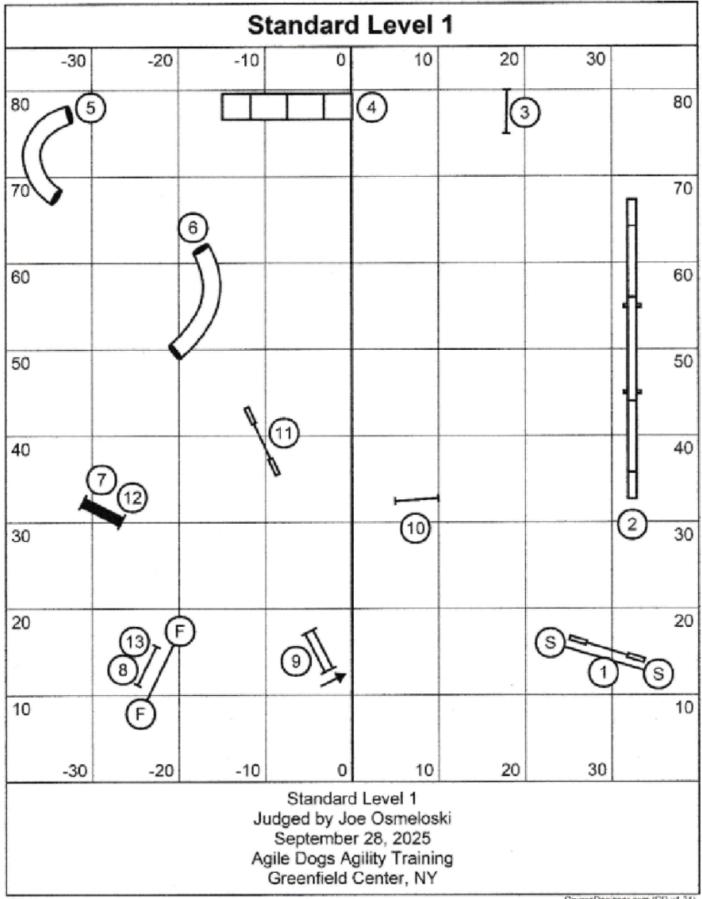
The Gamble is 2-4-6-8 and the finish jump becomes live AFTER the first buzzer

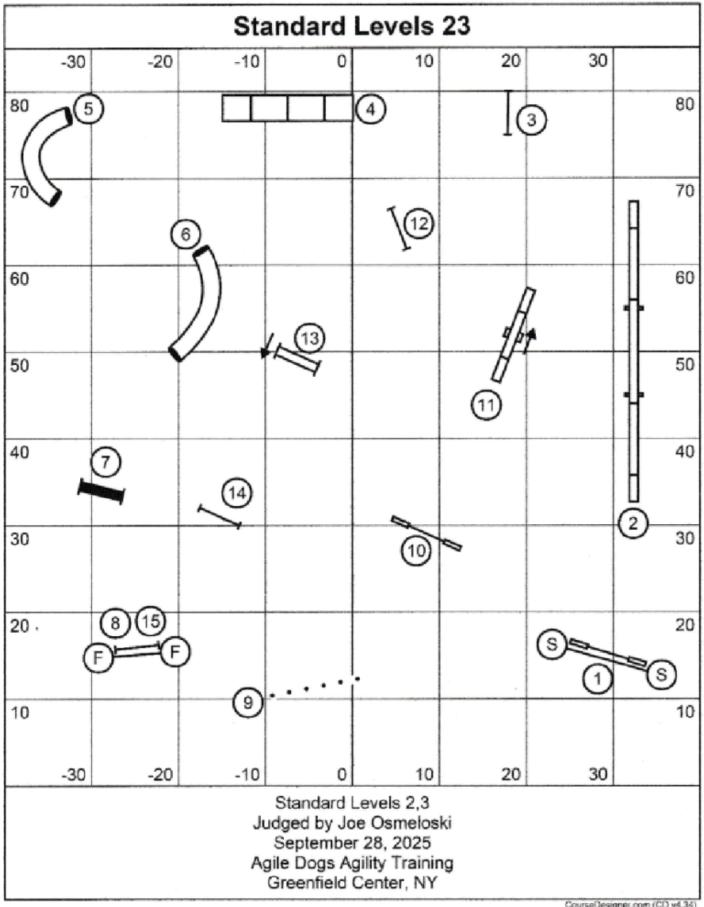
Course Times as Follows: 4",8",12" 35 opening 22 closing 16",20",24" 30 opening 20 closing

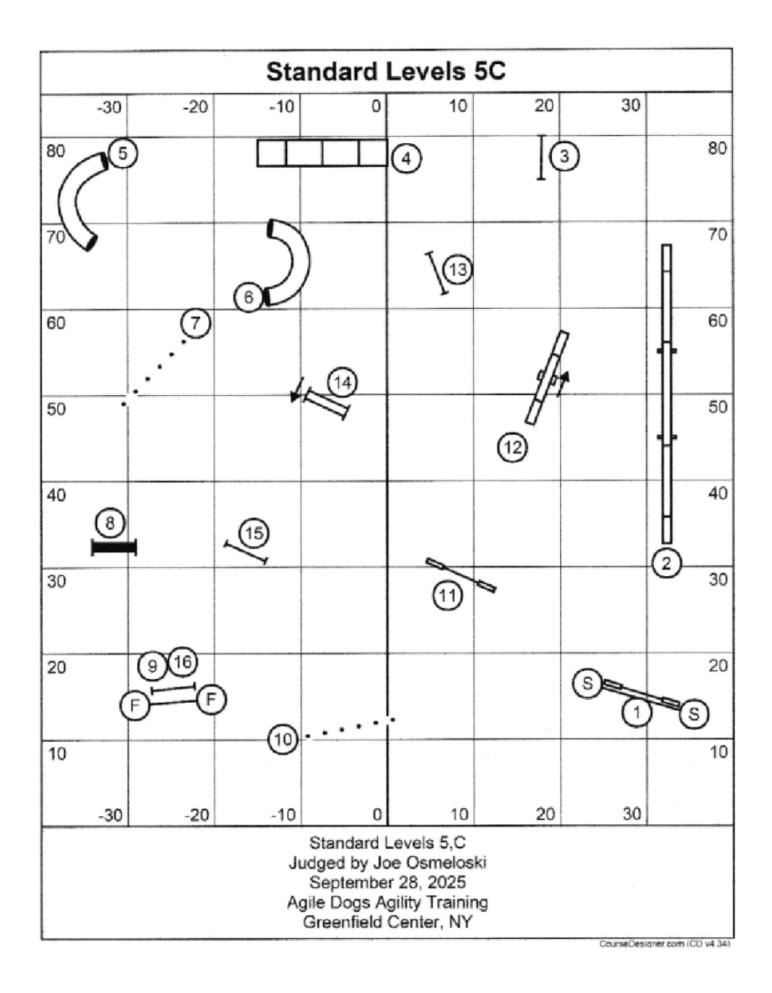
Judged by Joe Osmeloski September 28, 2025 Agile Dogs Agility Training Greenfield Center, NY

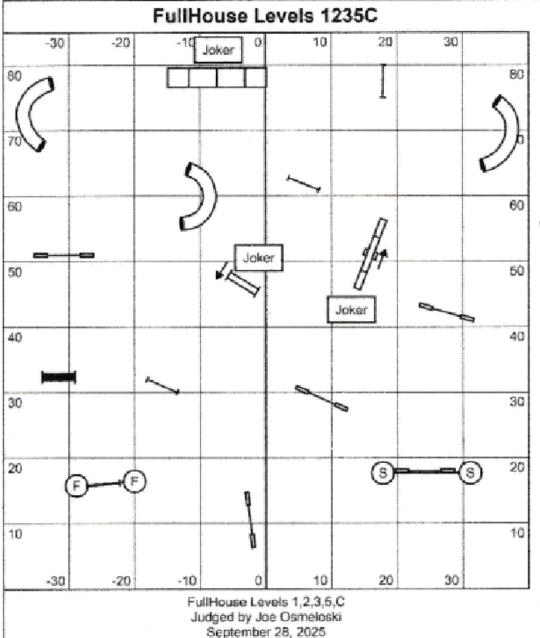
Characterories only 200 v4 24:











Agile Dogs Agility Training Greenfield Center, NY FullHouse Levels 1235C
Dogs must accumulate enough
points for their level and :

Five point Obstacle (Joker) which

- Five point Obstacle (Joker) which are the A-Frame, Teeter and Double Jump,
  - (2) Three point obstacles which are the Tunnels and Panel Jump
  - (3) One point obstacles which are the Single bar jumps

All obstacles are Bi-directional with the exception of the ascending double and the teeter. All obstacles may be done twice for points and back-to-back as long as done safely

> Dogs must start at the Start jump and Finish at the Finish Jump, which is live at all times.

For each second over time, dogs will lose 1 point

Course Times are as follows: 4",8",12" have 35 seconds 16",20",24" have 30 seconds