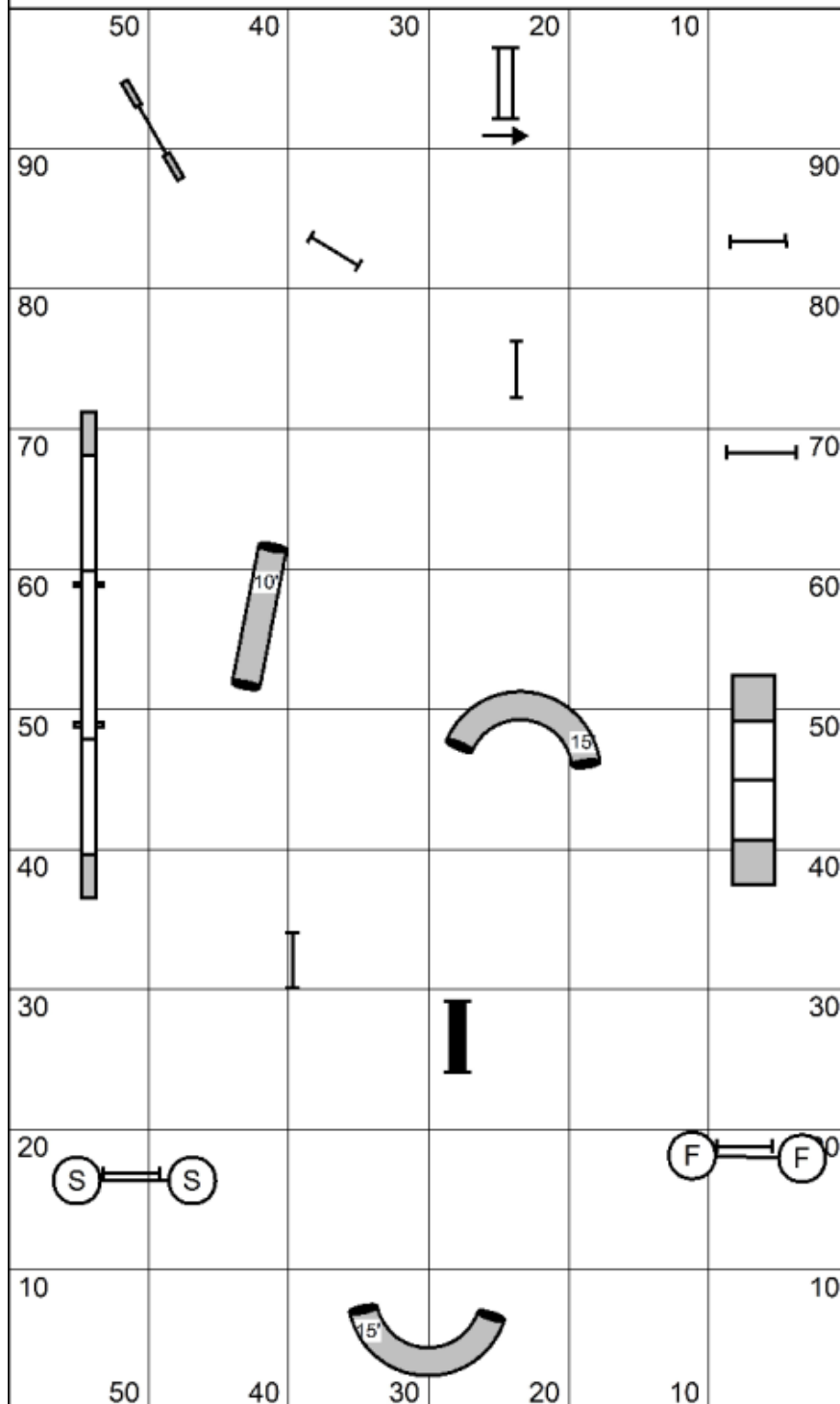


FullHouse All Levels

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



Required obstacles to Q

1 5 pt

2 3 pt

3 1 pt

Total points needed:

Level 1: 19

Level 2: 21

Level 3: 23

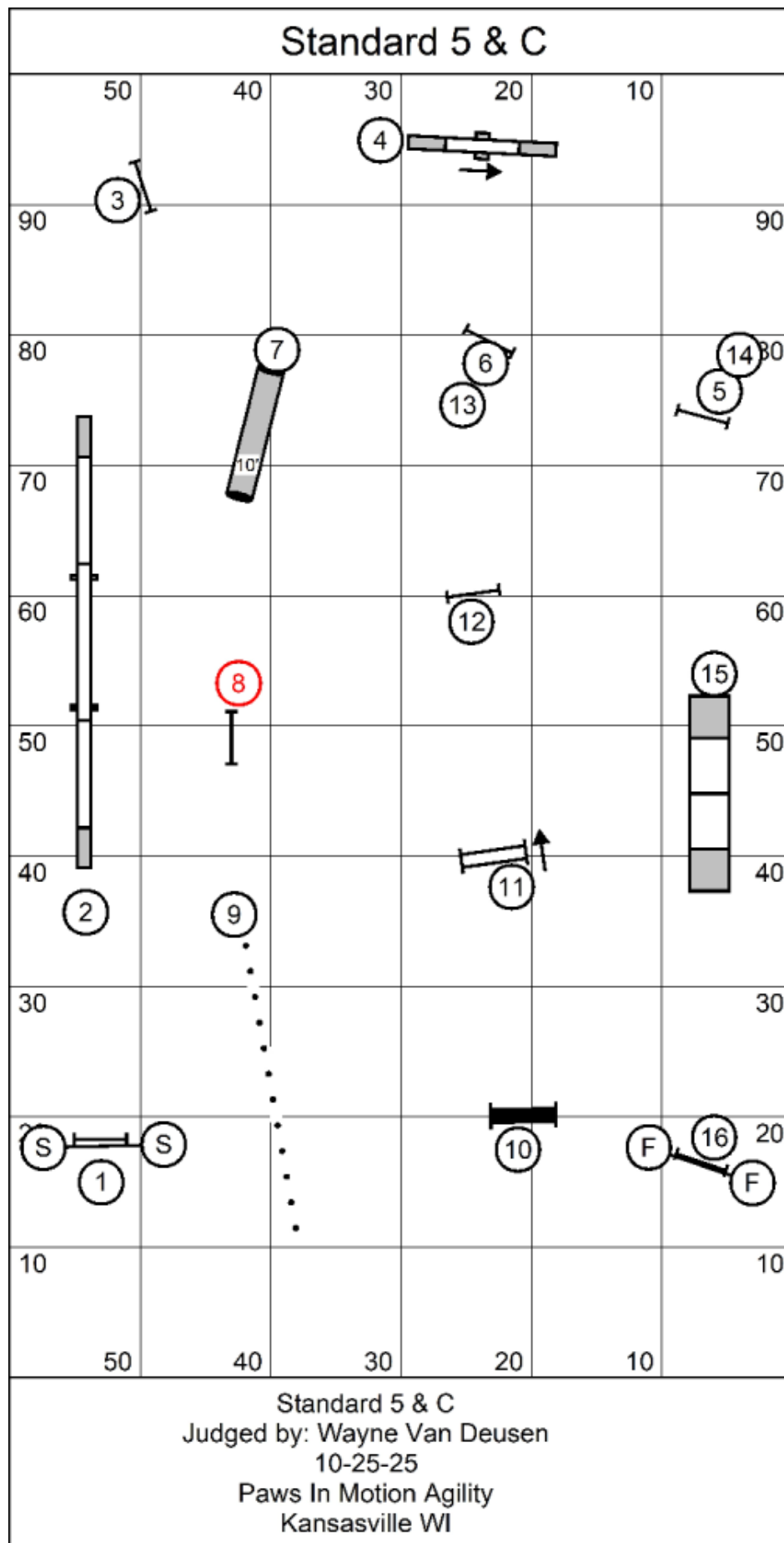
Level 4, 5, C: 25

Enthusiast and Specialist 2 points less

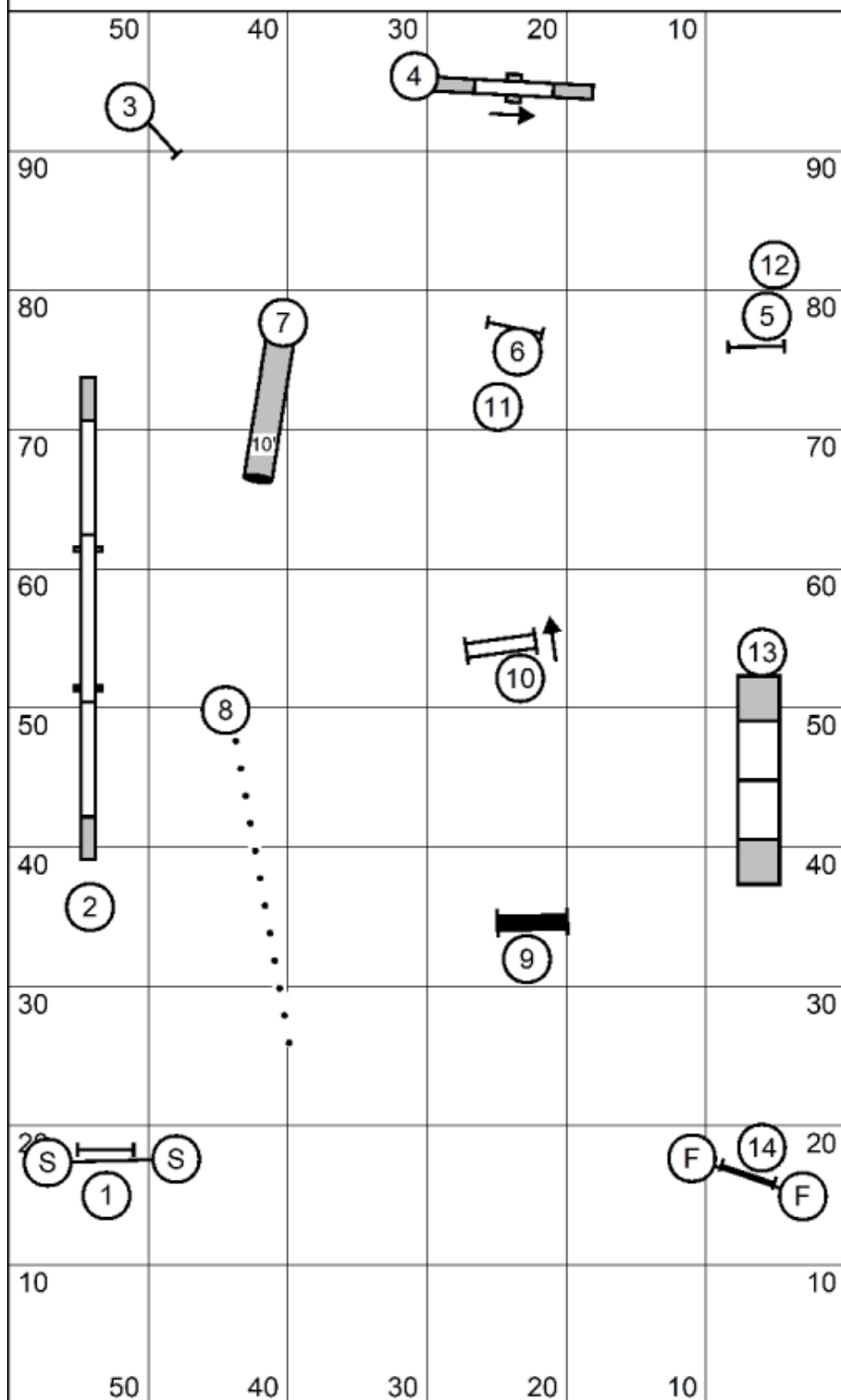
Time: 4", 8", 12" : 35s+5s

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

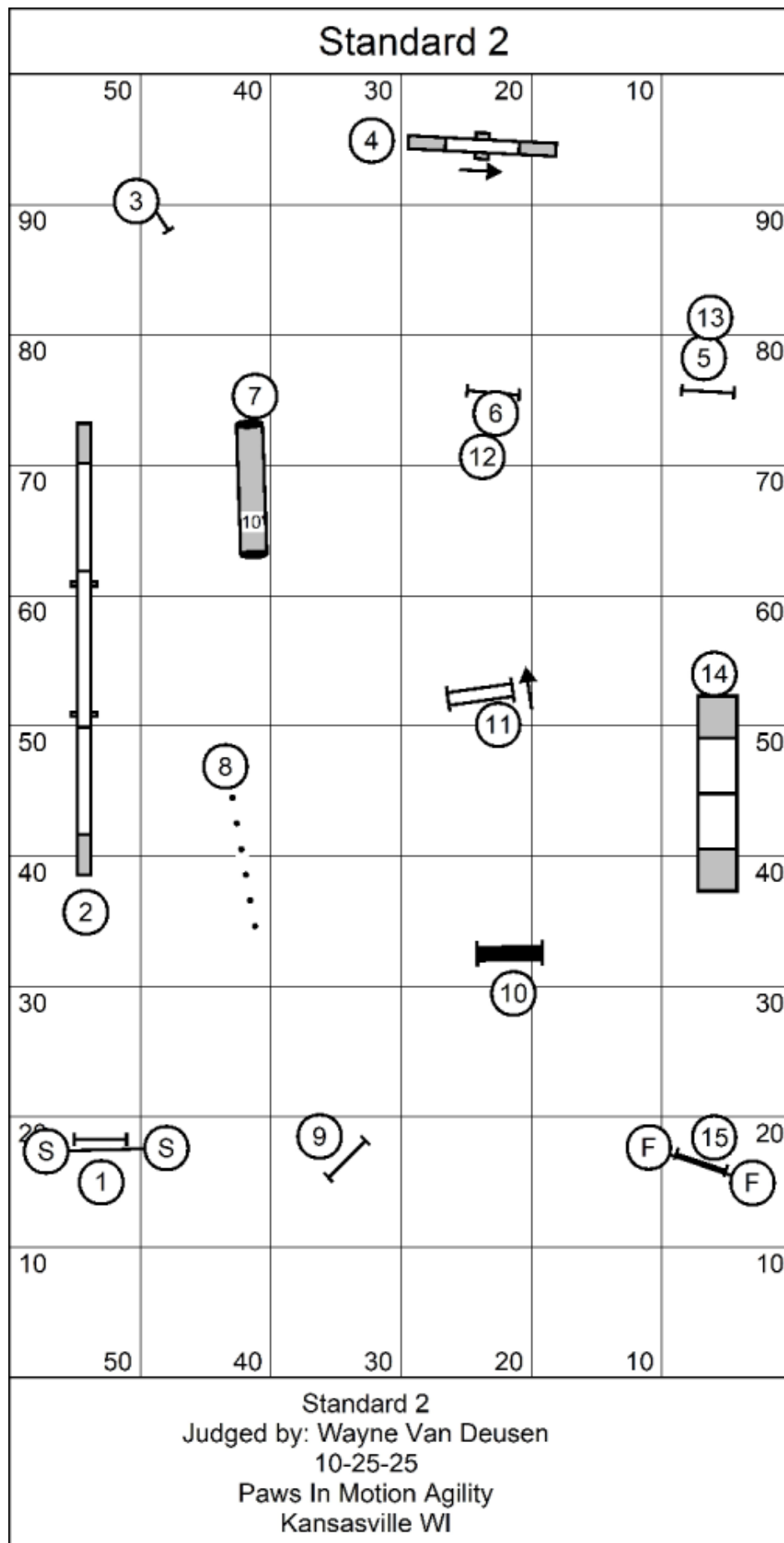
Fullhouse All Levels
 Judged by: Wayne Van Deusen
 10-25-25
 Paws In Motion Agility
 Kansasville WI

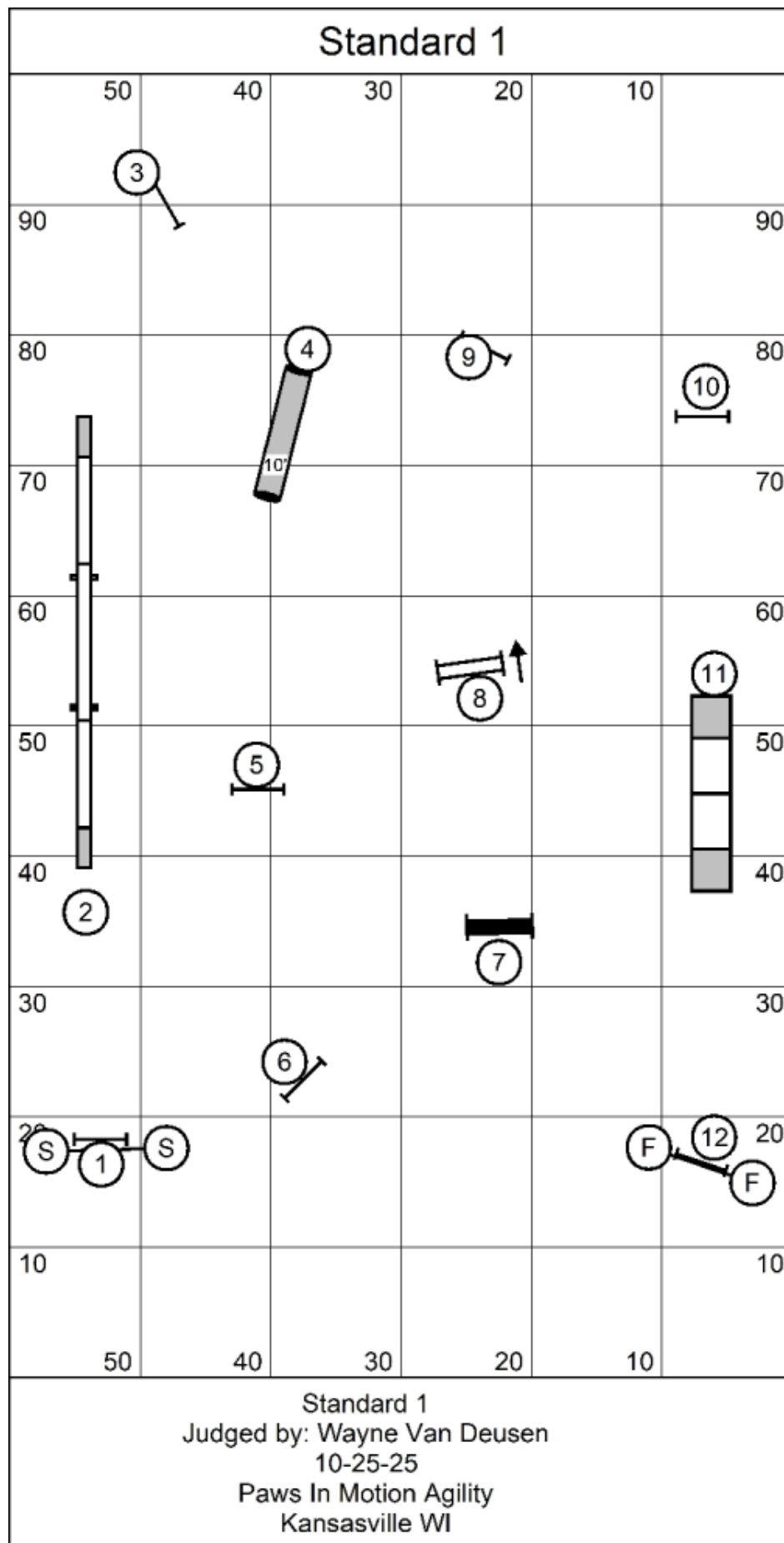


Standard 3

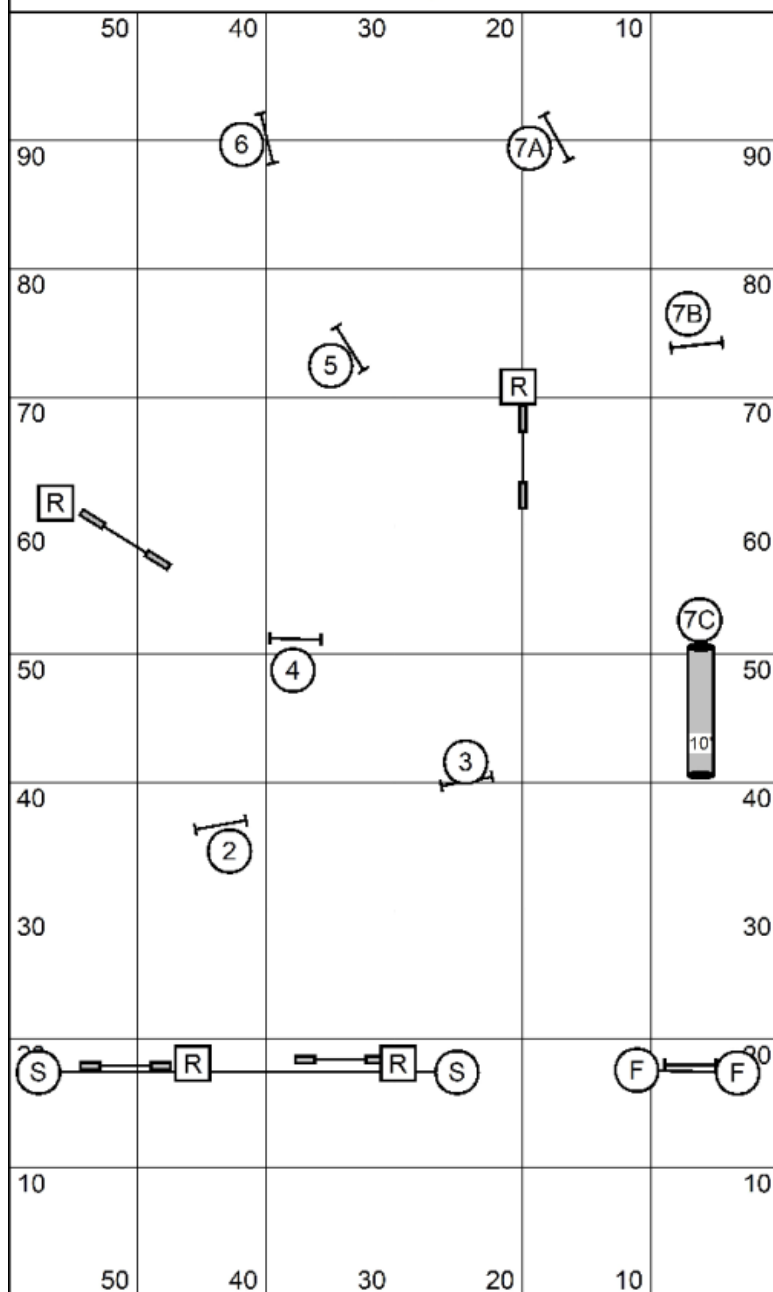


Standard 3
 Judged by: Wayne Van Deusen
 10-25-25
 Paws In Motion Agility
 Kansasville WI





Snooker 3, 5 & C



Time

Big Dogs: 45 seconds

Sm Dogs 50 seconds

Opening:

All obstacles are bi-directional

Finish jump is live at end of opening

Closing

All obstacles

must be taken in direction numbered

2 is **not** bi-directional

At completion of run or at horn the dog must take the finish jump to receive points and time

Failure to take finish jump is recorded as NT

A knocked bar on finish jump does not matter.

Finish jump is bi-directional.

Thank You

If you hear "thank you" go immediately to finish jump.

Two reds taken back to back

Two colors taken back to back

Red bar knocked and color taken

Failure to attempt all of a combo

Closing taken out of order

Qualify

Level 4,5,C 32 points

Level 3: 30 points

Level 2: 28 points

Level 1: 26 points

Enthusiast & Specialist 2 points less respectively

Standard 1

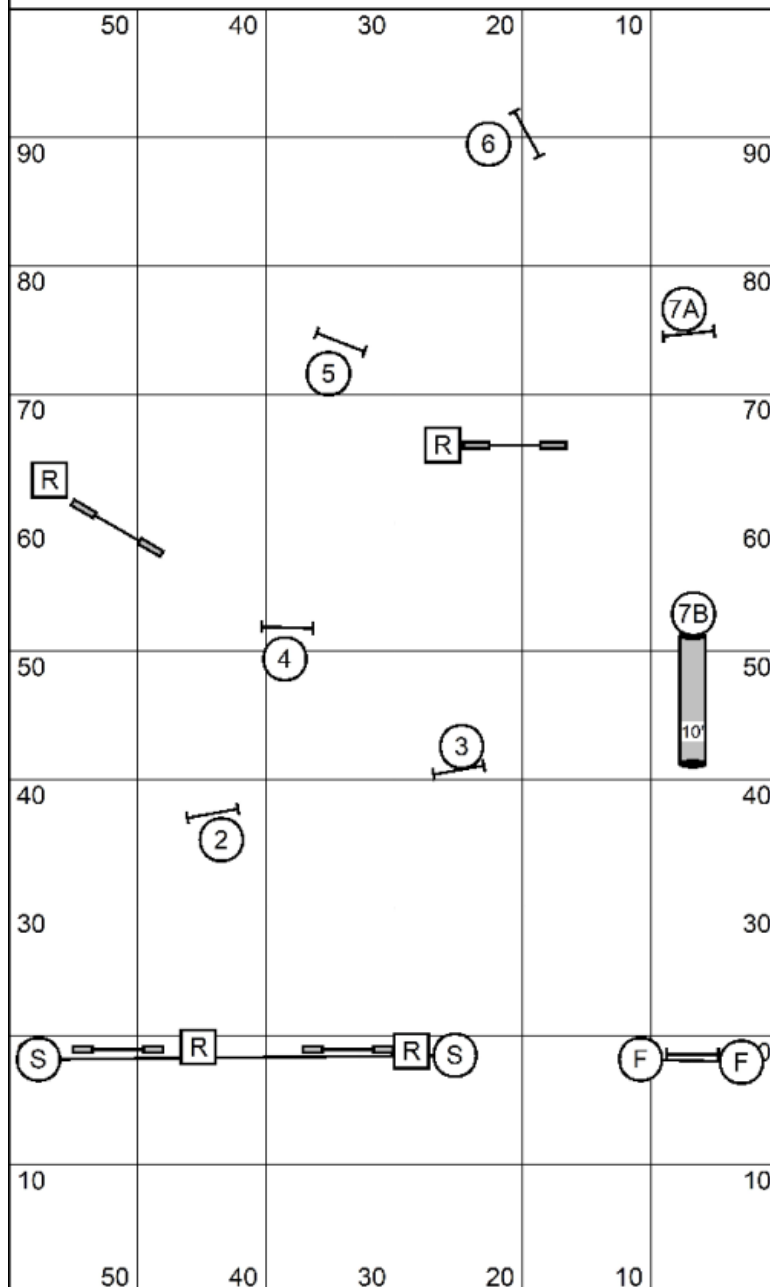
Judged by: Wayne Van Deusen

10-25-25

Paws In Motion Agility

Kansasville WI

Snooker 1 & 2



Time

Big Dogs: 45 seconds
Sm Dogs 50 seconds

Opening:

All obstacles are bi-directional
Finish jump is live at end of opening

Closing

All obstacles
must be taken in direction numbered
2 is **not** bi-directional

At completion of run or at horn the
dog must take the finish jump
to receive points and time

Failure to take finish jump is recorded as NT

A knocked bar on finish jump does not matter.
Finish jump is bi-directional.

Thank You

If you hear "thank you" go immediately to finish jump.

Two reds taken back to back

Two colors taken back to back

Red bar knocked and color taken

Failure to attempt all of a combo

Closing taken out of order

Qualify

Level 4,5,C 32 points

Level 3: 30 points

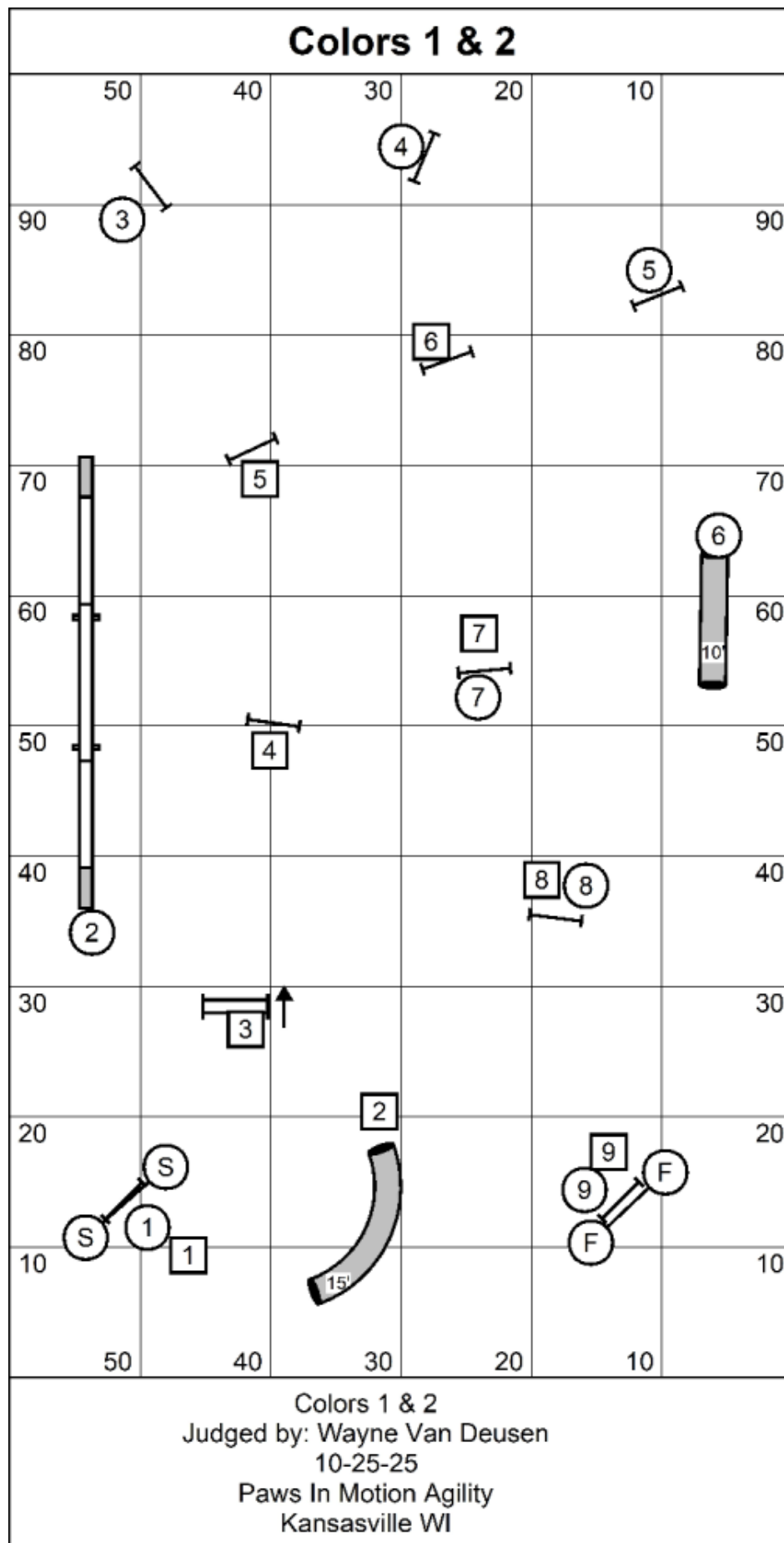
Level 2: 28 points

Level 1: 26 points

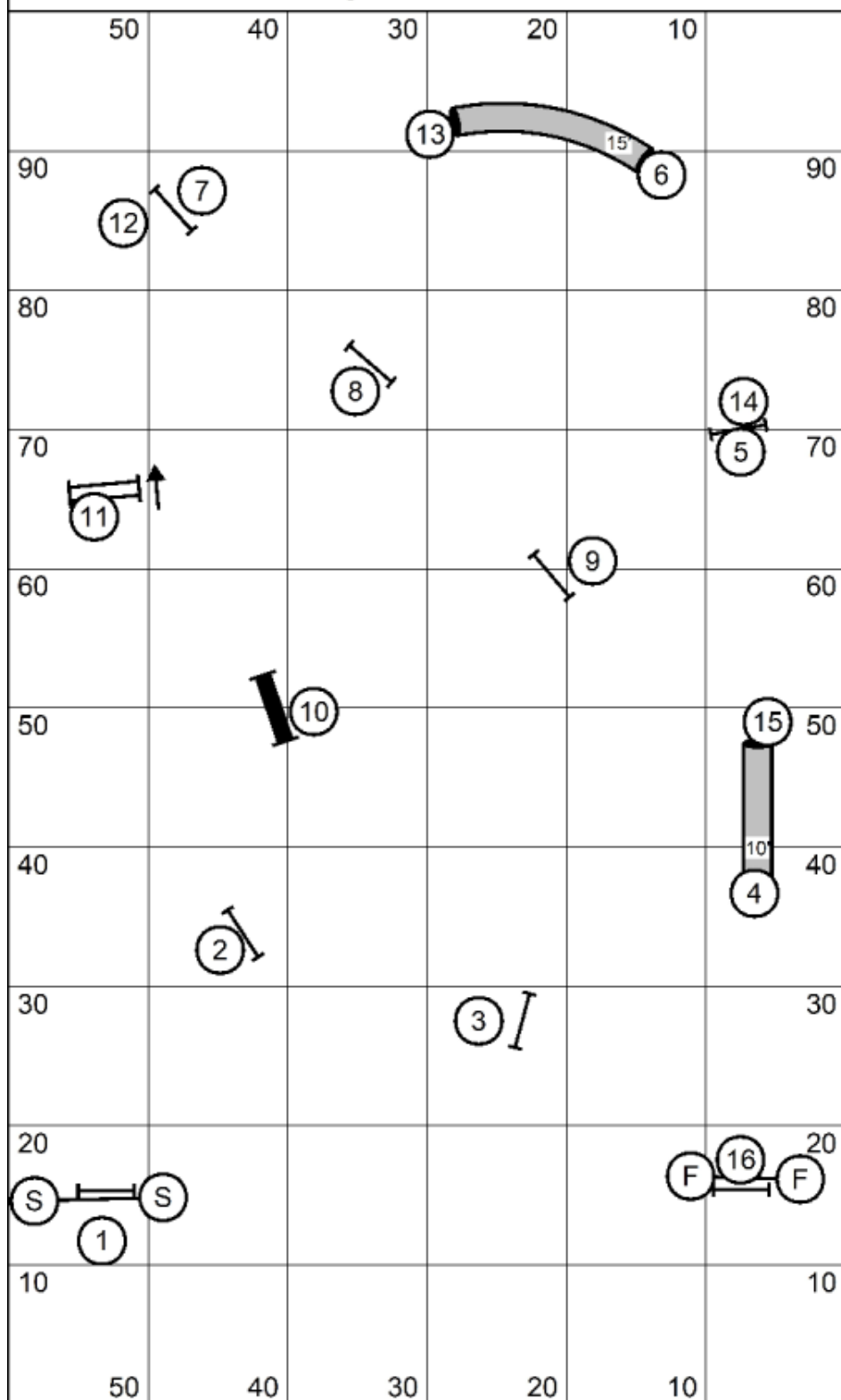
Enthusiast & Specialist 2 points less respectively

Snooker 1 & 2
Judged by: Wayne Van Deusen
10-25-25
Paws In Motion Agility
Kansasville WI

CourseDesigner.com (CD v4.34)



Jumpers 3, 5 & C



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

