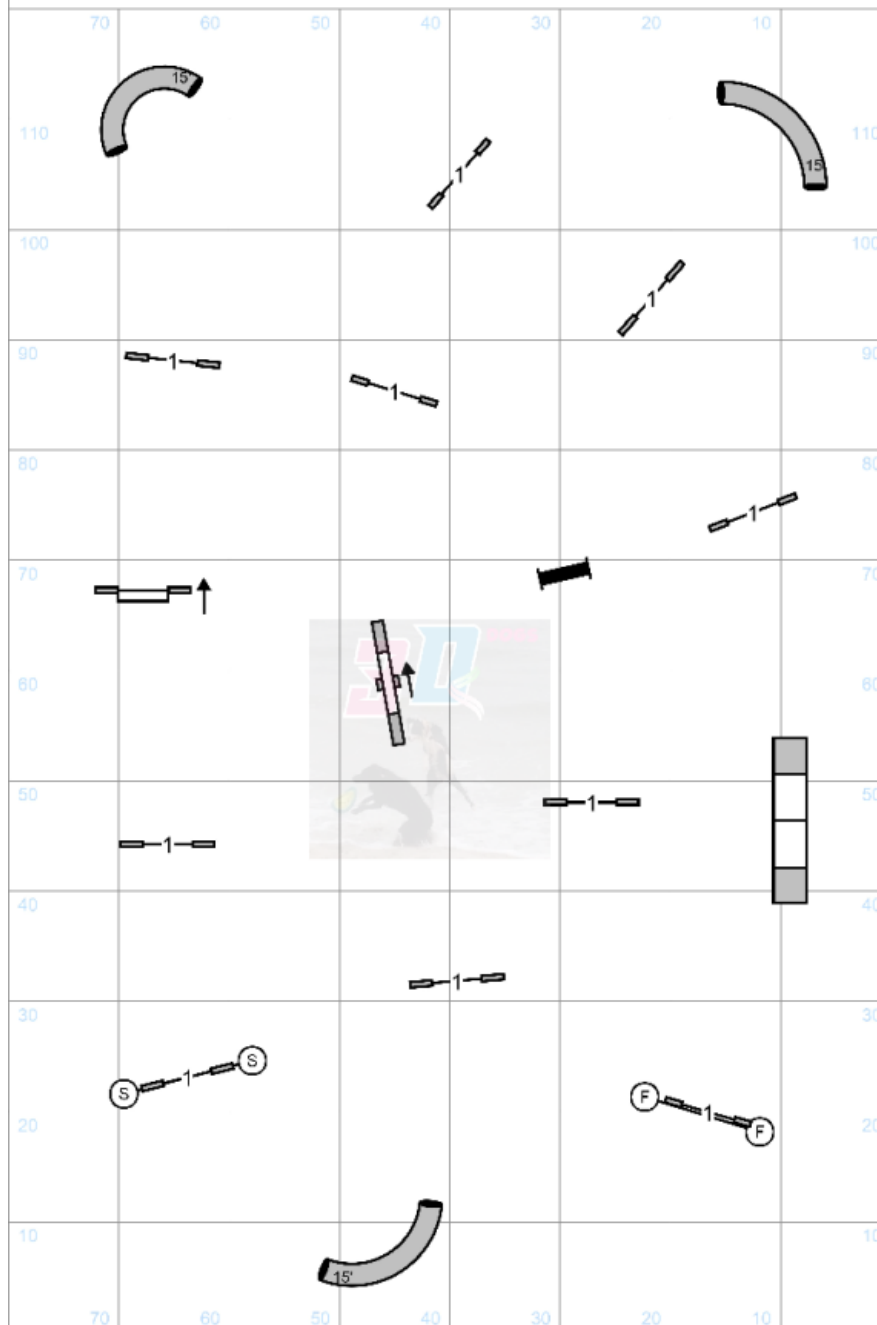


FullHouse 1, 2, 3, 5 & C



BRIEFING: The Finish Jump is live at all times after you receive the "Go."

All obstacles may be taken twice 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 and 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 take the finish jump to stop the clock, or lose one point per full second over time. The finish jump has no value.

1 Point: Single bar jumps

3 Point: Tunnels, Panel

5 Point Jokers: A-Frame, Double, and Teeter

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

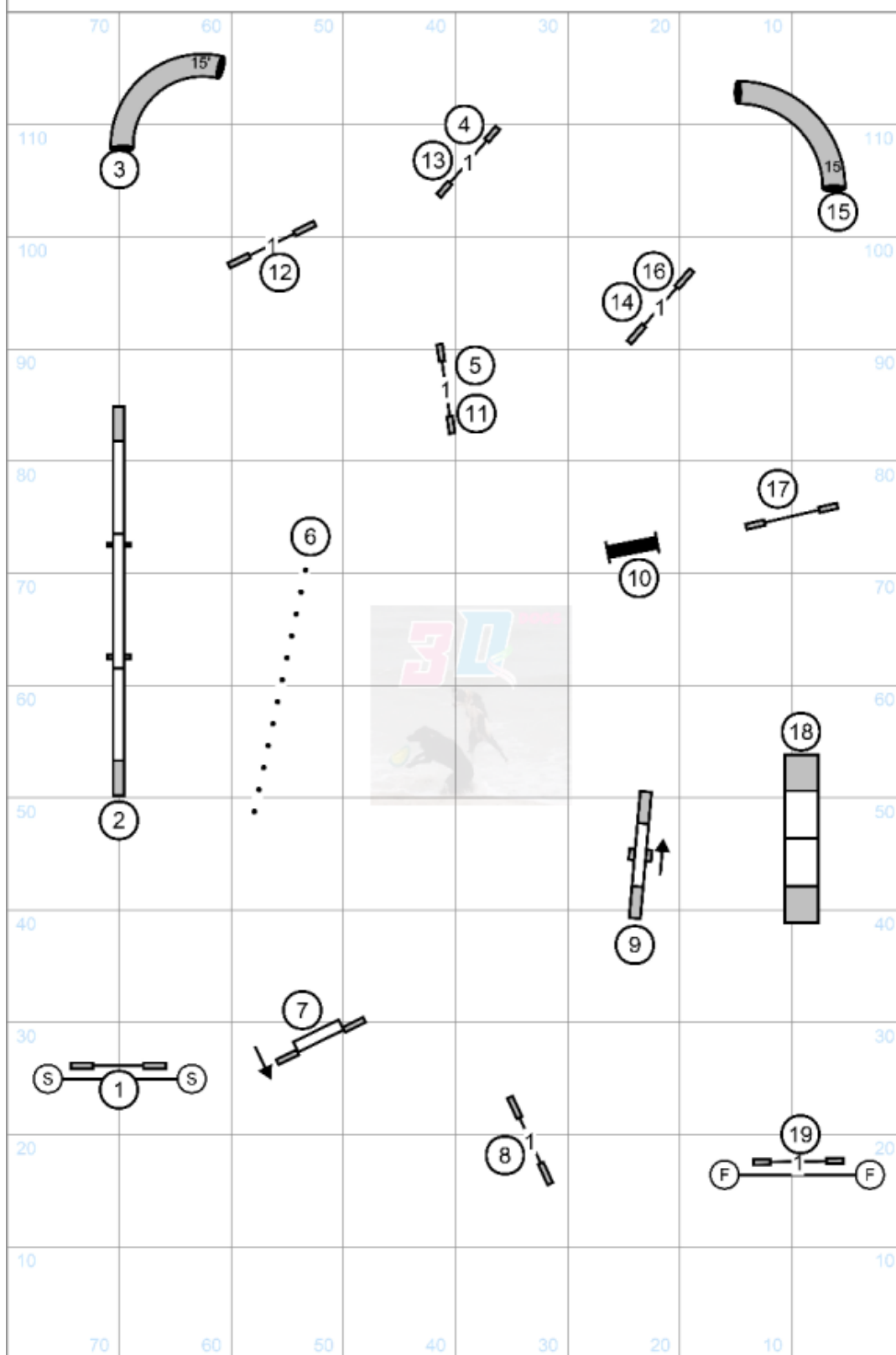
Level 3 23 points

Level 5, C 25 points

Specialists and Enthusiasts: Two
points fewer

FullHouse 1, 2, 3, 5 & C
Judged by Darryl Warren
November 1, 2025
Hounds on the Hudson
Saugerties, Ny

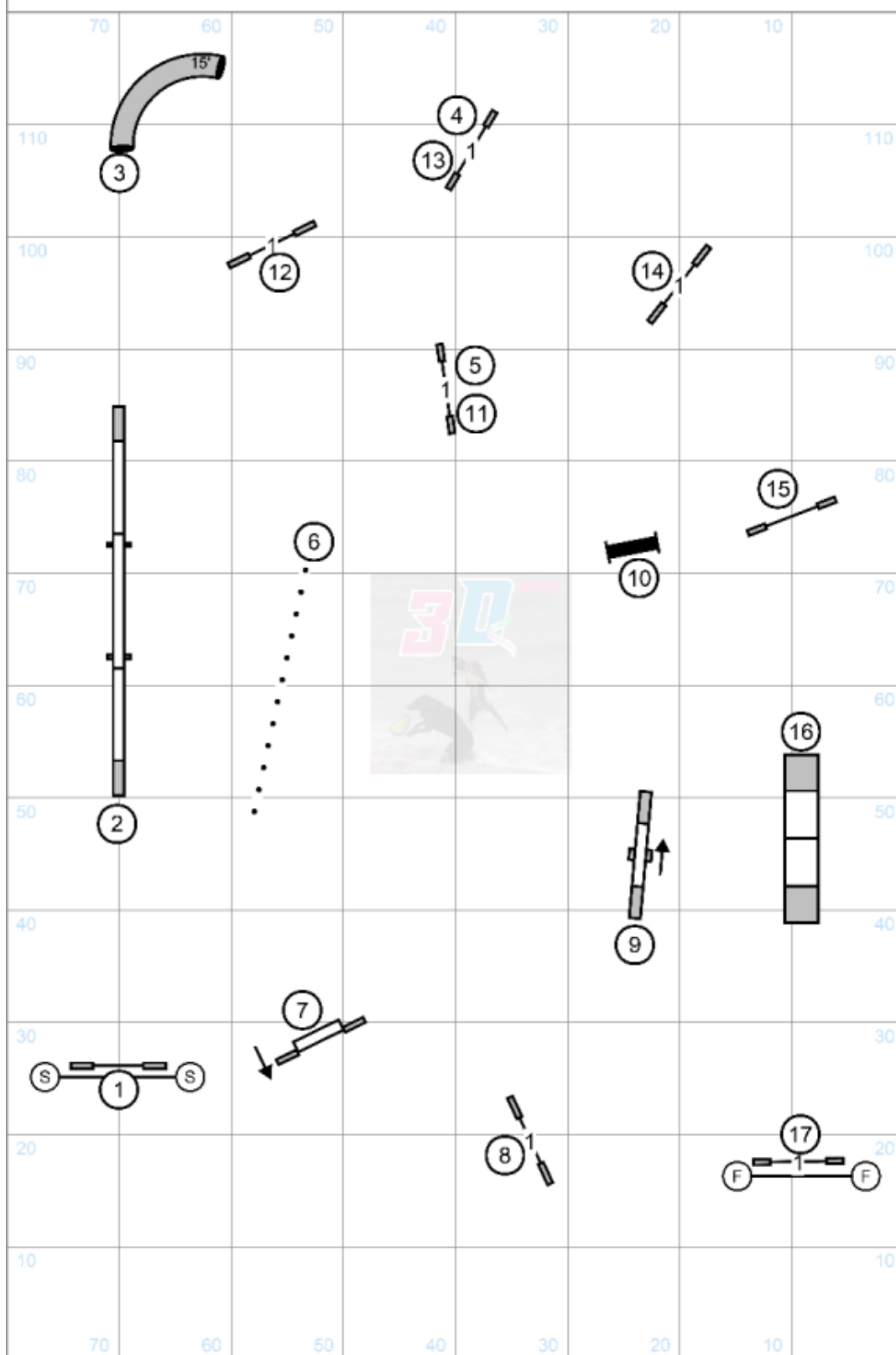
Standard 5 & C



Please enter at # 15
Good Luck

Standard 5 & C
Judged by Darryl Warren
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Hounds on the Hudson
Saugerties, Ny

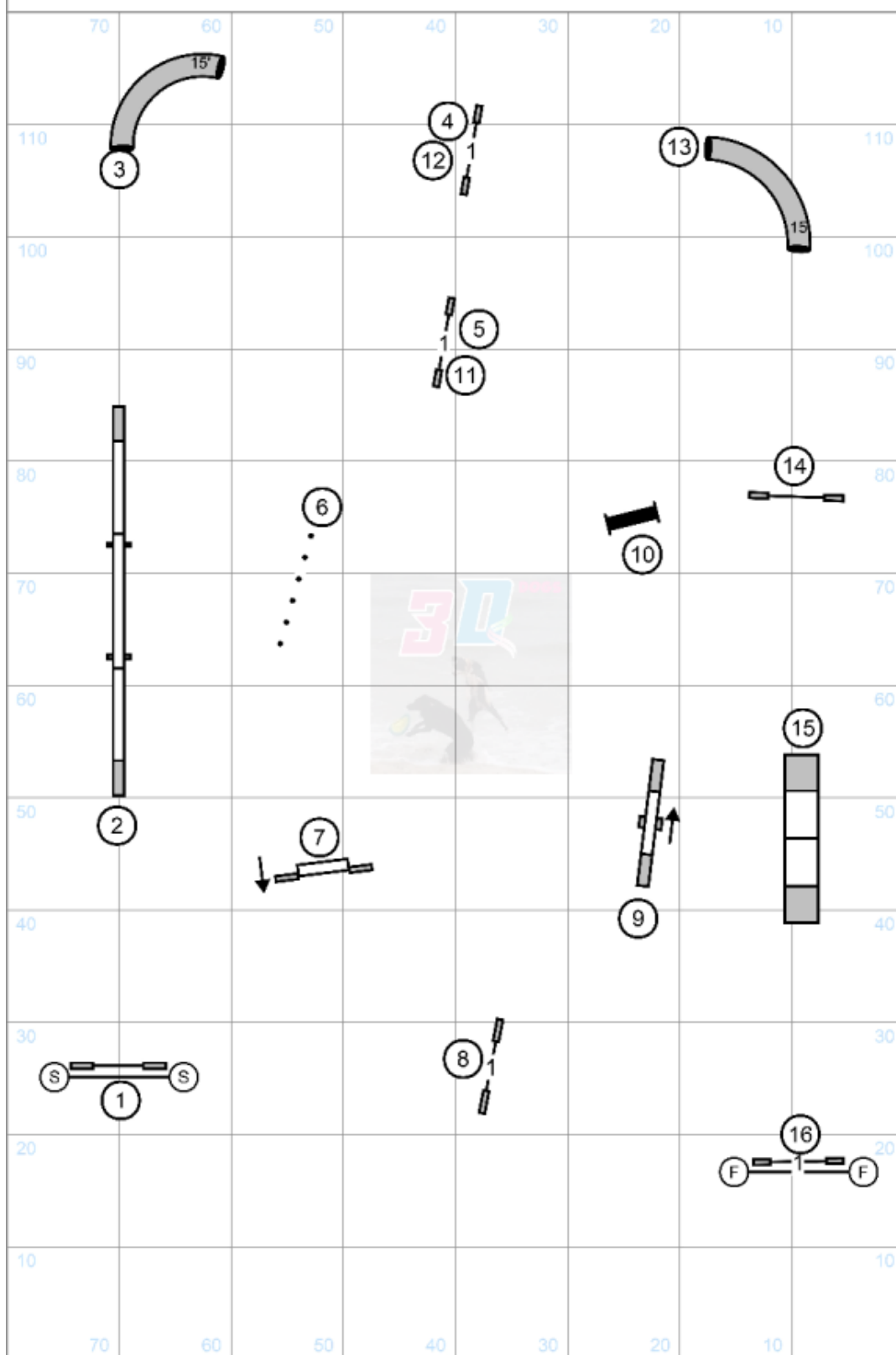
Standard 3



Please enter at # 14
Good Luck

Standard 3
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Saugerties, Ny

Standard 2



Please enter at # 13
Good Luck

Standard 2
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Saugerties, Ny

Standard 1

Judged by Darryl Warren
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Hounds on the Hudson
Saugerties, Ny

Standard 1
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Saugerties, Ny

Jackpot 5 & C, 3, 12

Start Jump is Bi-Directional
If the dog passes the jump after the go without taking the start jump your time will start and you do not need to return to take the start jump, unless you wish too.

BRIEFING: Everything may be taken twice successfully for points during the opening time. Back to back is fine as long as it is done safely. In the opening, no two sequentially numbered gamble obstacles may be taken back to back or you negate your gamble. Once the horn blows, you stop accumulating points and must successfully complete the gamble within the time allowed to Q.

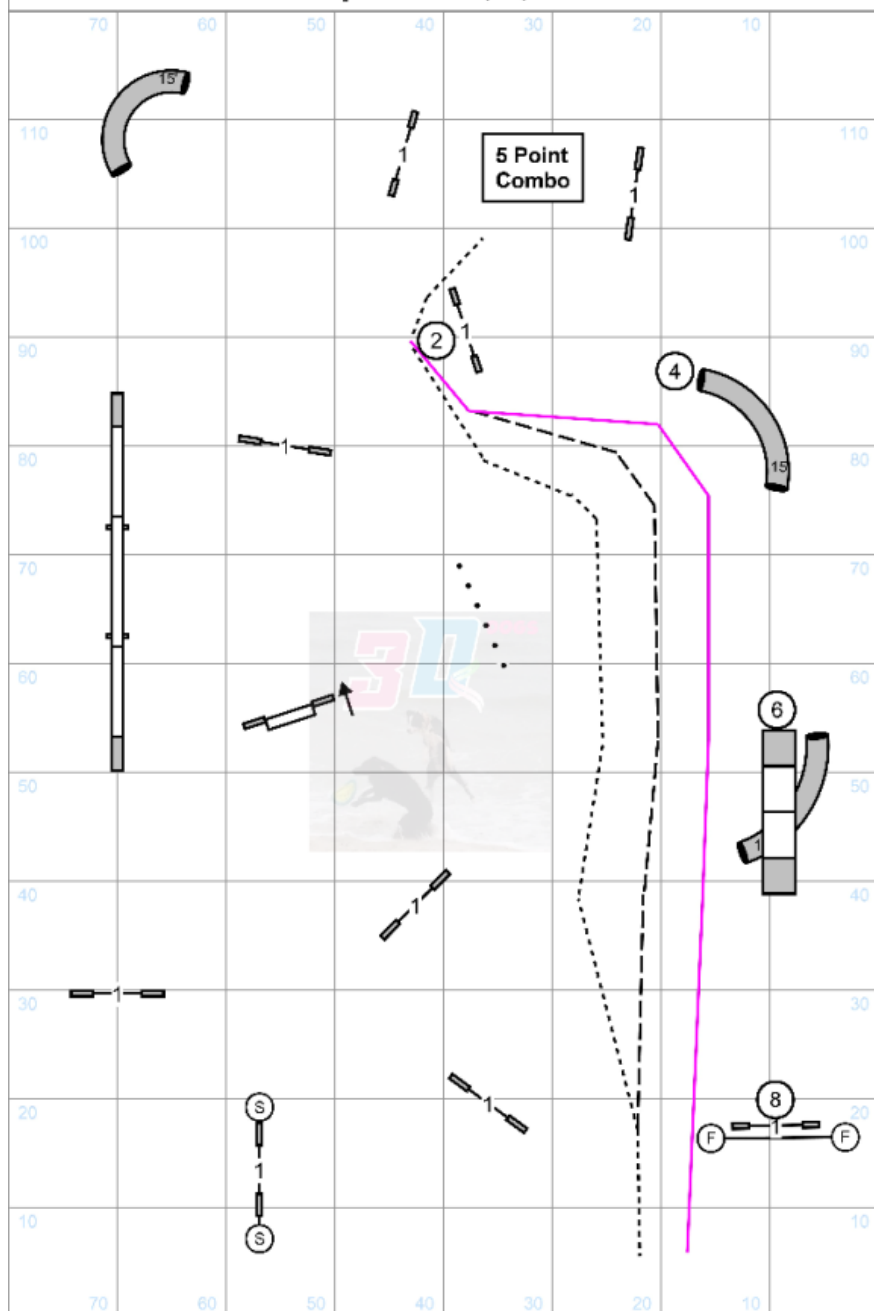
1 Point: Single bar jumps
3 Point: Tunnels, Weaves, Double
5 Point: A-frame, Dogwalk, Combo (In Flow)
To Qualify, teams must complete the Gamble along with earning enough opening points within the time allowed

Level 5, C 44 points
Level 3 40 points
Level 2 36 point
Level 1 32 points
Specialists and Enthusiasts:
Two points fewer

Level 5-C Circle 1-4
from behind -----

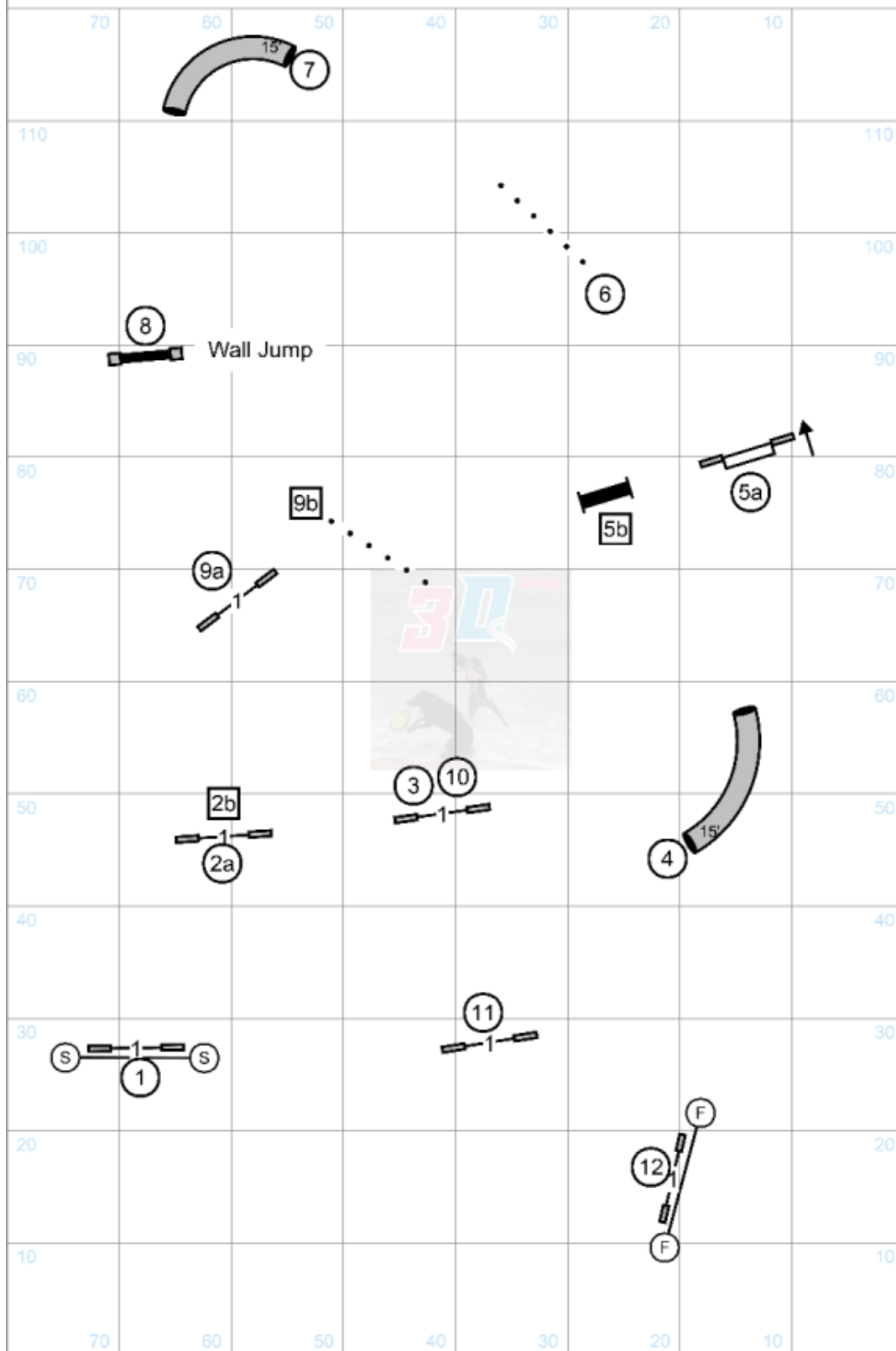
Level 3 Circle 104
from behind -----

Level 1-2 Circle 1-4
from Behind -----



Jackpot 5 & C, 3, 12
Judged by Darryl Warren
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Saugerties, Ny

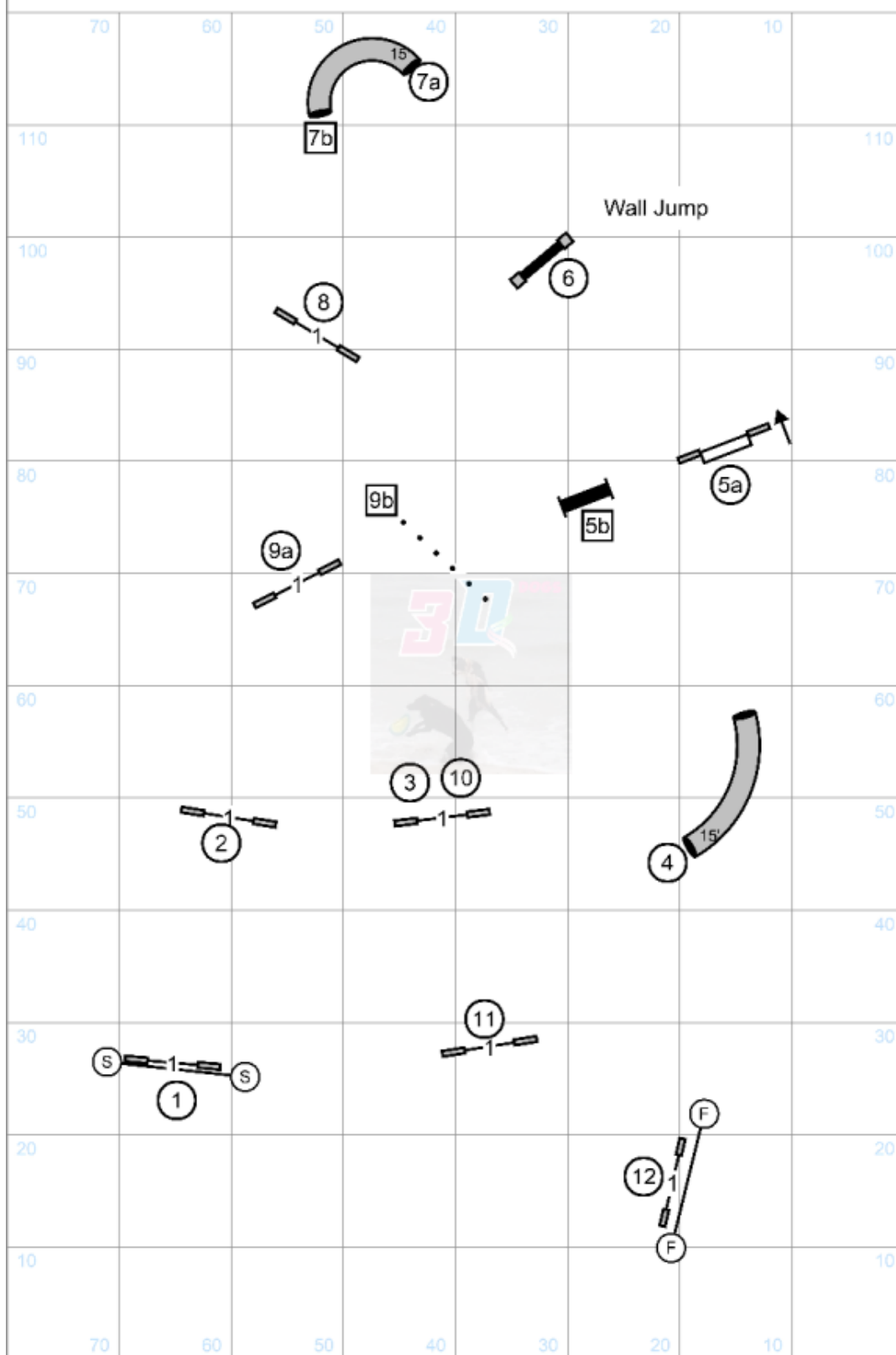
Wildcard 3, 5 & C



Please enter at # 11
Good Luck

Wildcard 3, 5 & C
Judged by Darryl Warren
November 1, 2025
Hounds on the Hudson
Saugerties, Ny

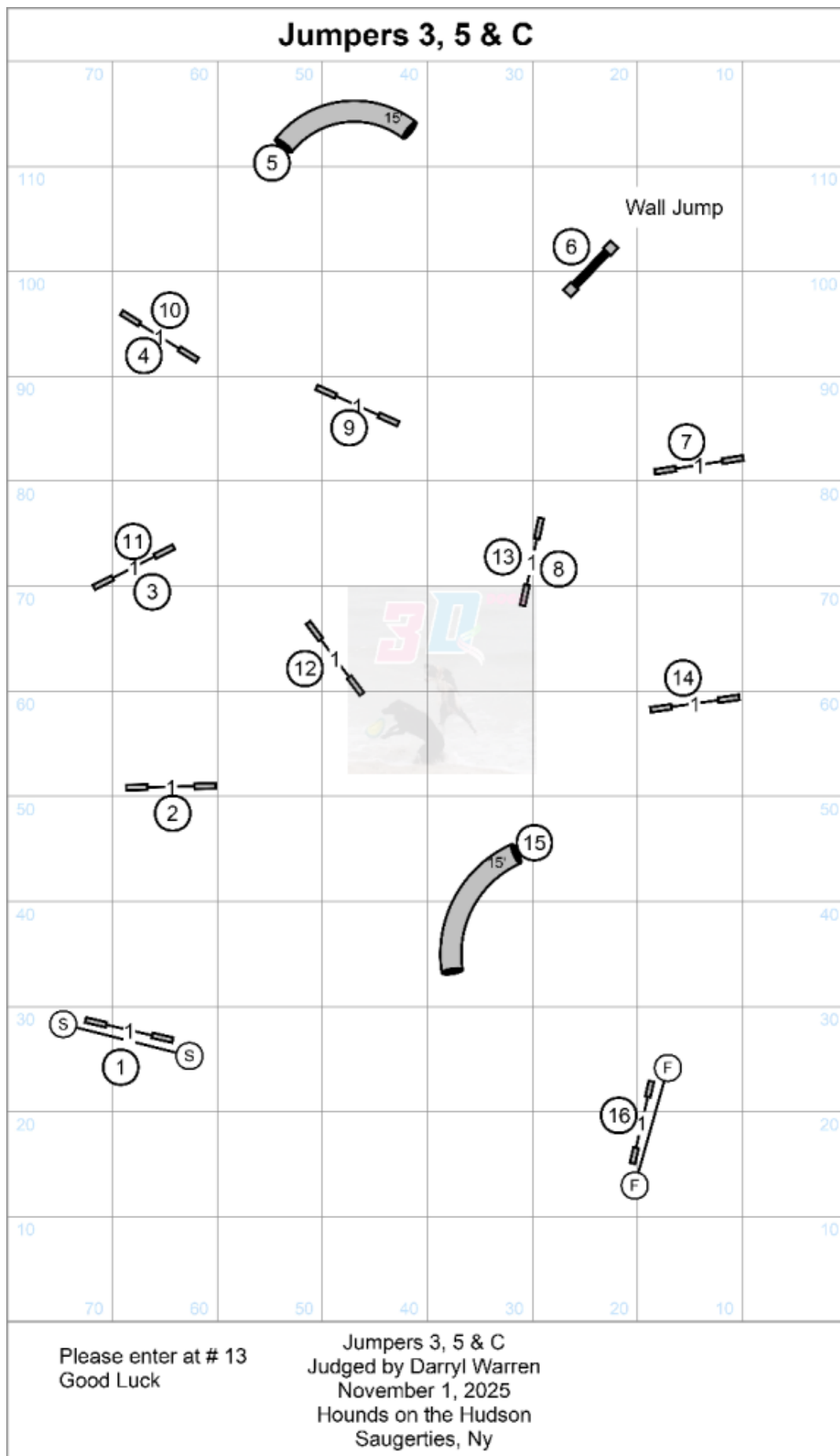
Wildcard 1 & 2



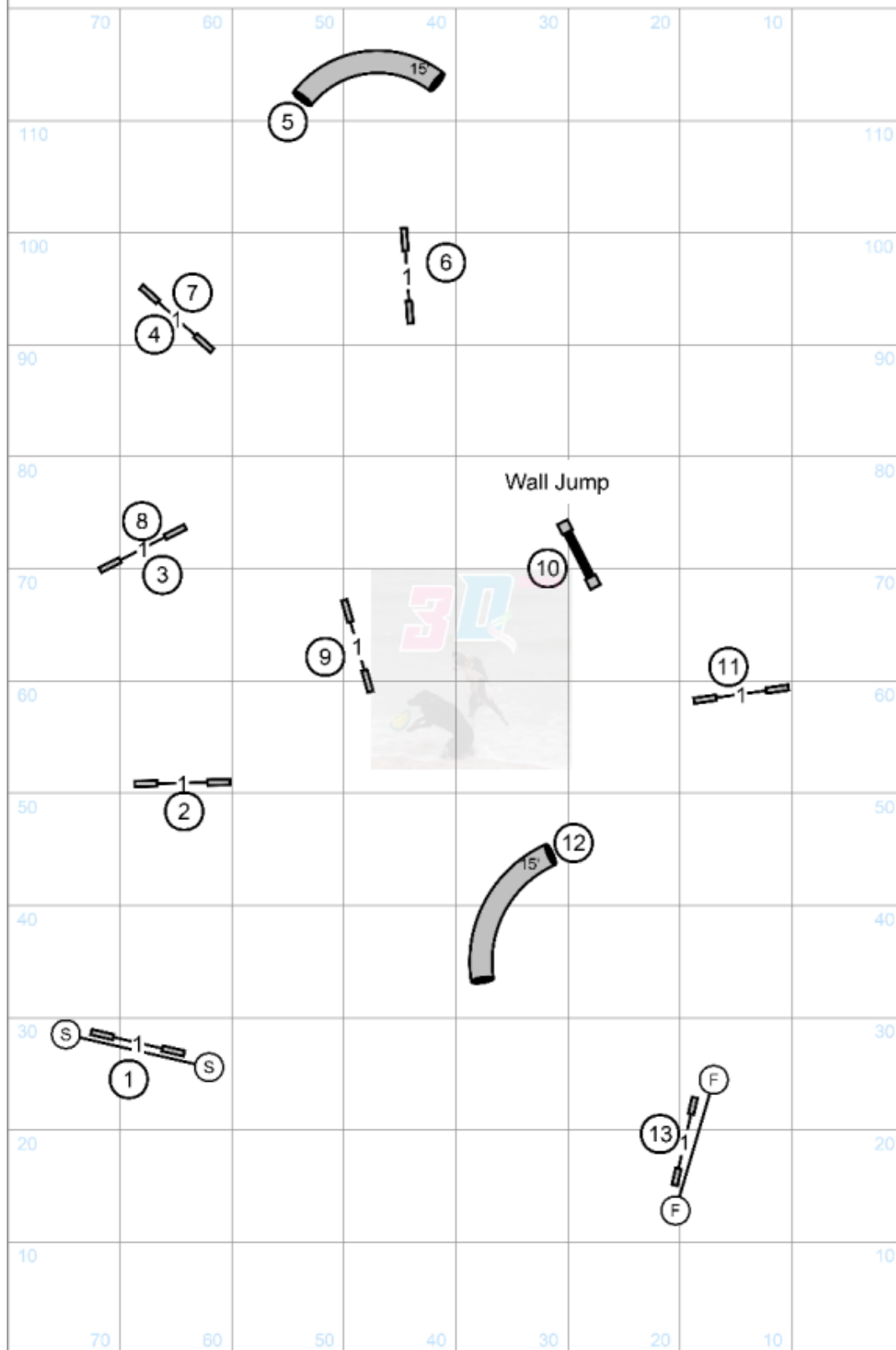
Please enter at # 11
Good Luck

Wildcard 1 & 2
Judged by Darryl Warren
November 1, 2025
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Saugerties, Ny

Jumpers 3, 5 & C



Jumpers 1 & 2



Please enter at # 11
Good Luck

Jumpers 1 & 2
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