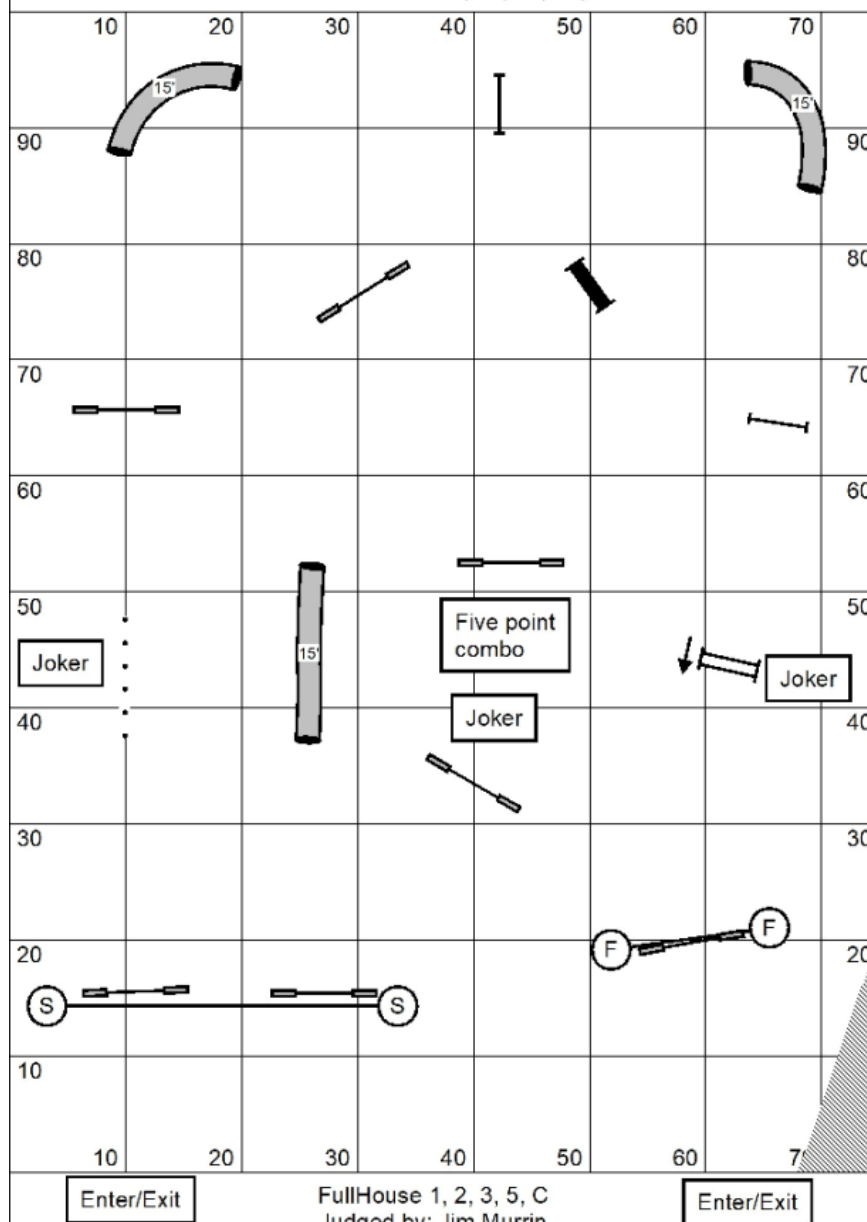


## FullHouse 1, 2, 3, 5, C



**BRIEFING:** The finish jump is live at all times after you receive the "go". It does **not** have a point value. It can be knocked without being faulted. It is also bi-directional.

All obstacles may be taken twice for points. Back to back are ok but must be done safely.

To qualify you must successfully complete 3 one point jumps 2 three point obstacles and one 5 point or "Joker" obstacle. Plus the additional points needed for your level.

You may go to the finish jump whenever you've completed your point accumulation. After the horn you have 5 full seconds for your dog to attempt the finish jump. It doesn't have a value so it can be knocked. You'll lose a point for each full second over time.

1 point: single bar jumps  
3 point: tunnels, panel jump  
5 point Jokers: weaves, double & 5 point combo.

Small dogs 35 seconds. Large dogs 30 seconds.  
16" veterans 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 need two less points

### Jackpot 5, C

10 20 30 40 50 60 70

90

80

70

60

50

40

30

20

10

Five point combo

2

4

6

8

S

F

**Opening:** All obstacles can be performed twice for points during the opening time period. The two jump combo must be done in flow. No two sequentially numbered gamble obstacles can be taken back to back or you negate your gamble. When the first horn blows, you will stop collecting points. Please proceed to the closing.

Big dog time 16"V, 16", 20", 24"  
30 second opening 18 sec closing.  
Small dogs 4", 8", 12", 35 second  
opening, 20 sec closing.

5 points -Teeter, A-frame and jump combo  
3 points - tunnels, double, weaves  
1 point - single bar jumps

The 5 point combo must be done in flow.

Enter/Exit

Jackpot 5, C  
Judged by: Jim Murrin  
October 11, 2025  
Skyline Agility Club  
Middletown, NY

Enter/Exit

### Jackpot 3

The grid contains the following symbols:

- Top Row (Row 10):** A 15° arc at (10, 10), a 15° arc at (70, 10) labeled with a circled 2, and a vertical bar at (50, 10).
- Row 9:** A horizontal bar at (10, 9), a diagonal bar at (25, 9), a box labeled "Five point combo" at (35, 9), a vertical bar at (55, 9), and a vertical bar at (70, 9) labeled with a circled 4.
- Row 8:** A vertical bar at (10, 8) with an upward arrow, a vertical bar at (30, 8), a vertical bar at (55, 8), and a vertical bar at (70, 8) labeled with a circled 6 and a downward arrow.
- Row 7:** A vertical bar at (10, 7), a vertical bar at (30, 7), a vertical bar at (55, 7), and a vertical bar at (70, 7) labeled with a circled 8.
- Row 6:** A horizontal bar at (10, 6) labeled with an S, a horizontal bar at (30, 6), a horizontal bar at (55, 6), and a horizontal bar at (70, 6) labeled with an F.
- Row 5:** A horizontal bar at (10, 5) labeled with an S, a horizontal bar at (30, 5), a horizontal bar at (55, 5), and a horizontal bar at (70, 5) labeled with an F.
- Row 4:** A horizontal bar at (10, 4) labeled with an S, a horizontal bar at (30, 4), a horizontal bar at (55, 4), and a horizontal bar at (70, 4) labeled with an F.
- Row 3:** A horizontal bar at (10, 3) labeled with an S, a horizontal bar at (30, 3), a horizontal bar at (55, 3), and a horizontal bar at (70, 3) labeled with an F.
- Row 2:** A horizontal bar at (10, 2) labeled with an S, a horizontal bar at (30, 2), a horizontal bar at (55, 2), and a horizontal bar at (70, 2) labeled with an F.
- Row 1:** A horizontal bar at (10, 1) labeled with an S, a horizontal bar at (30, 1), a horizontal bar at (55, 1), and a horizontal bar at (70, 1) labeled with an F.

A dotted line starts at (60, 10) and goes diagonally down to (50, 6).

**Opening:** All obstacles can be performed twice for points during the opening time period. The two jump combo must be done in flow. No two sequentially numbered gamble obstacles can be taken back to back or you negate your gamble. When the first horn blows, you will stop collecting points. Please proceed to the closing.

Big dog time 16"V, 16", 20", 24"  
30 second opening 18 sec closing.  
Small dogs 4", 8", 12", 35 second  
opening, 20 sec closing.

5 points -Teeter, A-frame and jump combo  
3 points - tunnels, double, weaves  
1 point - single bar jumps

The 5 point combo must be done in flow.

Enter/Exit

### Jackpot 1, 2

10 20 30 40 50 60 70

90 80 70 60 50 40 30 20 10

10 20 30 40 50 60 70

Enter/Exit

Jackpot 1, 2  
Judged by: Jim Murrin

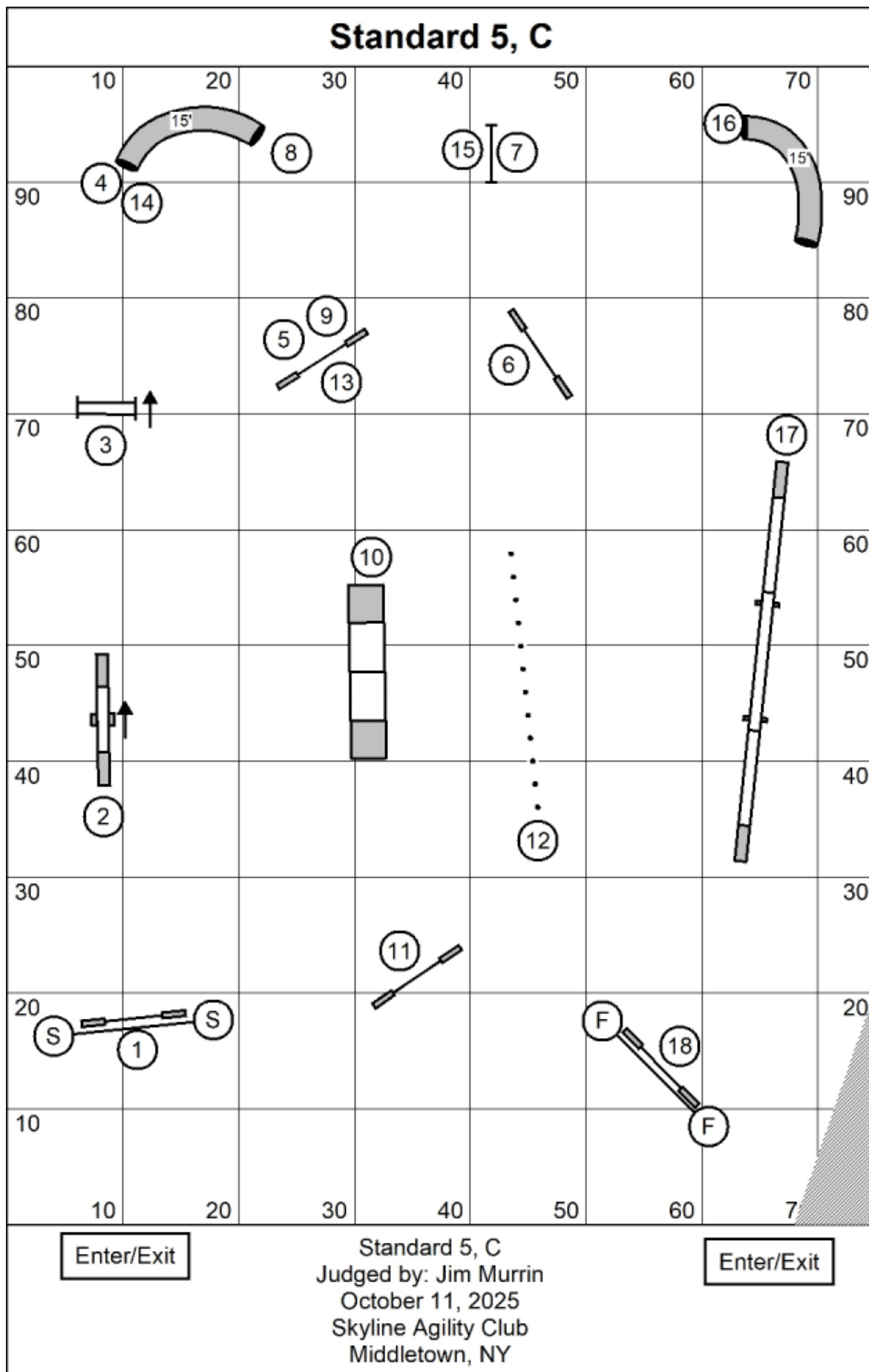
Enter/Exit

**Opening:** All obstacles can be performed twice for points during the opening time period. The two jump combo must be done in flow. No two sequentially numbered gamble obstacles can be taken back to back or you negate your gamble. When the first horn blows, you will stop collecting points. Please proceed to the closing.

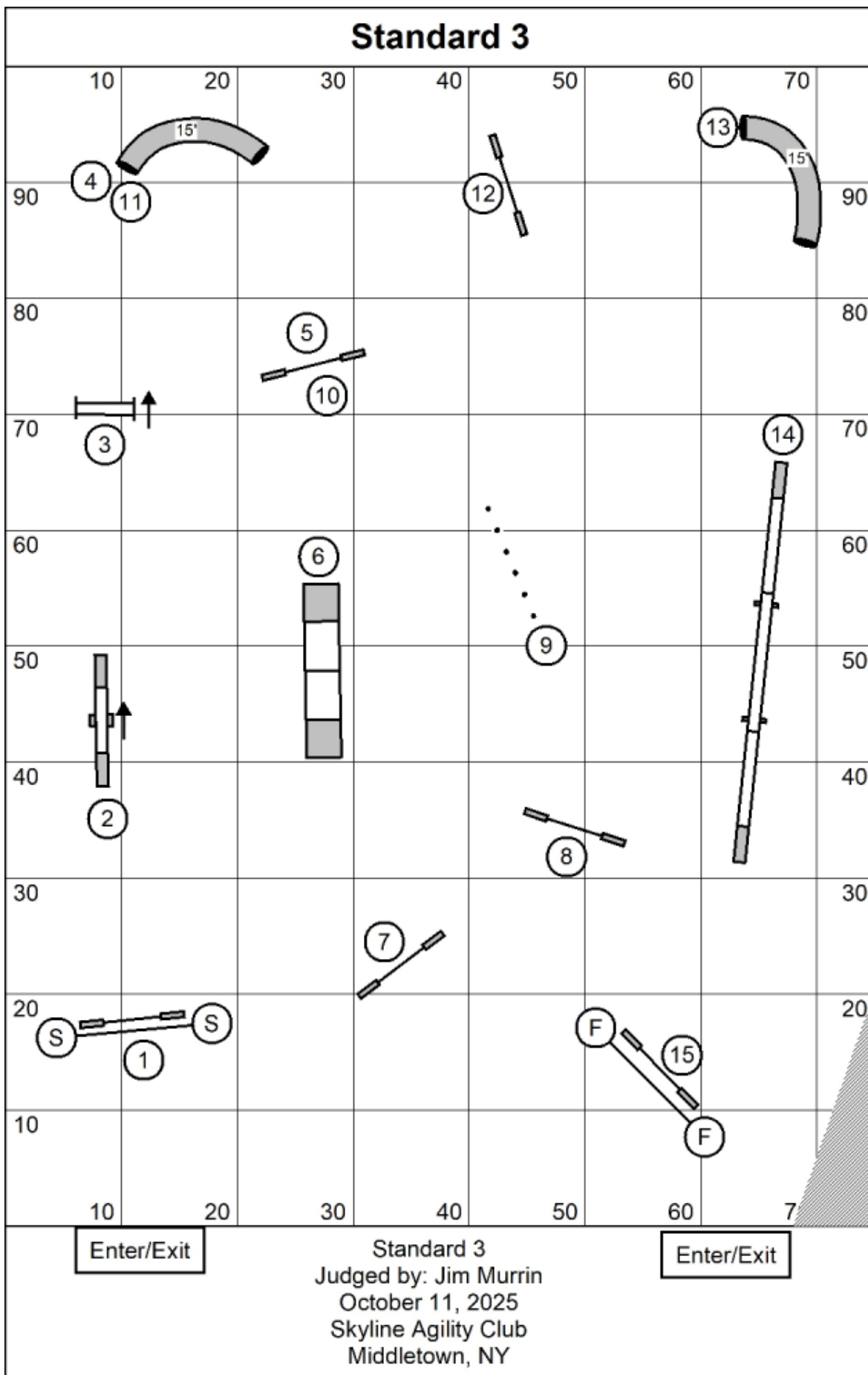
Big dog time 16"V, 16", 20", 24"  
30 second opening 18 sec closing.  
Small dogs 4", 8", 12", 35 second  
opening, 20 sec closing.

5 points -Teeter, A-frame and jump combo  
3 points - tunnels, double, weaves  
1 point - single bar jumps

The 5 point combo must be done in flow.



# Standard 3

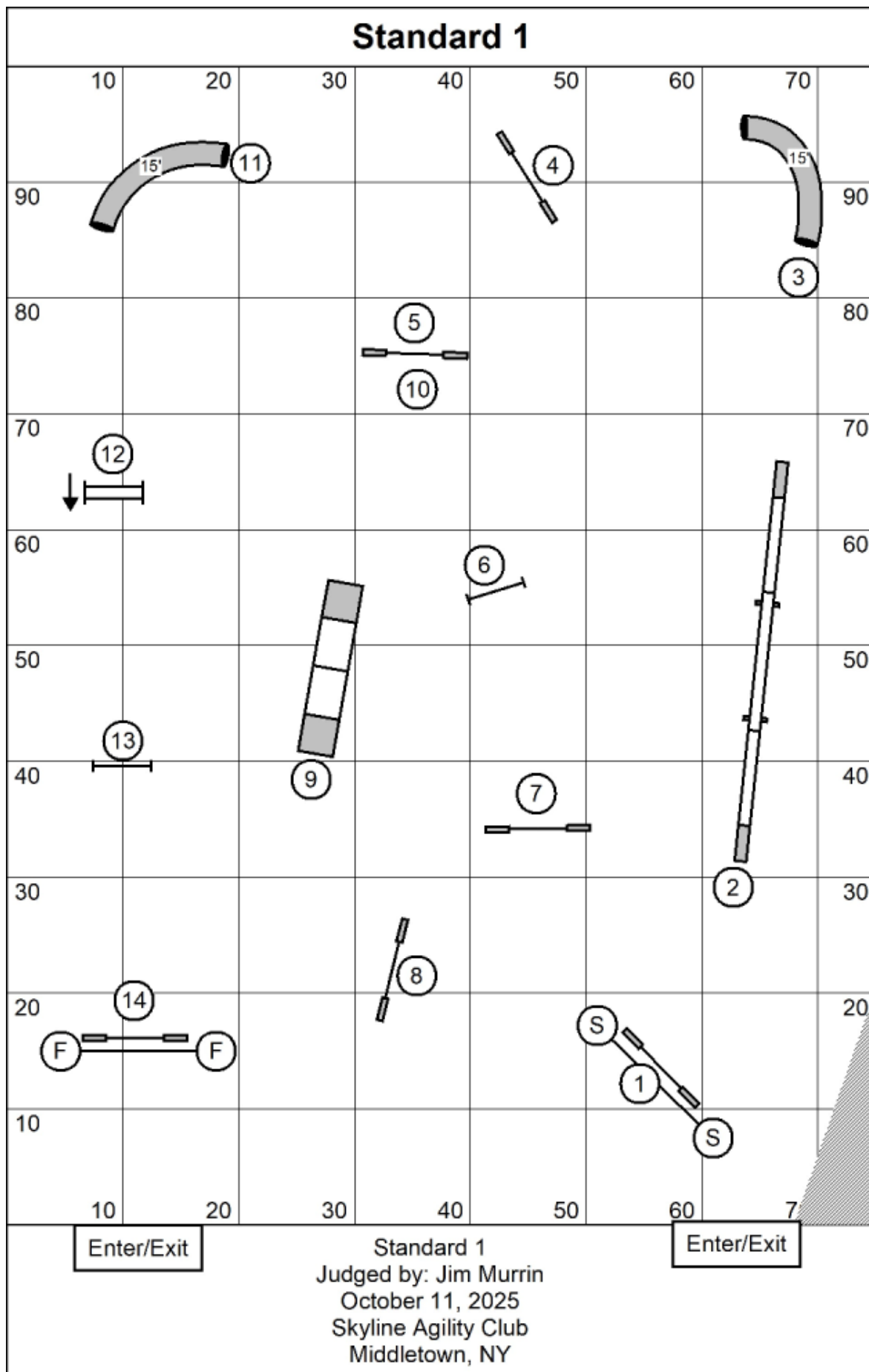




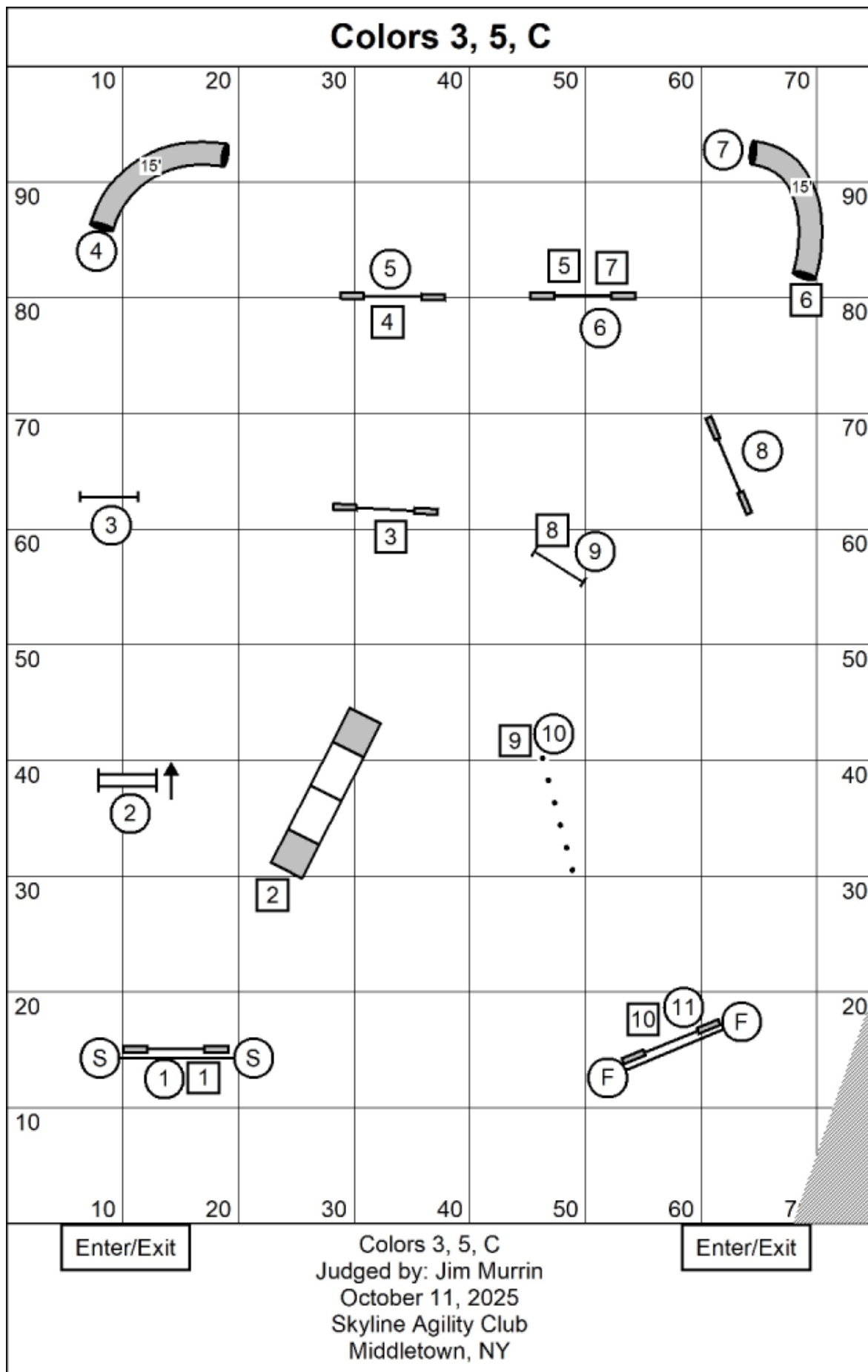
Standard 2

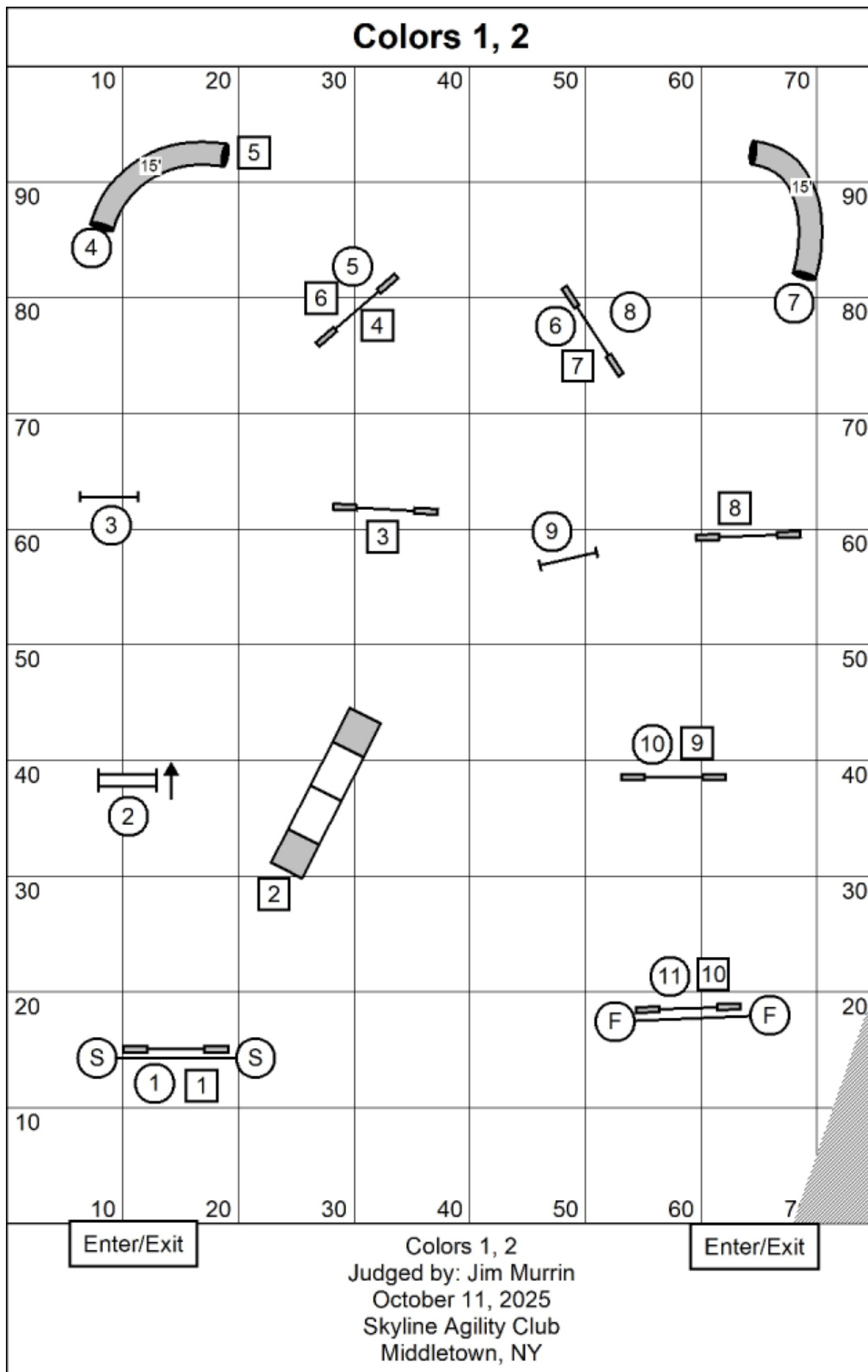
Judged by: Jim Murrin  
October 11, 2025  
Skyline Agility Club  
Middletown, NY

CourseDesigner.com (CD v4.34)

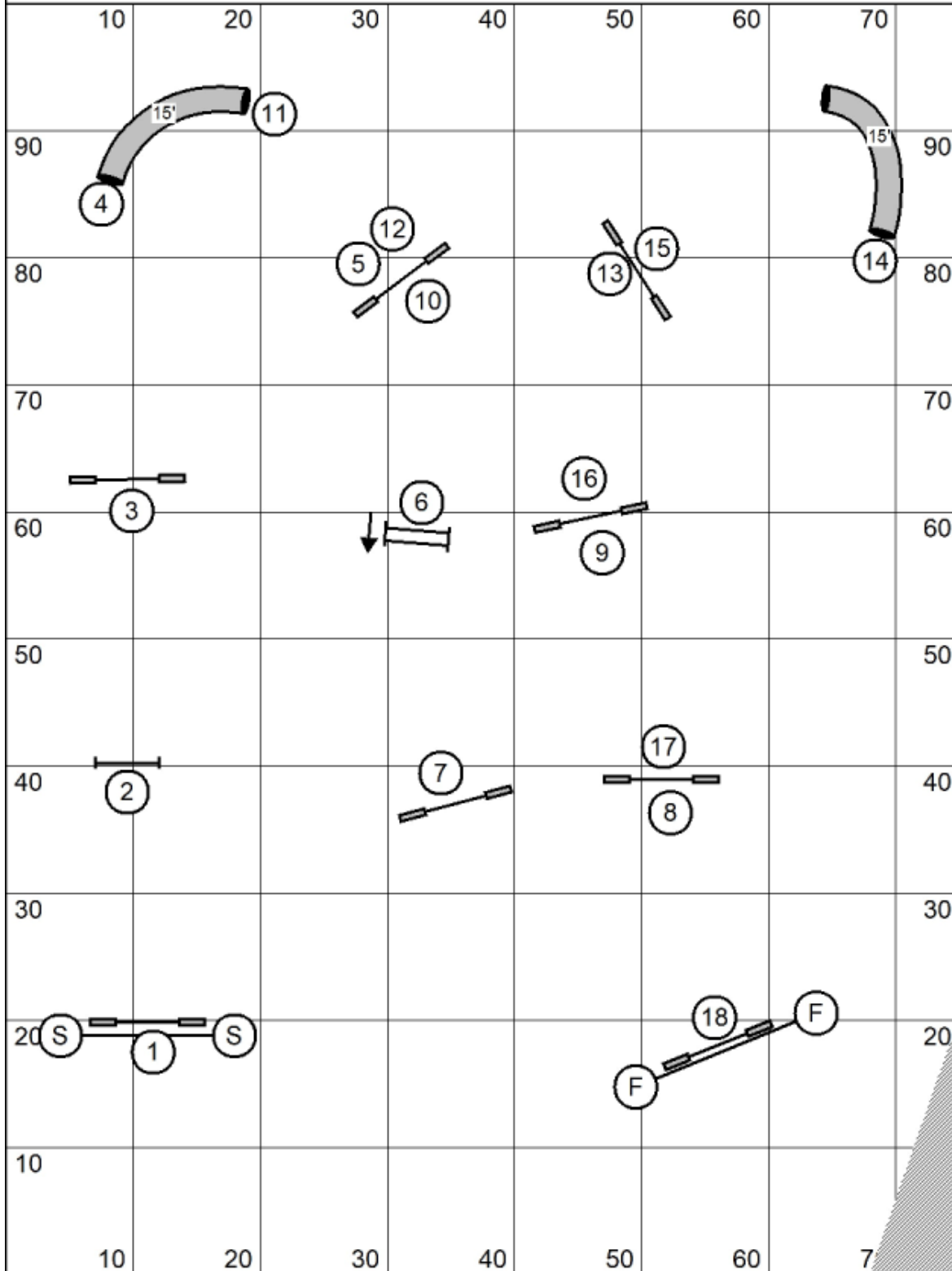








# Jumpers 3, 5, C



Enter/Exit

Jumpers 3, 5, C  
 Judged by: Jim Murrin  
 October 11, 2025  
 Skyline Agility Club  
 Middletown, NY

Enter/Exit

