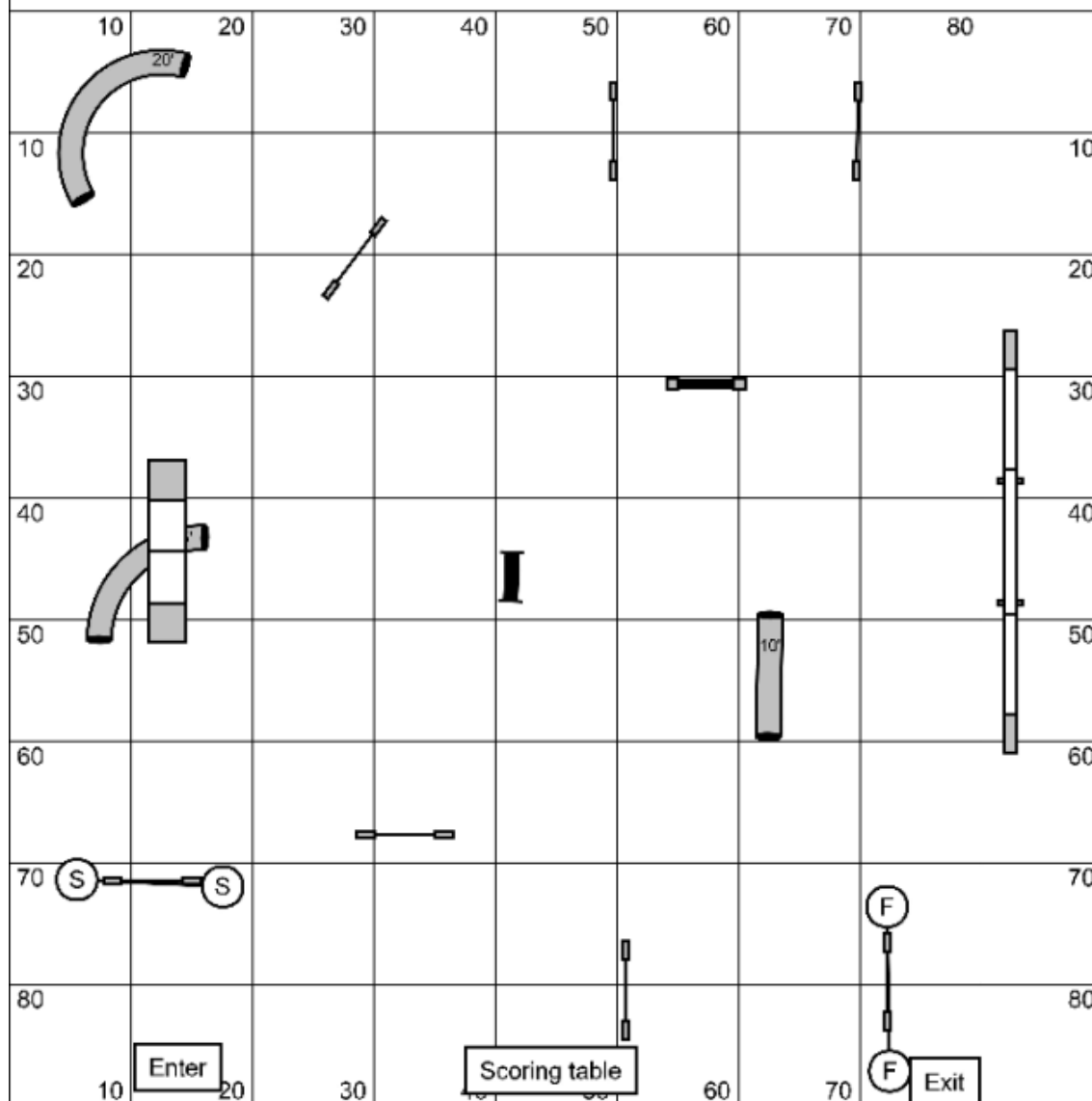


FullHouse All Levels



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

Start line is bi-directional.

All obstacles may be taken twice successfully 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 plus 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 for every full second over time. The finish jump is bi-directional, it is not faulted and has no point value.

1 Point: Single bar jumps

3 Point: Tunnels, Panel

5 Point Jokers: A-Frame, Dog Walk, Wall Jump

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

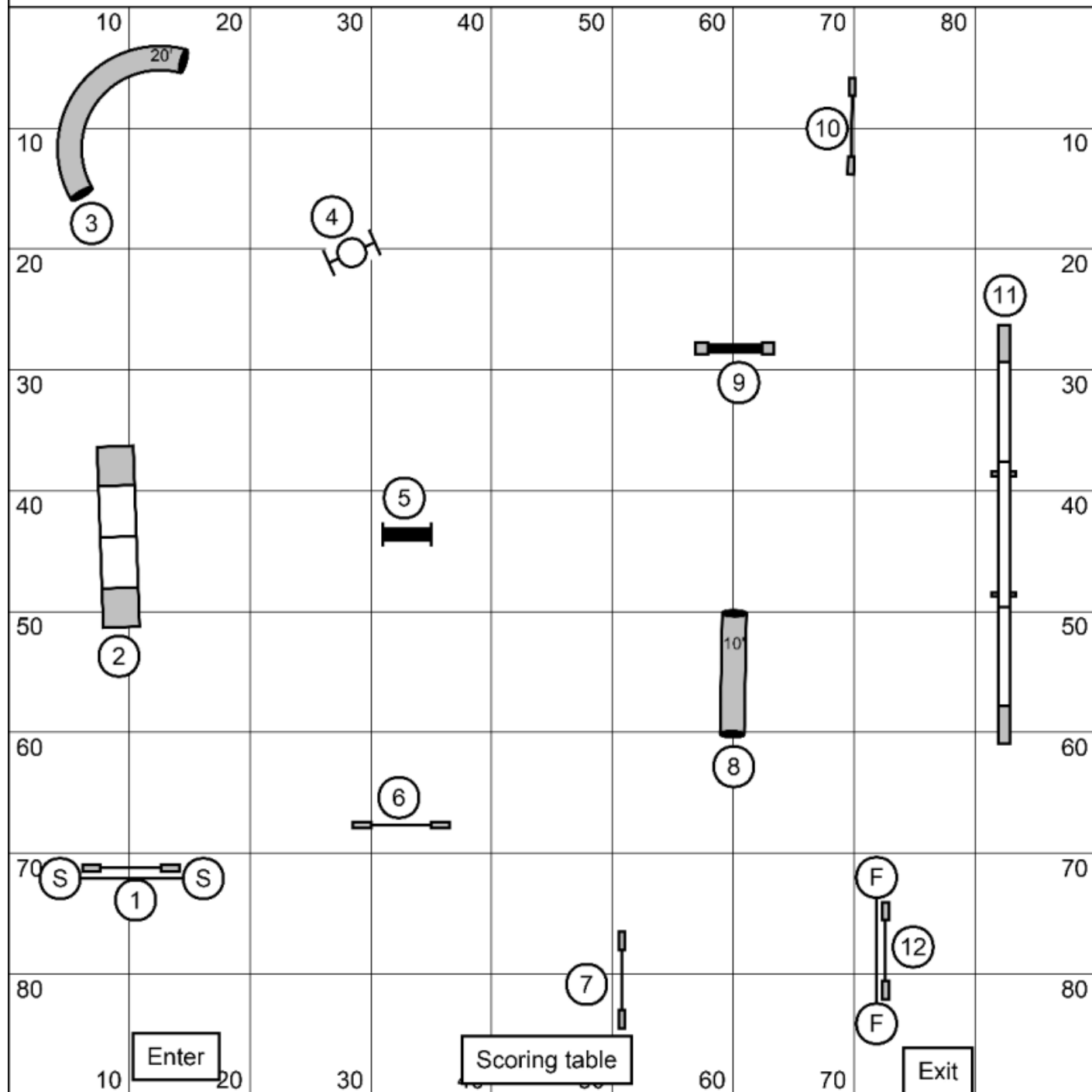
Level 5, C 25 points

Specialists and Enthusiasts: Two points fewer

Next Dog: Please enter at the horn

FullHouse Levels 1, 2, 3, 5 & C
Judged by: Linda Montemarano
November 30, 2025
Southern Connecticut Agility Team
Hamden CT

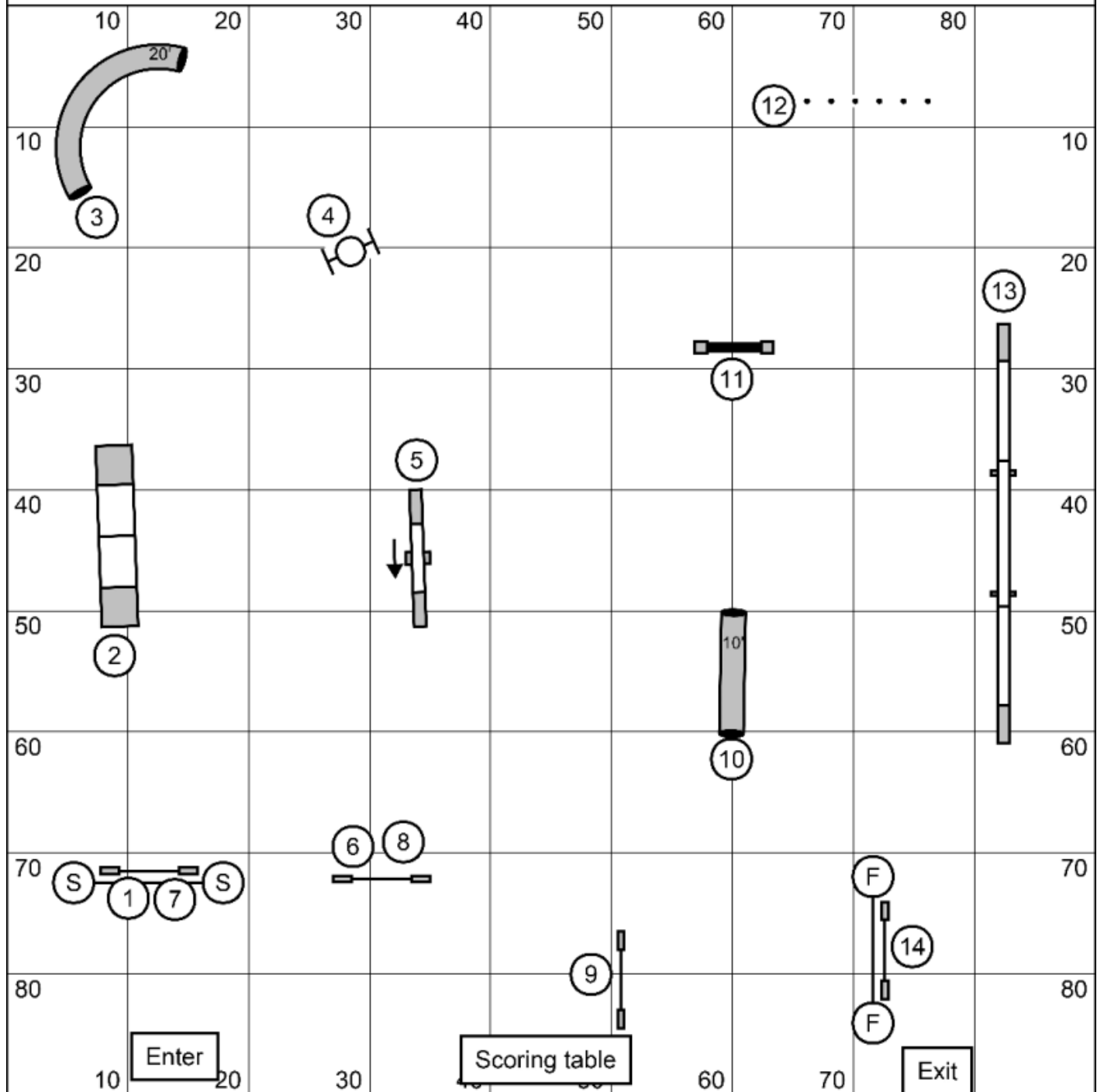
Standard 1



Next Dog: Please
enter when the team
ahead of you is at #9

Standard Level 1
Judged by: Linda Montemarano
November 30, 2025
Southern Connecticut Agility Team
Hamden CT

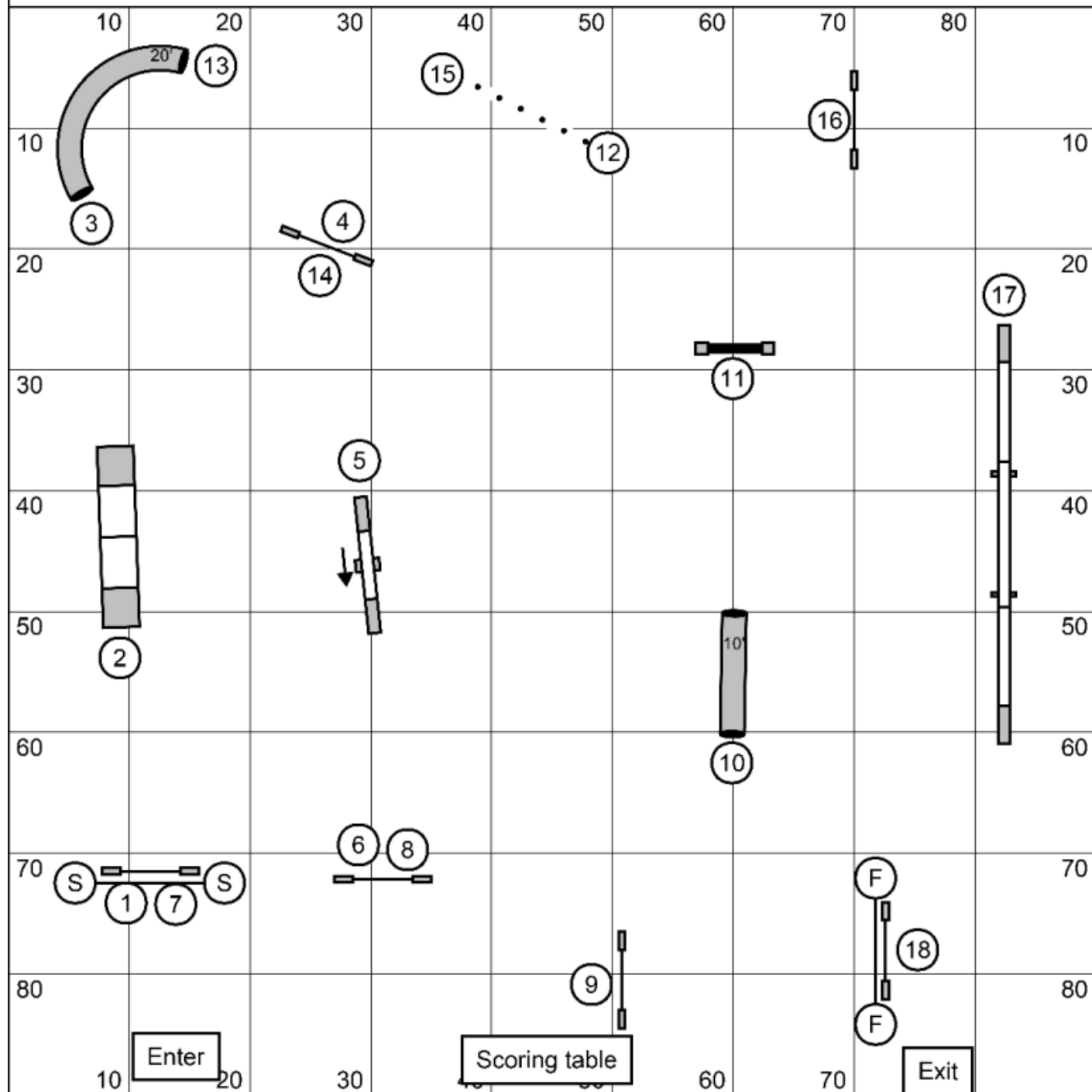
Standard 2/3



Next Dog: Please
enter when the team
ahead of you is at #10

Standard Levels 2 & 3
Judged by: Linda Montemarano
November 30, 2025
Southern Connecticut Agility Team
Hamden CT

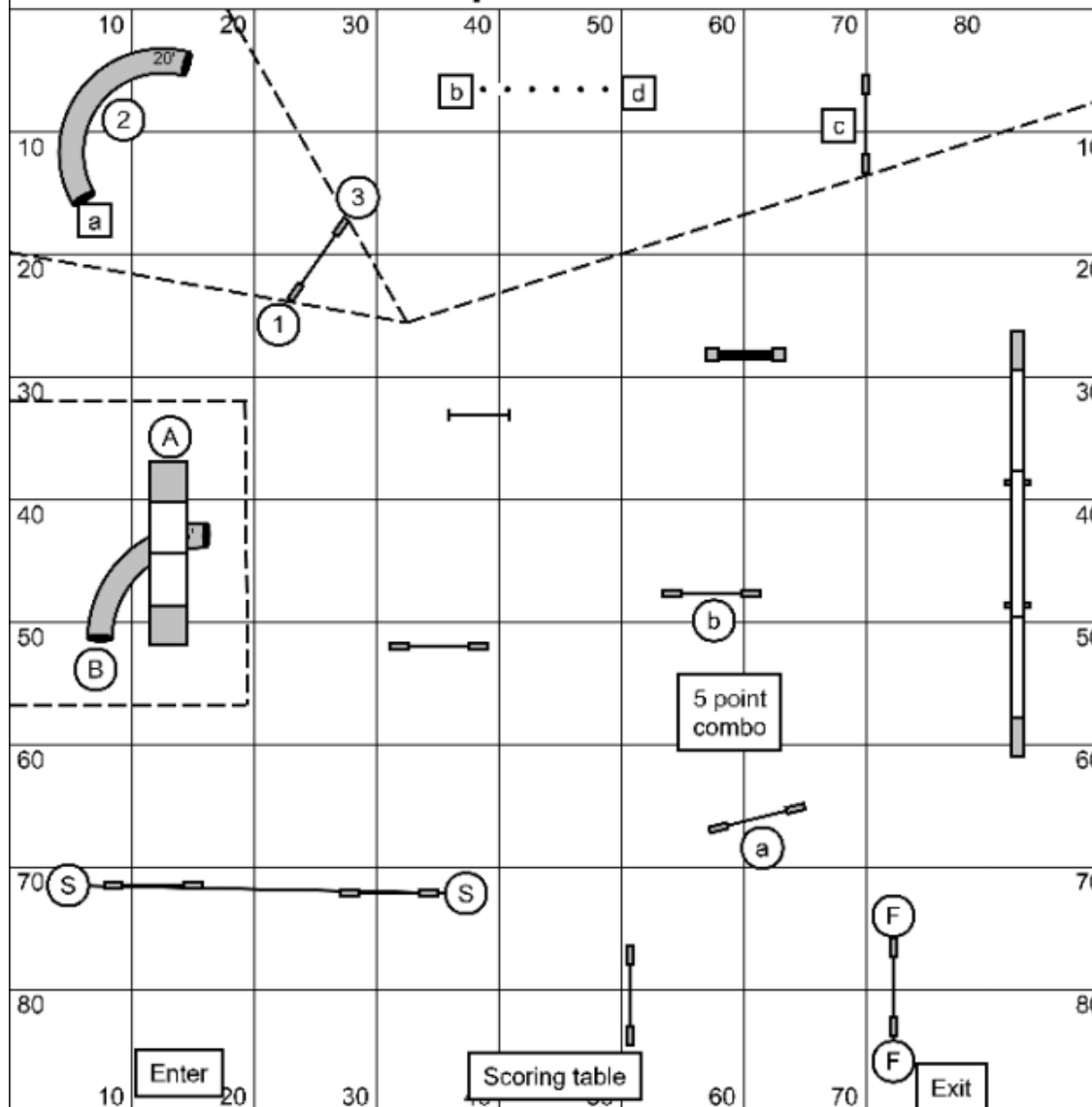
Standard 5/C



Next Dog: Please
enter when the team
ahead of you is at #13

Standard Levels 5 & C
Judged by: Linda Montemarano
November 30, 2025
Southern Connecticut Agility Team
Hamden CT

Jackpot All Levels



BRIEFING:

Start line IS bidirectional.

At any point during your run, complete the obstacles labeled a-b-c-d, A-B or 1-2-3 from outside the respective gamble line. a-b-c-d is worth 25 points and 1-2-3 or A-B are both worth 15 points. 1-2-3 all obstacles are bidirectional. A-B and a-b-c-d must be done as numbered. You may attempt all 3 gambles and must successfully complete at least one to qualify.

Gamble obstacles must be taken from behind the respective gamble line. If you are using the obstacle for regular points (not part of the gamble) you do not have to be behind the line.

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.

The finish jump is live after the first buzzer and will end your run. You may direct your dog to the finish jump at any time to end your run. The finish jump is worth 5 points if completed successfully.

1 Point: Single bar jumps
3 Point: Weaves, Tunnels, Wall Jump
5 Point: A-frame, Dog Walk, Combo

Jackpot Times:

Small dogs: 35 seconds opening 20 second closing
Large dogs: 30 seconds opening, 18 second closing
Going over the total game time will result in a NQ.
The second buzzer is 6 seconds over time.

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

Next Dog: Please
enter at the horn

Jackpot 1, 2, 3, 5, & C
Judged by: Linda Montemmarano
November 30, 2025
Southern Connecticut Agility Team
Hamden CT