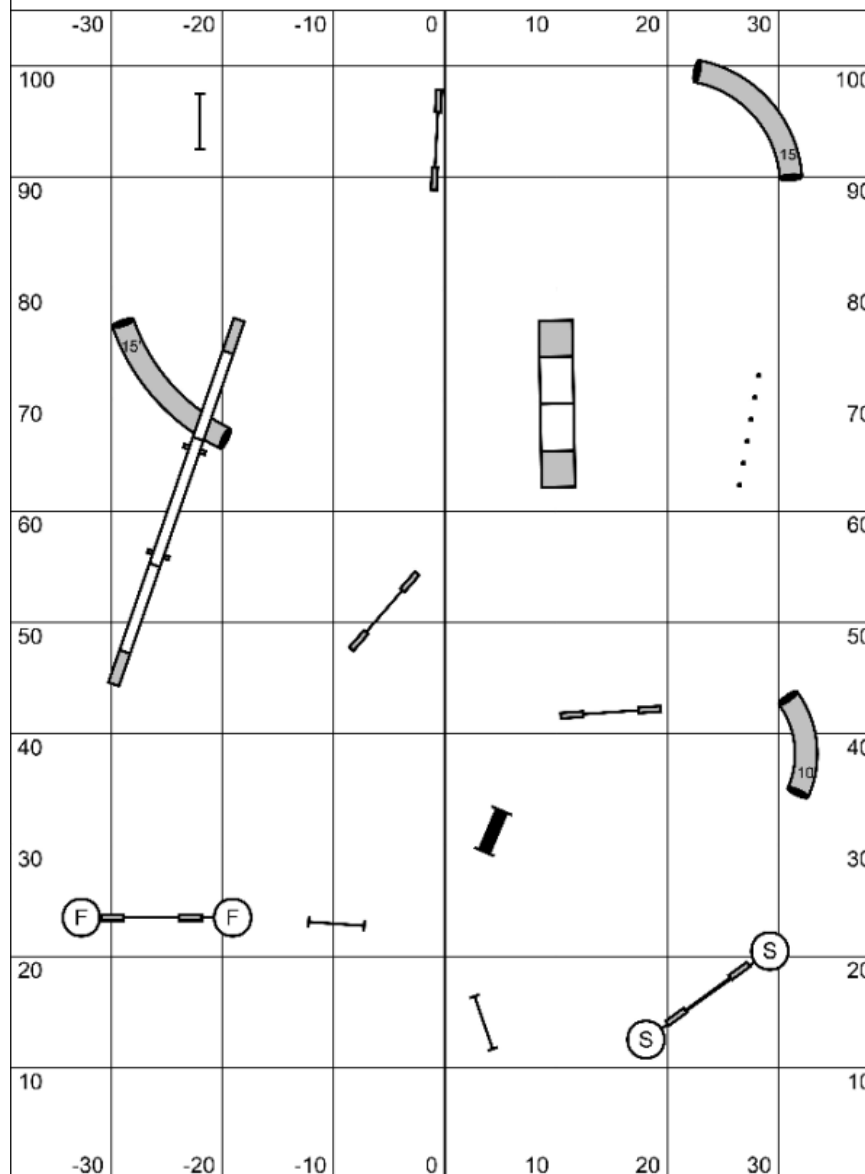


## FULLHOUSE 1235C



Start line is bi-directional.

Successfully complete a minimum of 3 of a kind (1-point obstacles), 1 pair (2 3-point obstacles) and a joker (1 5-point obstacles) plus the required points for your level in the allowed time. Obstacles may be done twice successfully for points. Dropped bars are not reset and are out of play. Back-to-back is allowed if done safely. Finish jump is always live and has no value. At the buzzer, direct your dog to the finish jump (jump bar does not need to remain up). Point accumulation stops at the buzzer. You have 5 seconds to get to the finish before points are subtracted for any time over the maximum time. You may go to the finish earlier if you choose.

Point accumulation Times:

Large dogs 30 seconds

Small dogs 35 seconds

Point Values:

Single bar jumps – 1 point

Tunnels, panel jump – 3 points

Jokers (A-frame, dog walk, weaves) – 5 points

Qualifying points:

Level 1 - 19 points

Level 2 - 21 points

Level 3 - 23 points

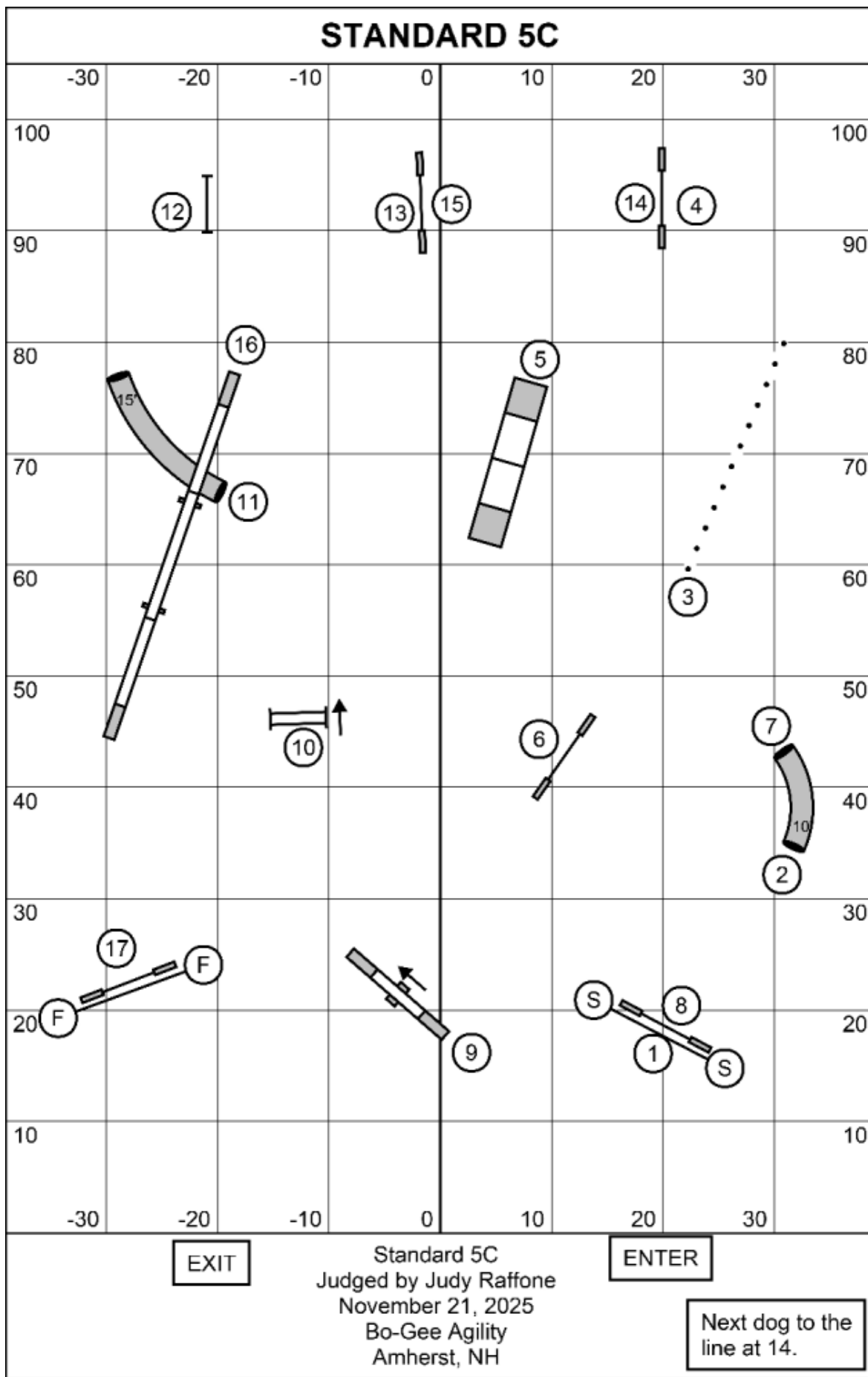
Level 5C - 25 points.

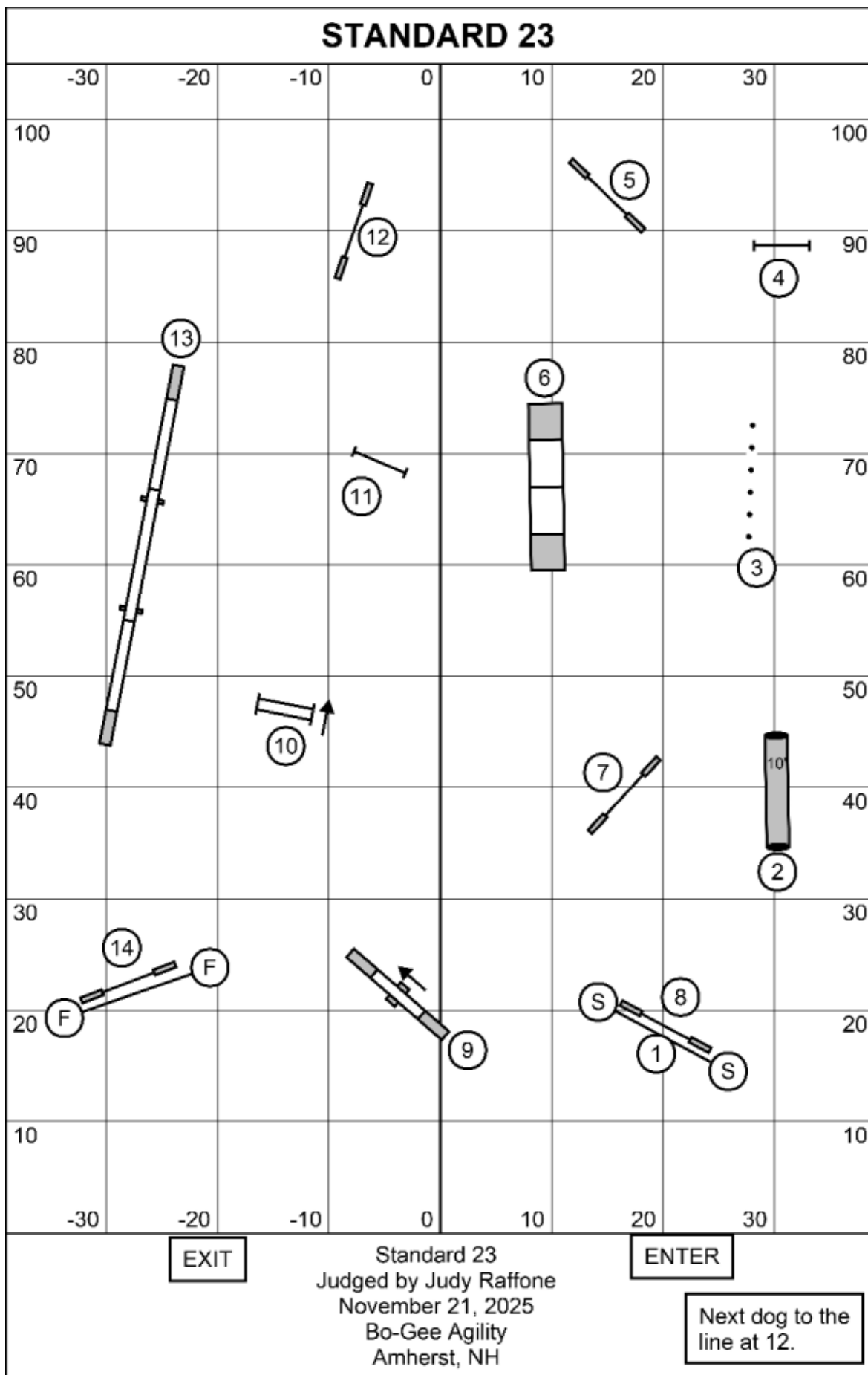
Specialists and enthusiasts 2 points less.

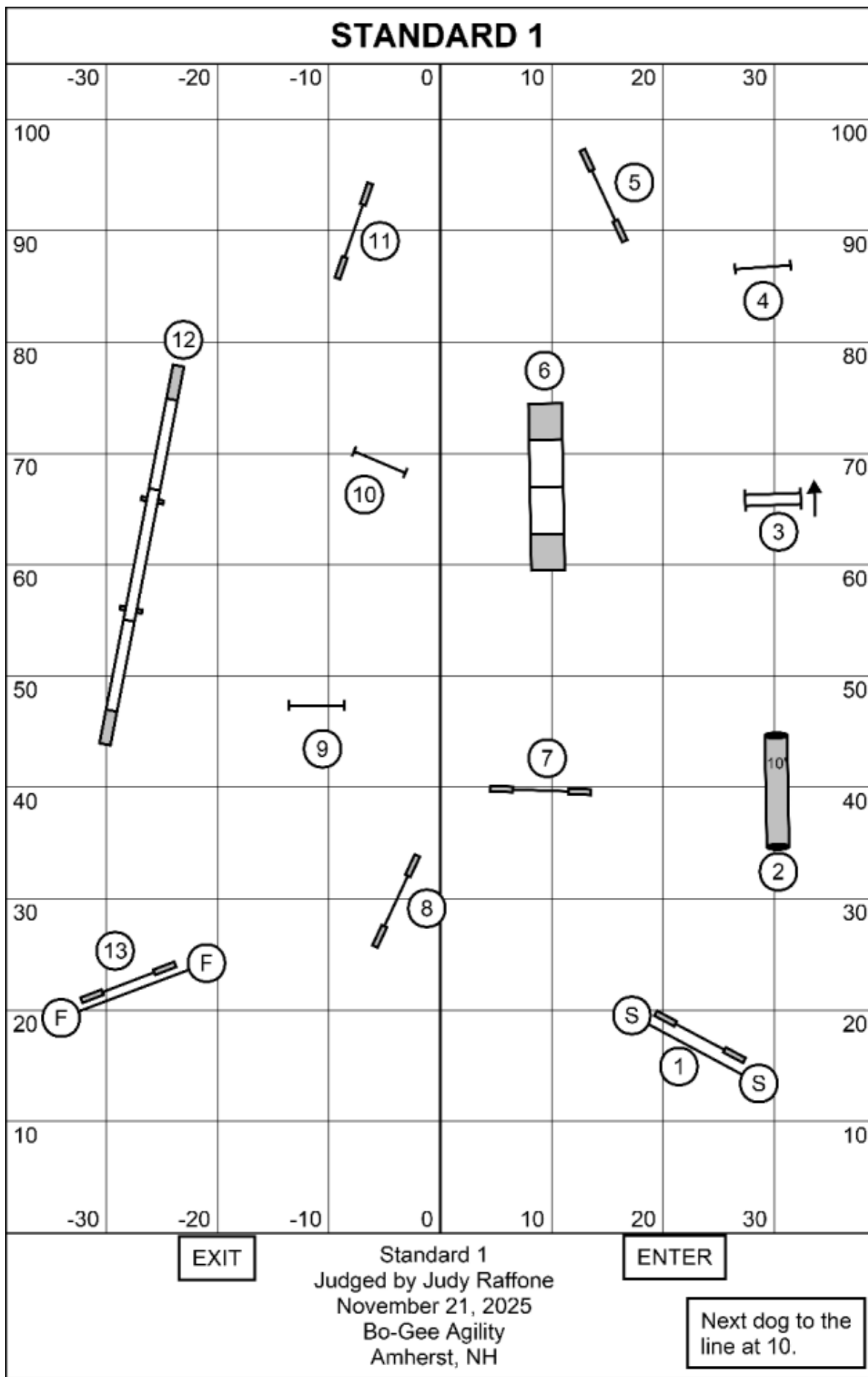
EXIT

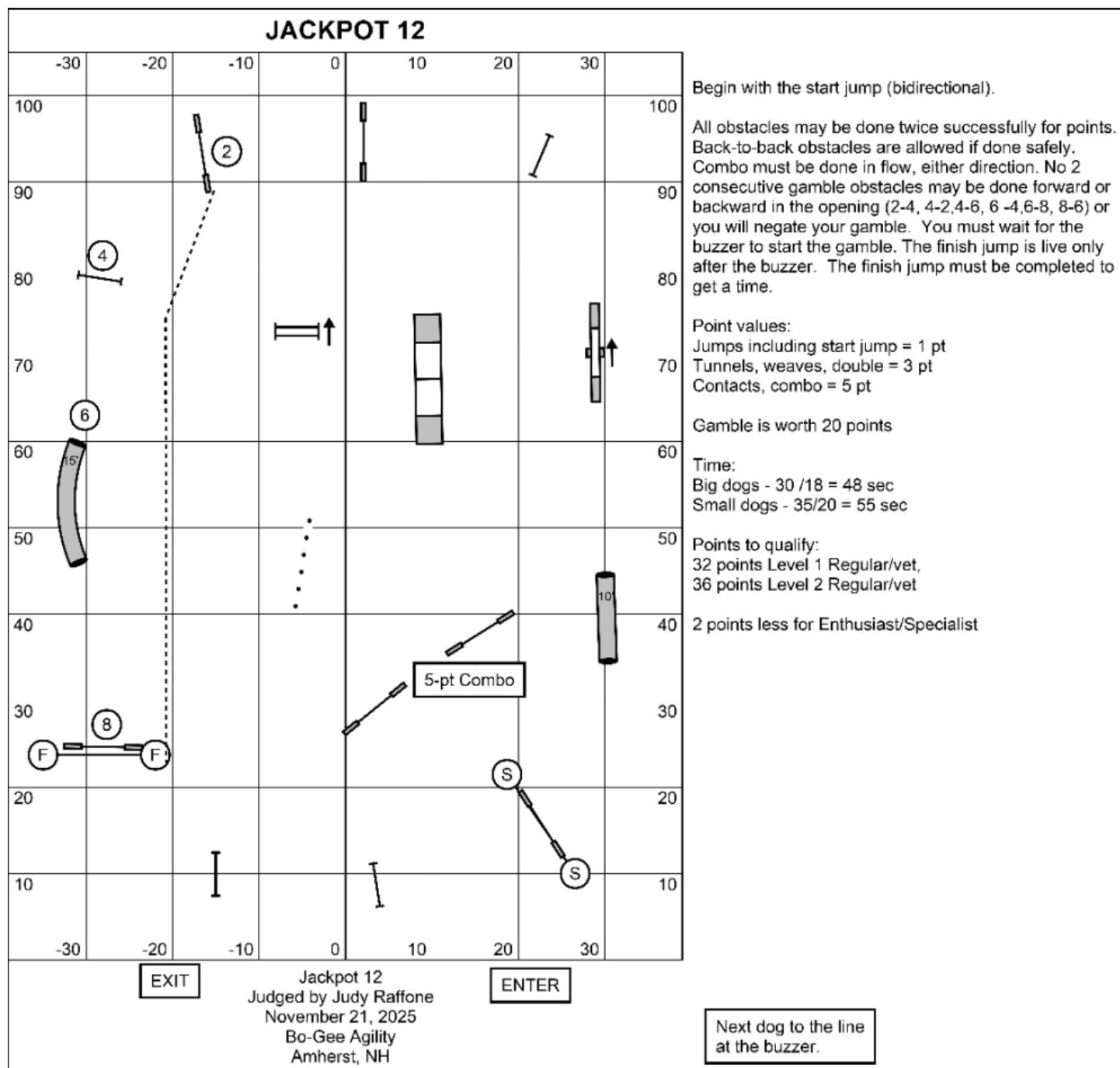
FullHouse 1235C  
Judged by Judy Raffone  
November 21, 2025  
Bo-Gee Agility  
Amherst, NH

ENTER

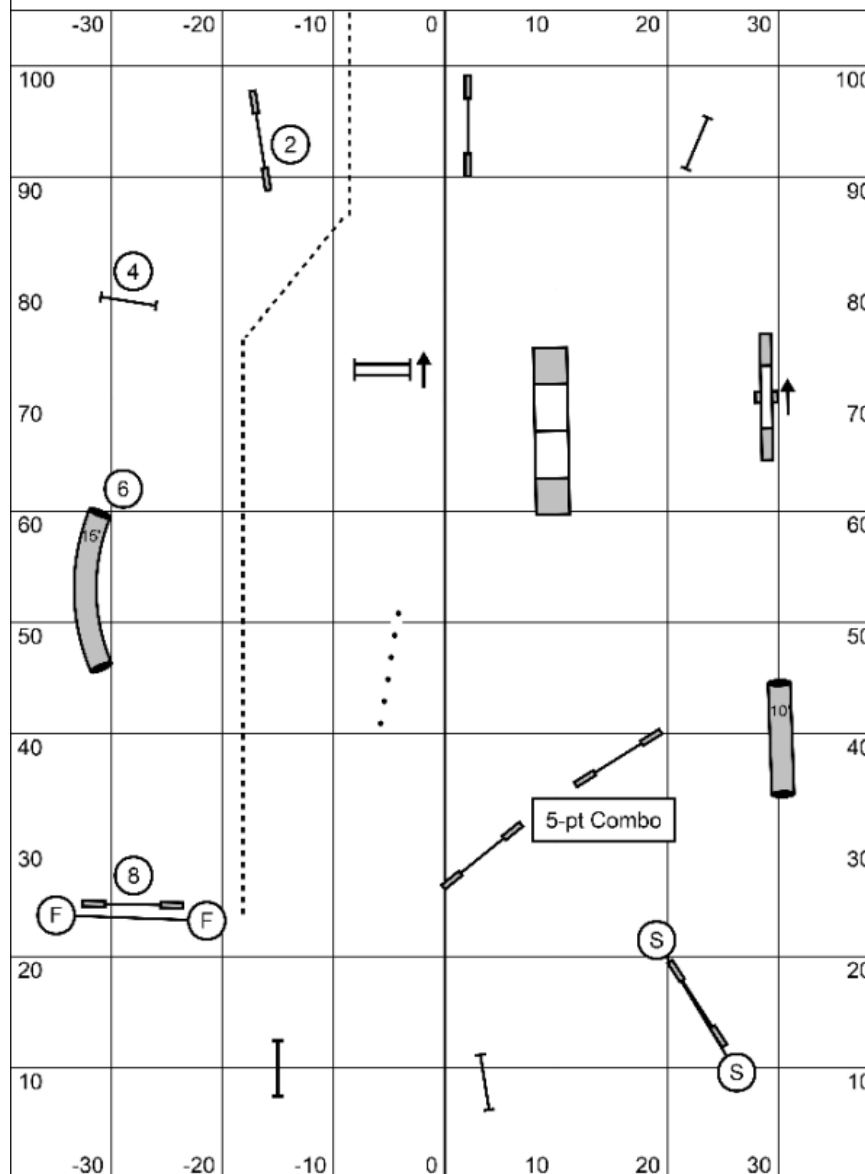








# JACKPOT 3



EXIT

Jackpot 3  
Judged by Judy Raffone  
November 21, 2025  
Bo-Gee Agility  
Amherst, NH

ENTER

Begin with the start jump (bidirectional).

All obstacles may be done twice successfully for points. Back-to-back obstacles are allowed if done safely. Combo must be done in flow, either direction. No 2 consecutive gamble obstacles may be done forward or backward in the opening (2-4, 4-2, 4-6, 6-4, 6-8, 8-6) or you will negate your gamble. You must wait for the buzzer to start the gamble. The finish jump is live only after the buzzer. The finish jump must be completed to get a time.

Point values:

Jumps including start jump = 1 pt

Tunnels, weaves, double = 3 pt

Contacts, combo = 5 pt

Gamble is worth 20 points

Time:

Big dogs - 30 / 18 = 48 sec

Small dogs - 35 / 20 = 55 sec

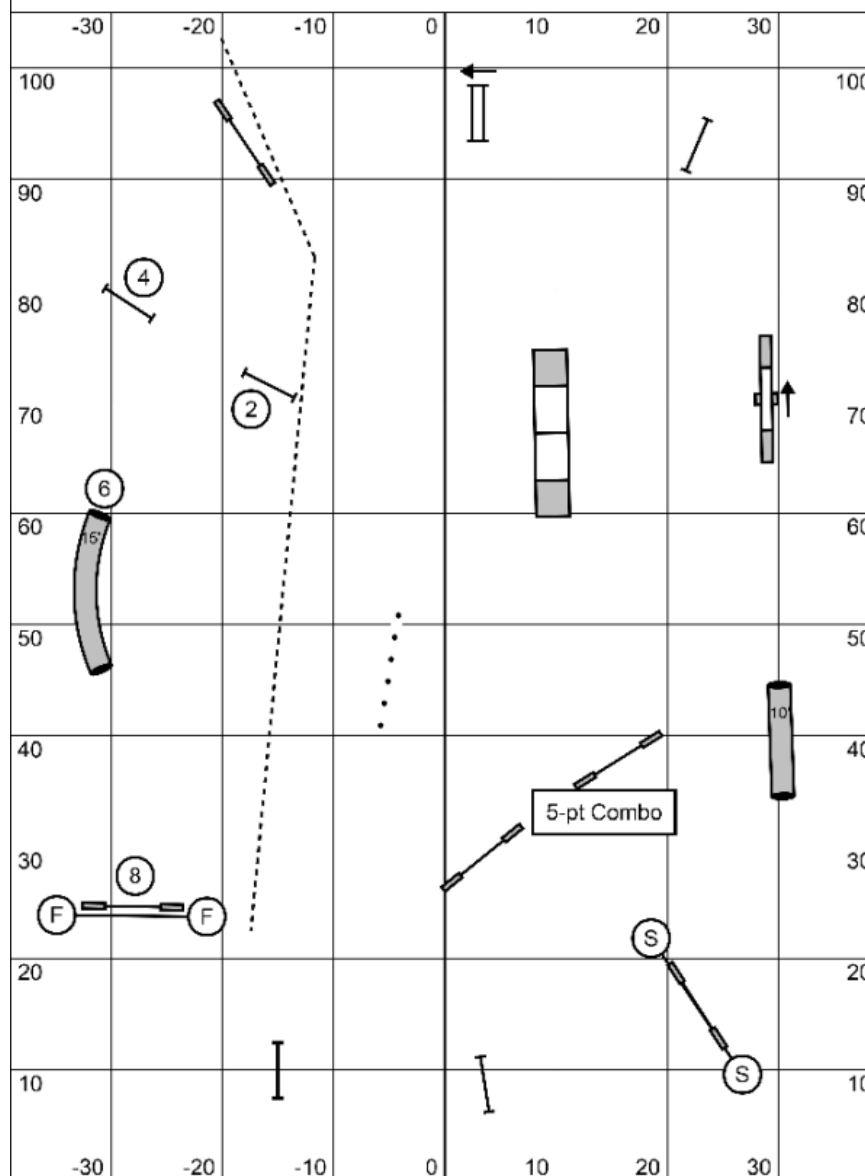
Points to qualify:

40 points Regular/veteran,

38 points Specialist/Enthusiast

Next dog to the line  
at the buzzer.

# JACKPOT 5C



Begin with the start jump (bidirectional).

All obstacles may be done twice successfully for points. Back-to-back obstacles are allowed if done safely. Combo must be done in flow, either direction. No 2 consecutive gamble obstacles may be done forward or backward in the opening (2-4, 4-2, 4-6, 6-4, 6-8, 8-6) or you will negate your gamble. You must wait for the buzzer to start the gamble. The finish jump is live only after the buzzer. The finish jump must be completed to get a time.

Point values:

Jumps including start jump = 1 pt

Tunnels, weaves, double = 3 pt

Contacts, combo = 5 pt

Gamble is worth 20 points

Time:

Big dogs - 30 / 18 = 48 sec

Small dogs - 35 / 20 = 55 sec

Points to qualify:

44 points Regular/veteran,

42 points Specialist/Enthusiast

EXIT

Jackpot 5C  
Judged by Judy Raffone  
November 21, 2025  
Bo-Gee Agility  
Amherst, NH

ENTER

Next dog to the line  
at the buzzer.

