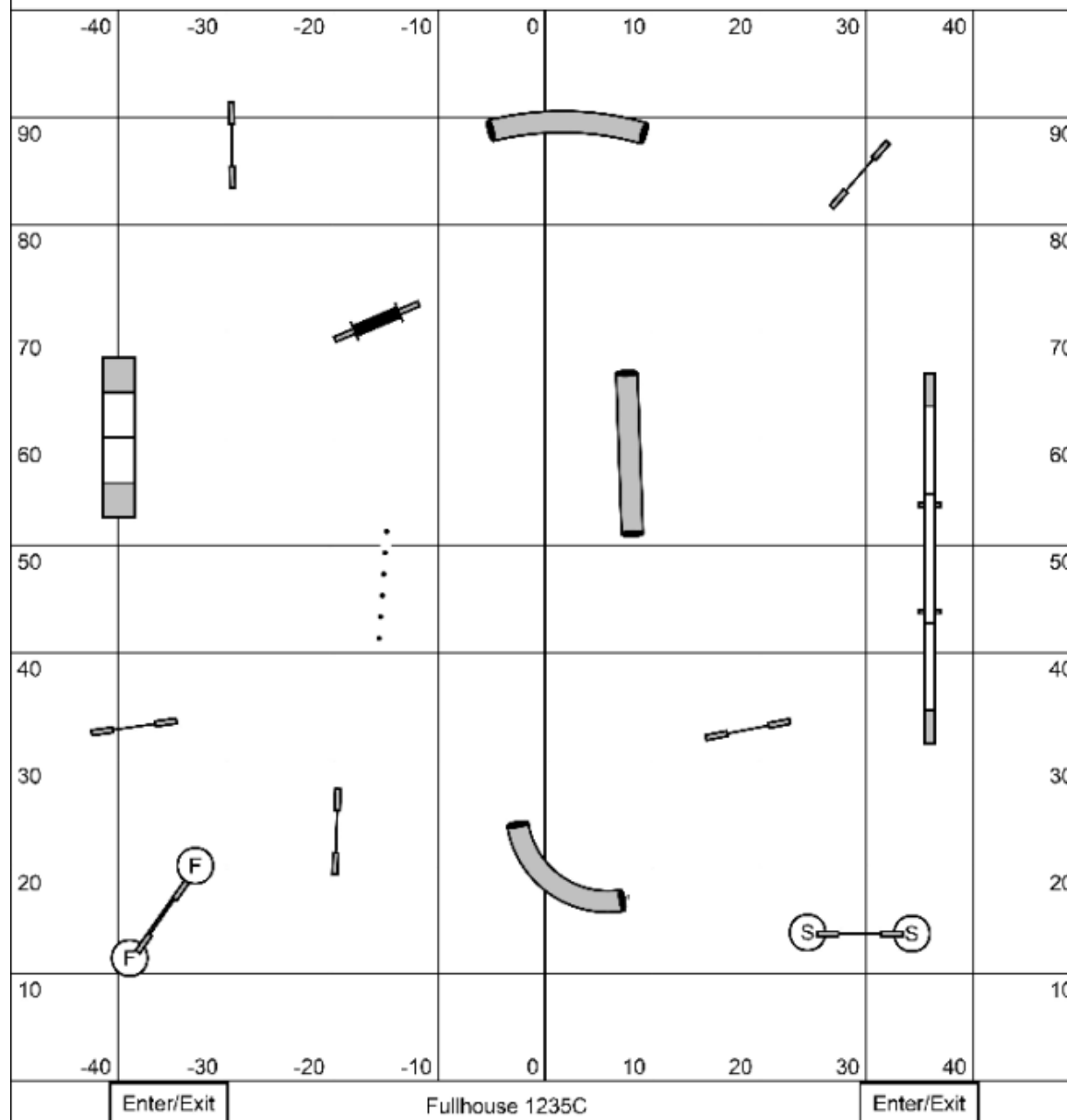


Fullhouse 1235C



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

All obstacles, except the A-Frame, may be taken twice for points and back to back obstacles are allowed if done safely. Another obstacle must be attempted between A-Frame attempts.

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 table at any time. Once the horn blows, you have 5 seconds for your dog to touch the table to stop the clock, or lose one point per full second over time

1 Point: Single bar jumps
3 Point: Tunnels, Panel
5 Point Jokers: A-Frame, Dog Walk, Weaves

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

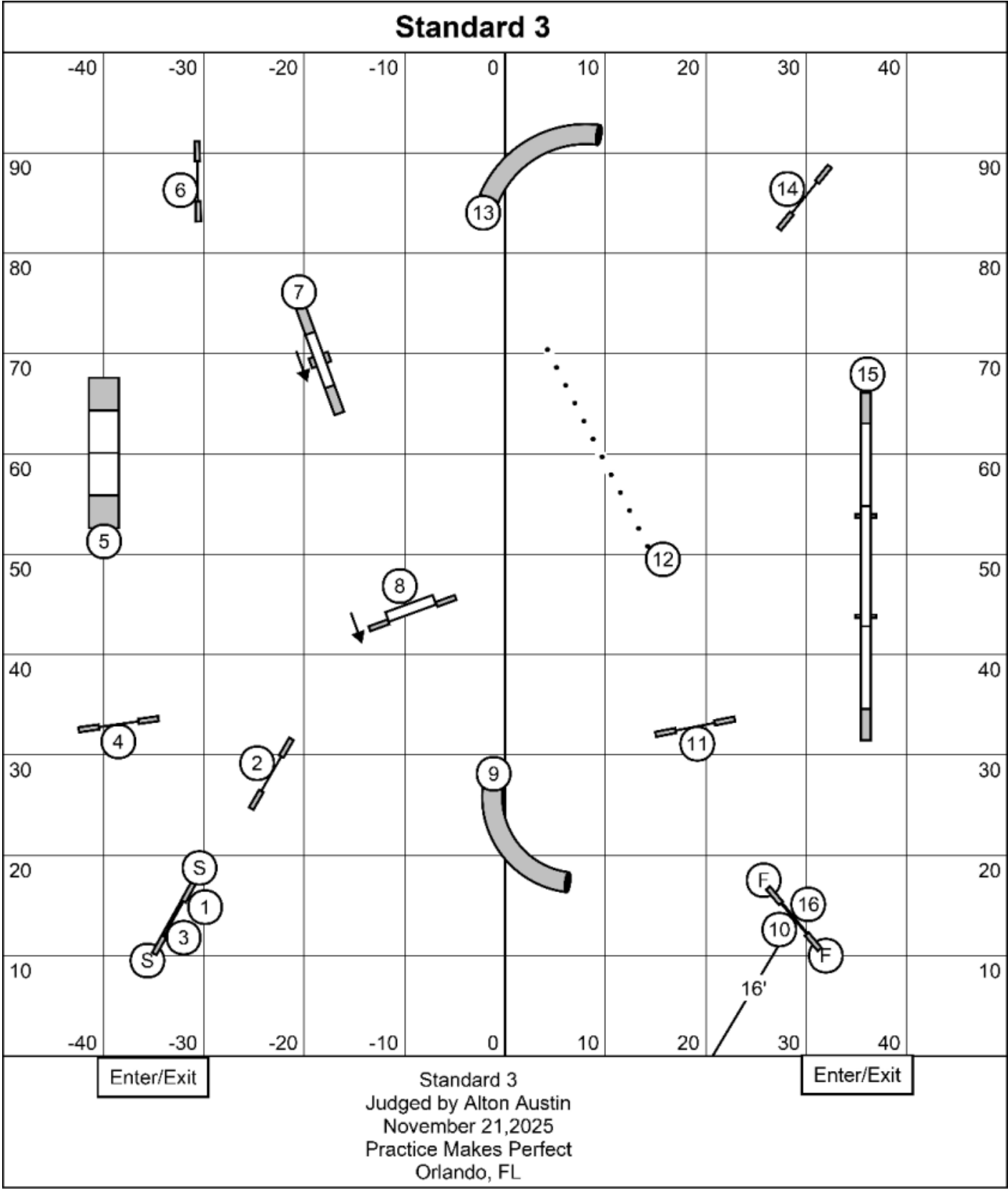
Level 3 23 points

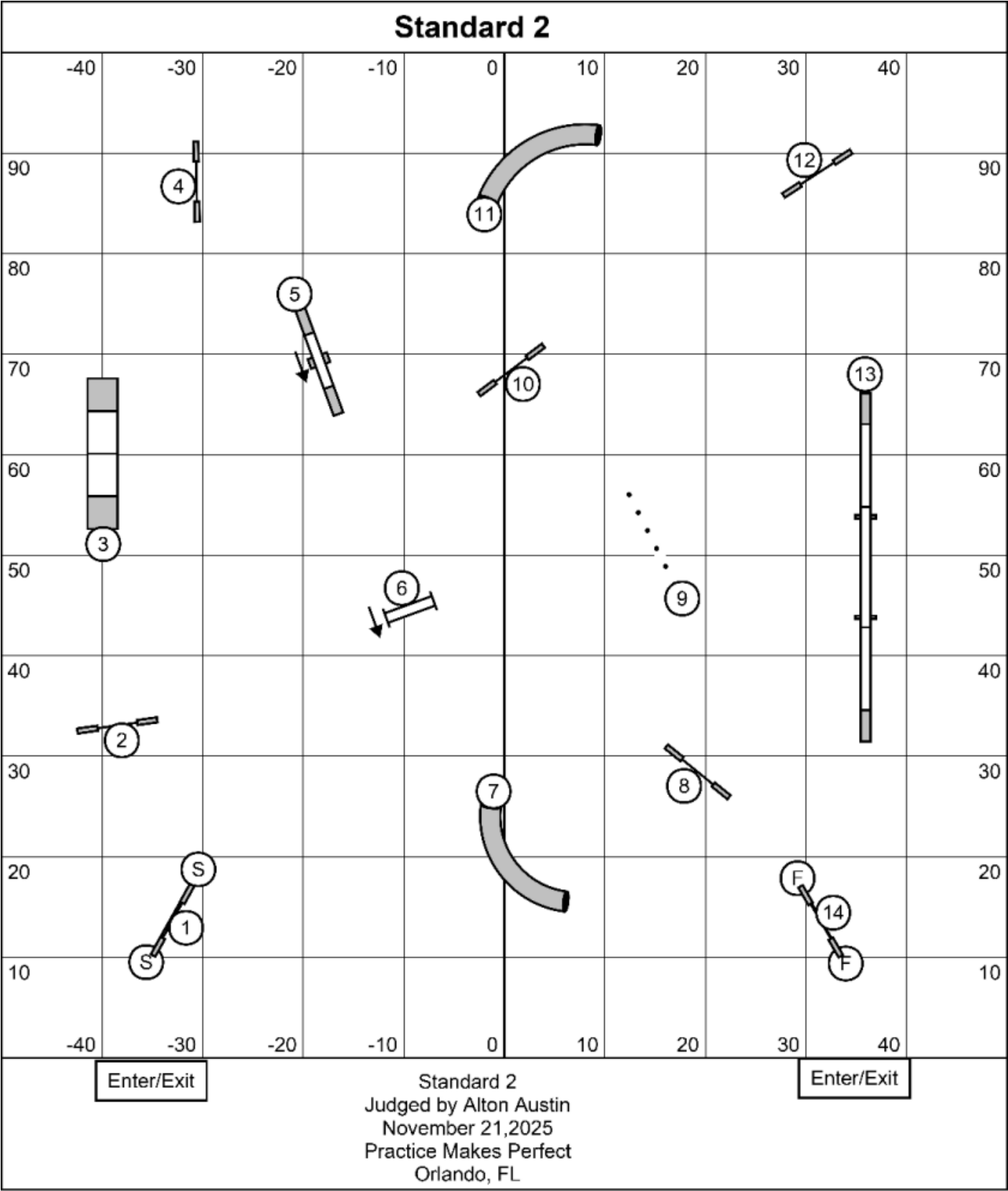
Level 4, 5, C 25 points

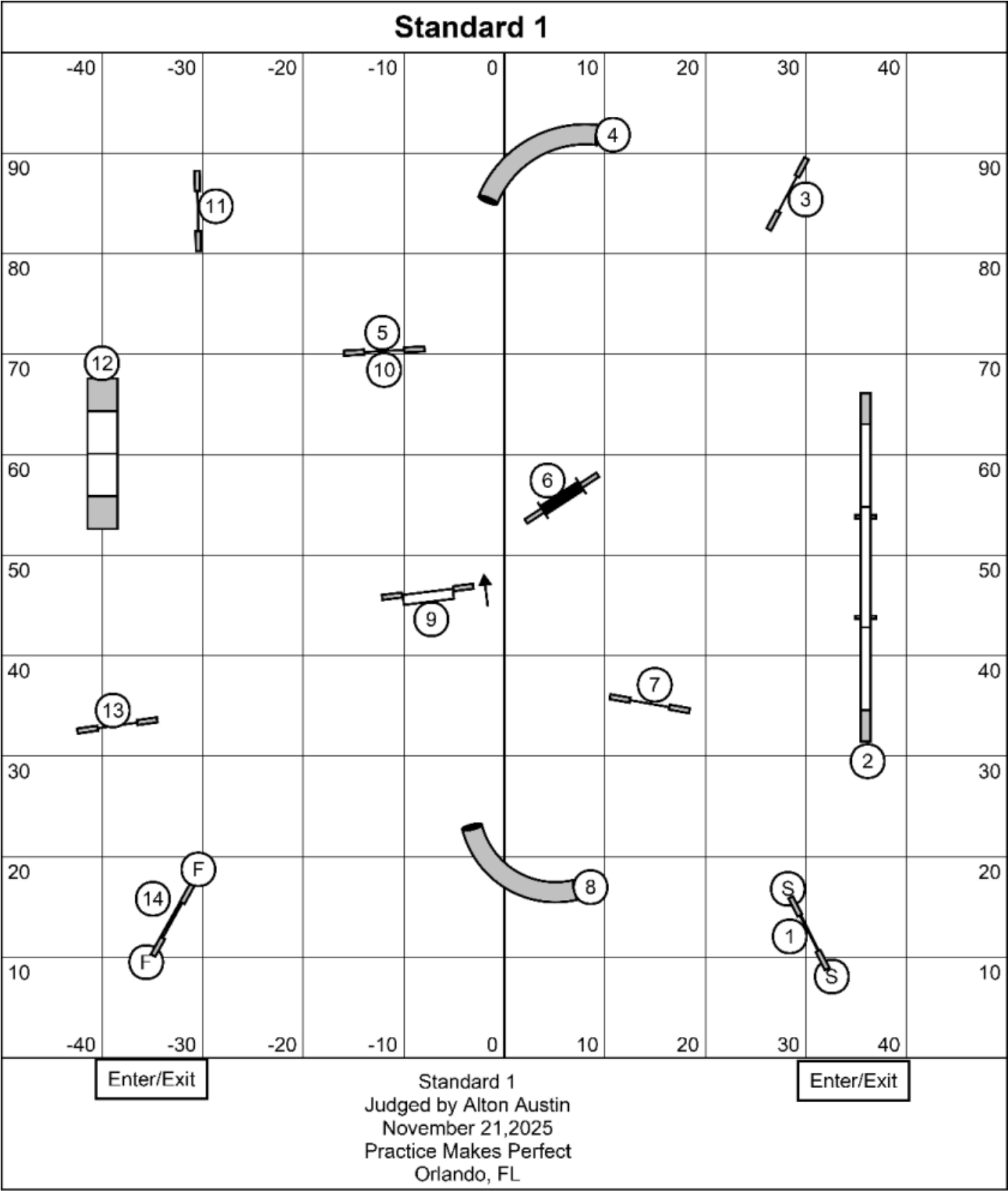
Specialists and Enthusiasts: Two points fewer

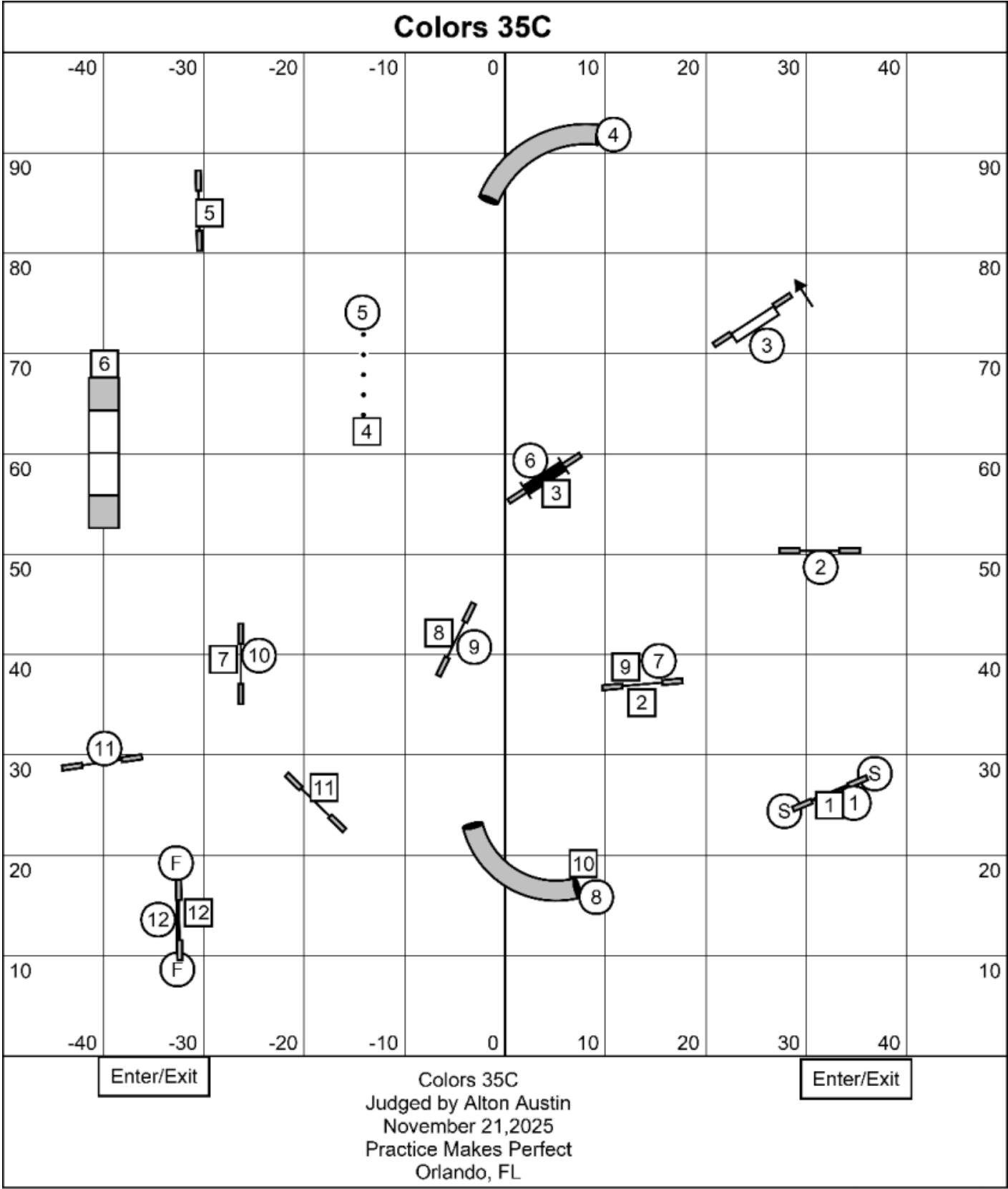
Fullhouse 1235C
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[illegible]





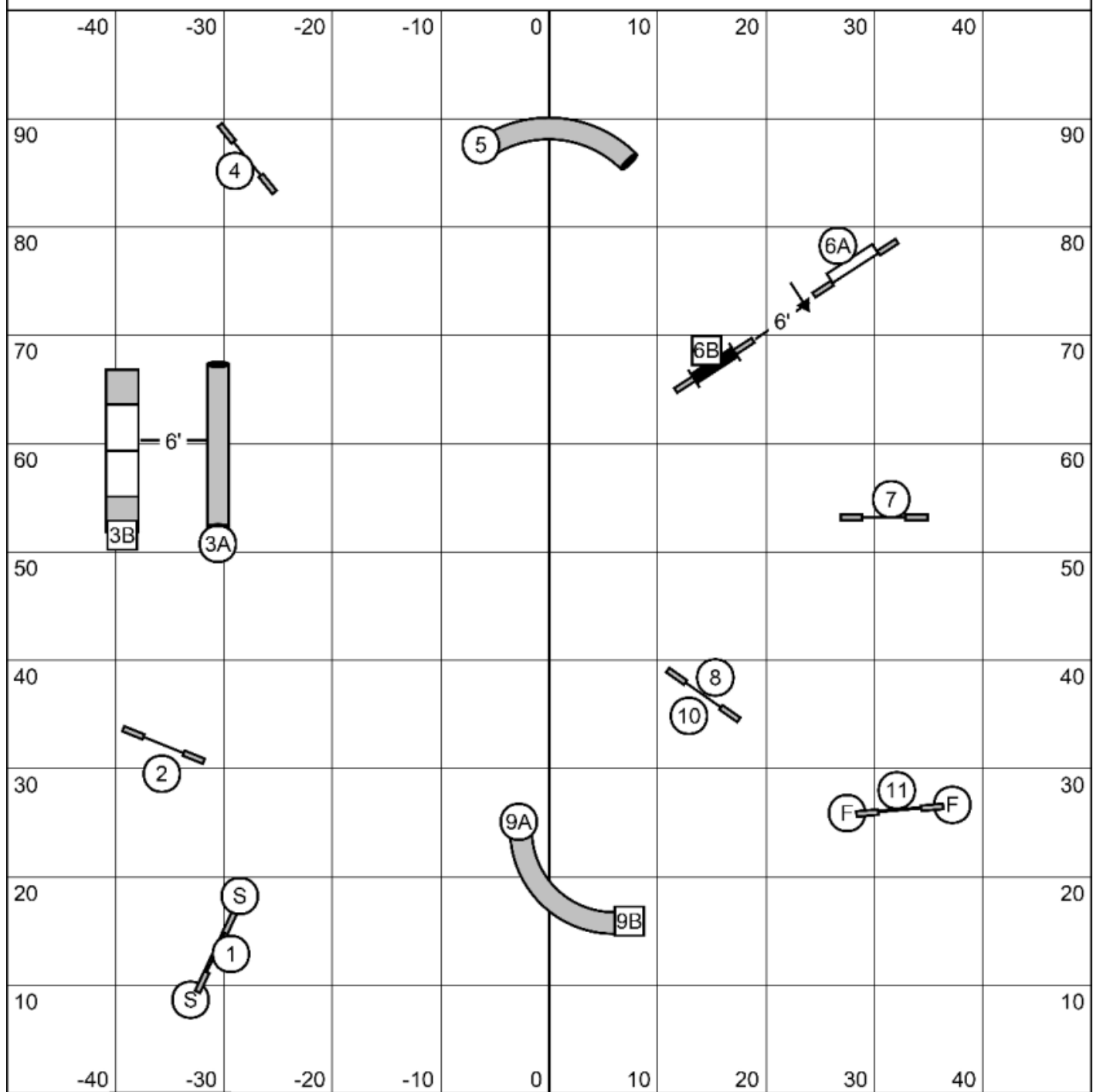




Colors 12

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Wildcard 12

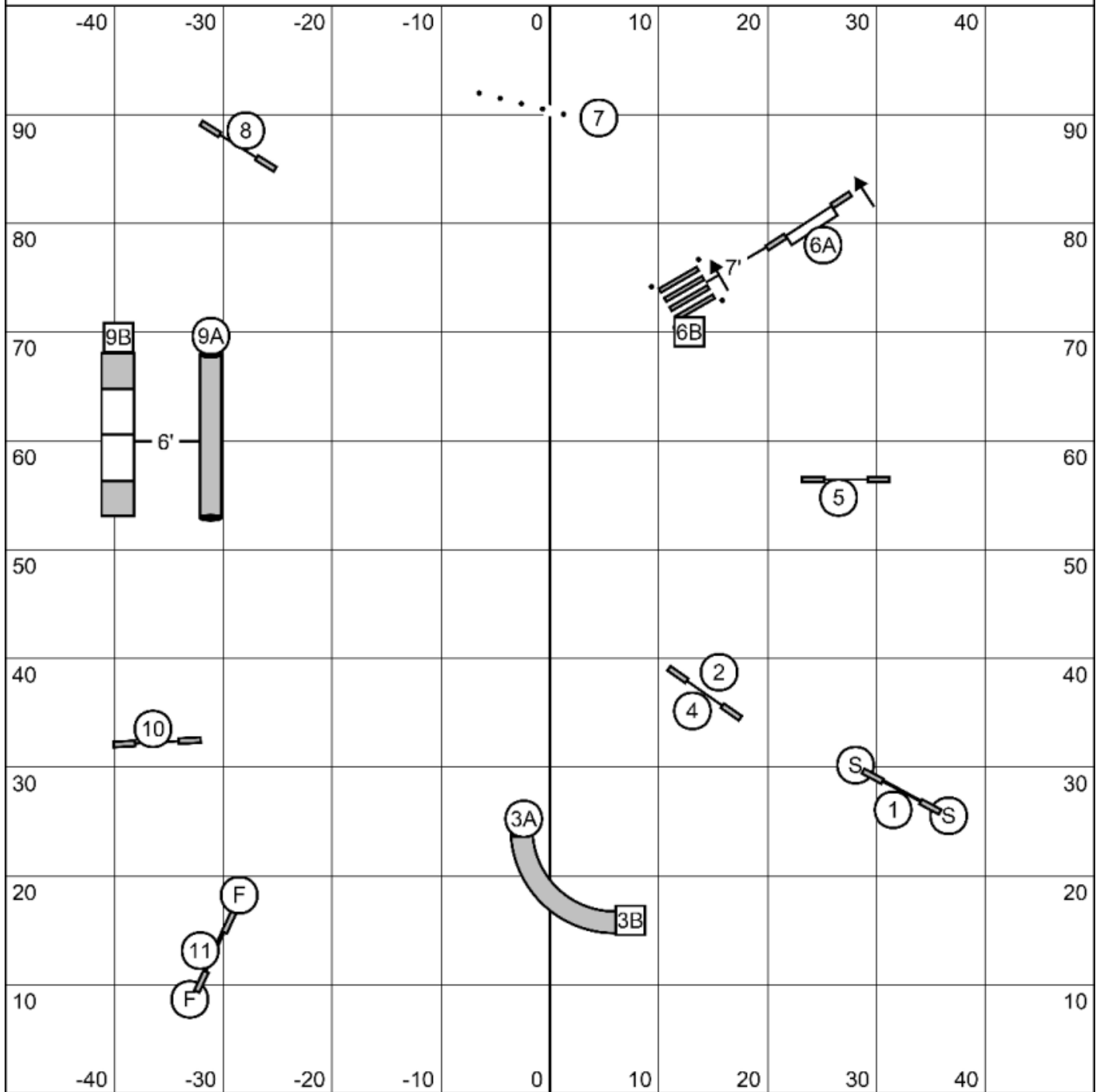


Enter/Exit

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Enter/Exit

Wildcard 35C

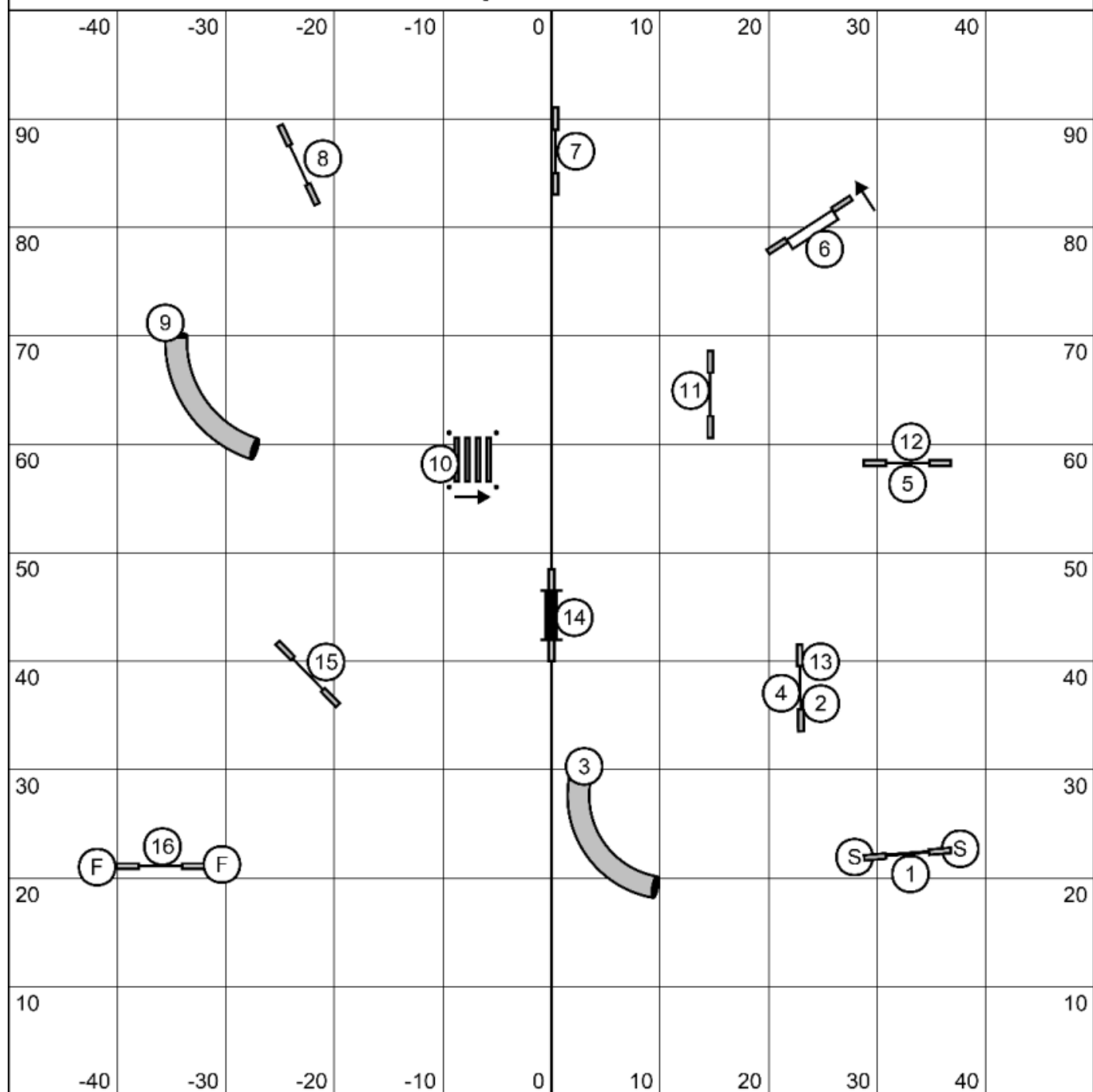


Enter/Exit

Wildcard 35C
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Enter/Exit

Jumpers 35C

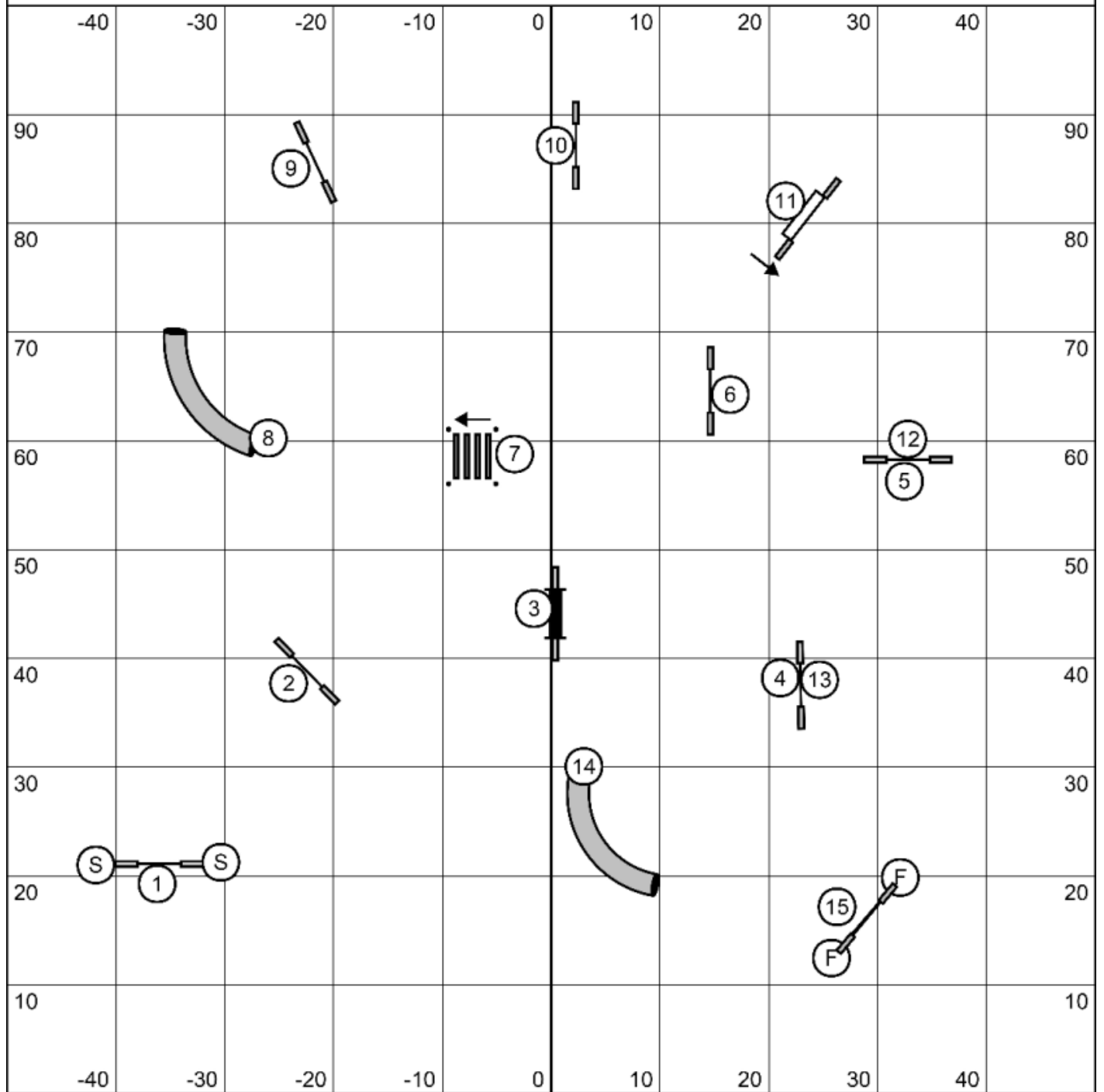


Enter/Exit

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Enter/Exit

Jumpers 12



Enter/Exit

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Enter/Exit