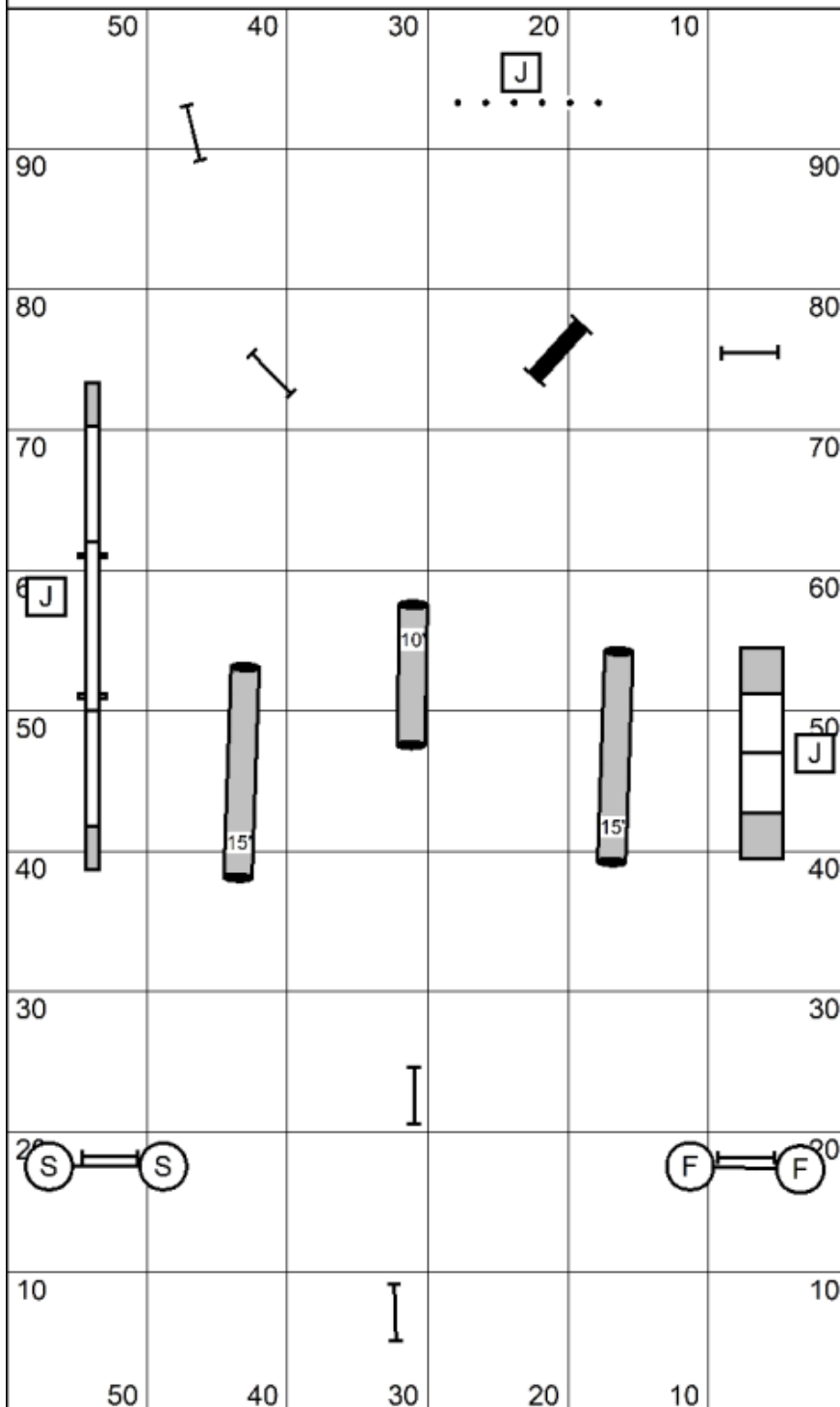


FullHouse All Levels

Start line is bi-directional. Finish Jump is live at all times.
Jokers = 5-points---tunnels and panel jump = 3-points ---
single jumps = 1-point



Required obstacles to Q

15 pt

2 3 pt

3 1 pt

Total points needed:

Level 1:19

Level 2: 21

Level 3: 23

Level 4, 5, C: 25

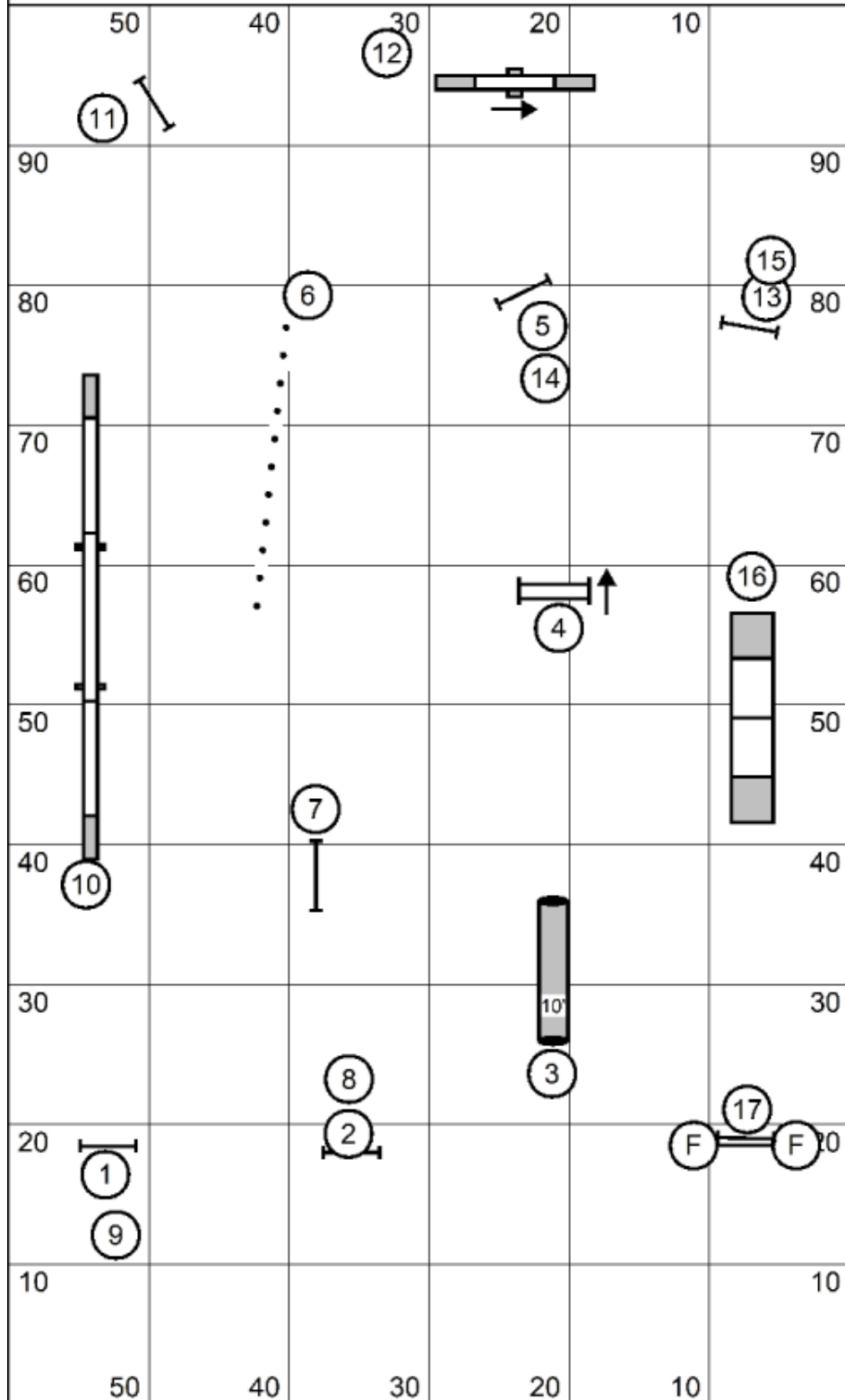
Enthusiast and Specialist 2 points less

Time: 4",8",12" : 35s+5s

16'V, 16", 20", 24": 30s+5s

Fullhouse All Levels
Judged by: Wayne Van Deusen
10-24-25
Paws In Motion Agility
Kansasville WI

Standard Level: 5 & C



Standard Levels: 5 & C
 Judged by: Wayne Van Deusen
 10-24-25
 Paws In Motion Agility
 Kansasville WI

Standard Level: 3

Judged by: Wayne Van Deusen
10-24-25
Paws In Motion Agility
Kansasville WI

The diagram illustrates an agility course on a grid. The grid has horizontal axes labeled 10, 20, 30, 40, 50 and vertical axes labeled 10, 20, 30, 40, 50, 60, 70, 80, 90. The course consists of 14 numbered stations and various obstacles:

- Station 1:** A T-jump at (50, 20).
- Station 2:** A vertical bar with a small shaded section at the bottom, located at (50, 40).
- Station 3:** A jump with a lead line, located at (50, 90).
- Station 4:** A horizontal bar with a small shaded section in the middle, located at (30, 90).
- Station 5:** A jump with a lead line, located at (90, 80).
- Station 6:** A jump with a lead line, located at (60, 80).
- Station 7:** A dotted line path, located at (40, 80).
- Station 8:** A T-jump, located at (40, 40).
- Station 9:** A curved bar, located at (60, 30).
- Station 10:** A jump with a lead line, located at (60, 60).
- Station 11:** A jump with a lead line, located at (60, 75).
- Station 12:** A jump with a lead line, located at (90, 85).
- Station 13:** A vertical bar with a shaded section at the top, located at (90, 60).
- Station 14:** A jump with a lead line, located at (90, 20).

CourseDesigner.com (CD v4.34)

