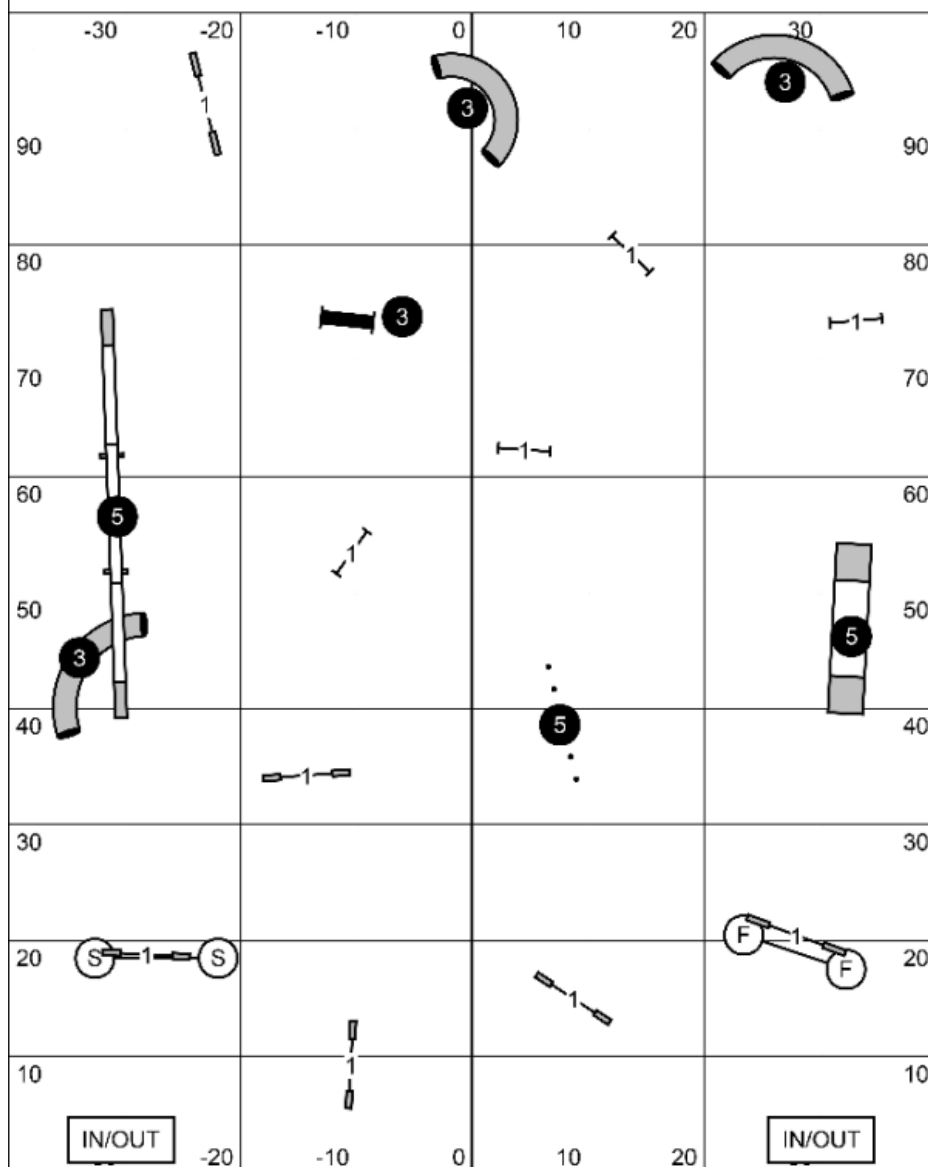


FullHouse Levels 1/2/3/5/C - Saturday



FullHouse Briefing

All obstacles can be done twice for points but remember to get at least 3 standard jumps, at least 2 circles (tunnels and the panel that is an honorary circle for this event) and at least 1 Joker and enough additional obstacles get the points needed for your level.

Big dogs get 30 seconds to earn points and smaller dogs get 35 seconds. At the end of that time, a buzzer will sound and you have 5 additional seconds to get to the table to stop the clock before starting to lose points (one point for each full second over the 5 free seconds). If you have the needed points prior to the buzzer, you may go to the table if you wish.

Once you have started your run, the table is live and your run will end when your dog touches the table.

1-point - any single standard jump
3-point - any tunnel or the panel jump
5-point (the jokers) - any other obstacle available on the course

Times:

Big dogs (16/20/24 inch jump heights and 16" veteran dogs jumping 12")

point accumulation Free to get to table
30 5

Small dogs (4/8/12)

35 5

Jokers in this course:

Dog walk, A-frame, Weaves

Time to earn Points | Free time to table

Big Dogs:	30 sec	+ 5
Small Dogs	35 sec	+ 5

Points needed to qualify:

	Reg/Vets	Enthst & Spclst
Level 1	19	17
Level 2	21	19
Level 3	23	21
Levels 4, 5, C	25	23

FullHouse All Levels
Judged by: Karl Johnson
December 6, 2025
Minnesota Agility Club
Ham Lake, MN

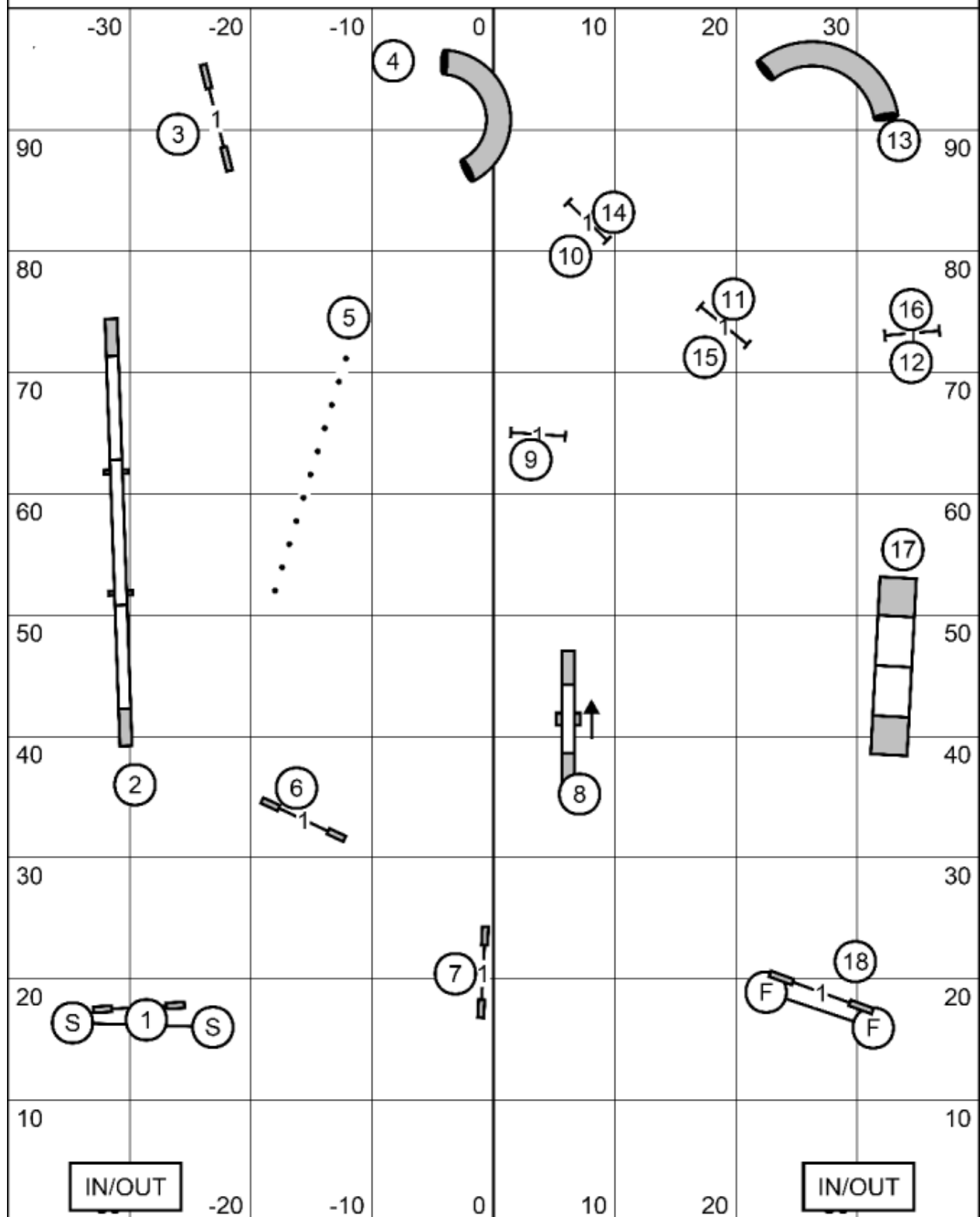
The figure is a schematic diagram plotted on a coordinate system ranging from -30 to 30 on both the horizontal and vertical axes. The grid has major lines every 10 units. Various features are distributed across the plot:

- Top Left (-25, 85):** A black circle labeled '3' with an arrow pointing towards the bottom right.
- Top Center (-5, 75):** A grey arc labeled '3' opening to the left.
- Top Right (25, 95):** A grey arc labeled '3' opening to the right.
- Middle Left (-25, 55):** A vertical grey bar labeled '5' with two small squares on its left side.
- Center (-5, 65):** A black circle labeled '5' connected by a diagonal line to a white circle labeled 'B' at approximately (-2, 68). Another white circle labeled 'A' is at approximately (-15, 62).
- Center (0, 50):** A white circle labeled '1' next to a box labeled '1'. Above it is a box labeled 'A'.
- Bottom Center (0, 35):** A white circle labeled '2' next to a box labeled '2'. Above it is a box labeled 'B'.
- Bottom Left (-5, 15):** Two white circles labeled 'S' connected by a horizontal line with a small square in the middle.
- Bottom Center (0, 15):** A grey arc labeled '3' opening upwards. To its left is a box labeled 'C' and to its right is a box labeled '3'.
- Bottom Right (25, 20):** Two white circles labeled 'F' connected by a diagonal line with a small square in the middle.
- Far Right (25, 50):** A vertical grey bar labeled '5' with two small squares on its right side.
- Dashed Lines:** A red dashed line runs diagonally from the bottom center towards the top left. A green dashed line runs diagonally from the bottom center towards the top right.
- Arrows:** Several double-headed arrows are placed horizontally or vertically between grid lines, often labeled with '1'.
- IN/OUT Labels:** Two boxes labeled 'IN/OUT' are located at the bottom corners of the plot.

3-point Obstacles: Tunnels, Double

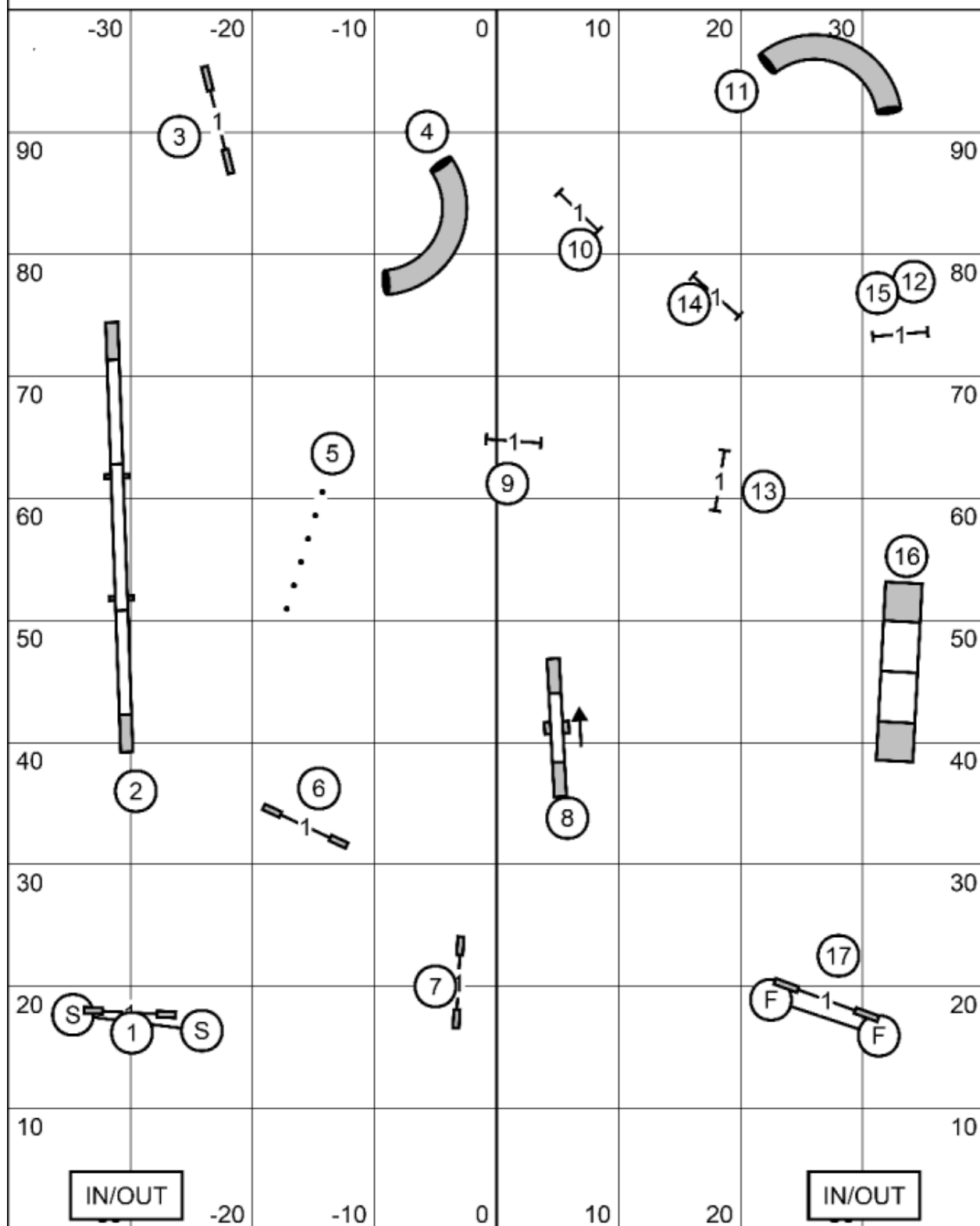
Jackpot All Levels
Judged by: Karl Johnson
December 6, 2025
Minnesota Agility Club
Ham Lake, MN

Standard Levels 5/C - Saturday



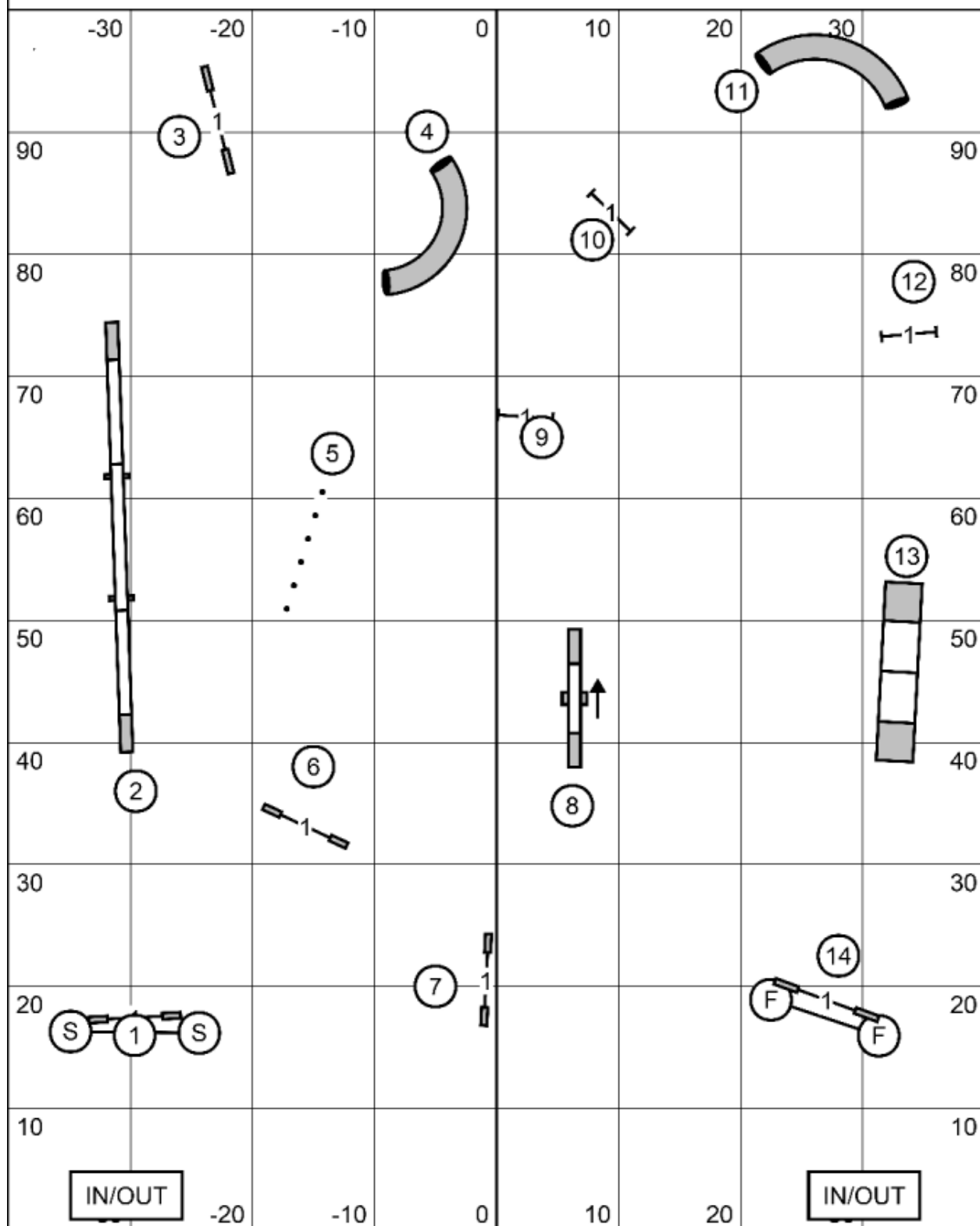
Standard Levels 5 & C
 Judged by: Karl Johnson
 December 6, 2025
 Minnesota Agility Club
 Ham Lake, MN

Standard Level 3 - Saturday



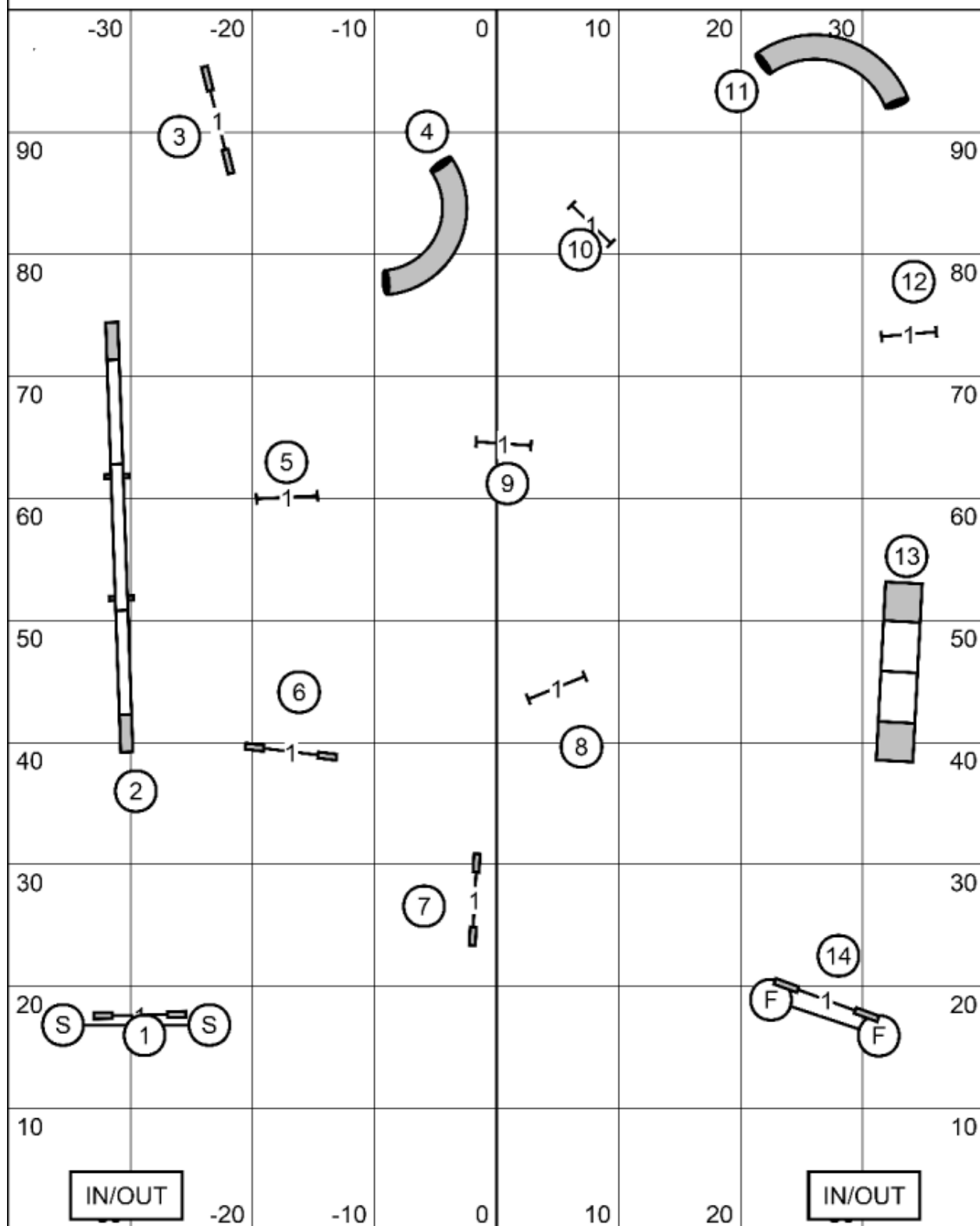
Standard Level 3
 Judged by: Karl Johnson
 December 6, 2025
 Minnesota Agility Club
 Ham Lake, MN

Standard Level 2 - Saturday



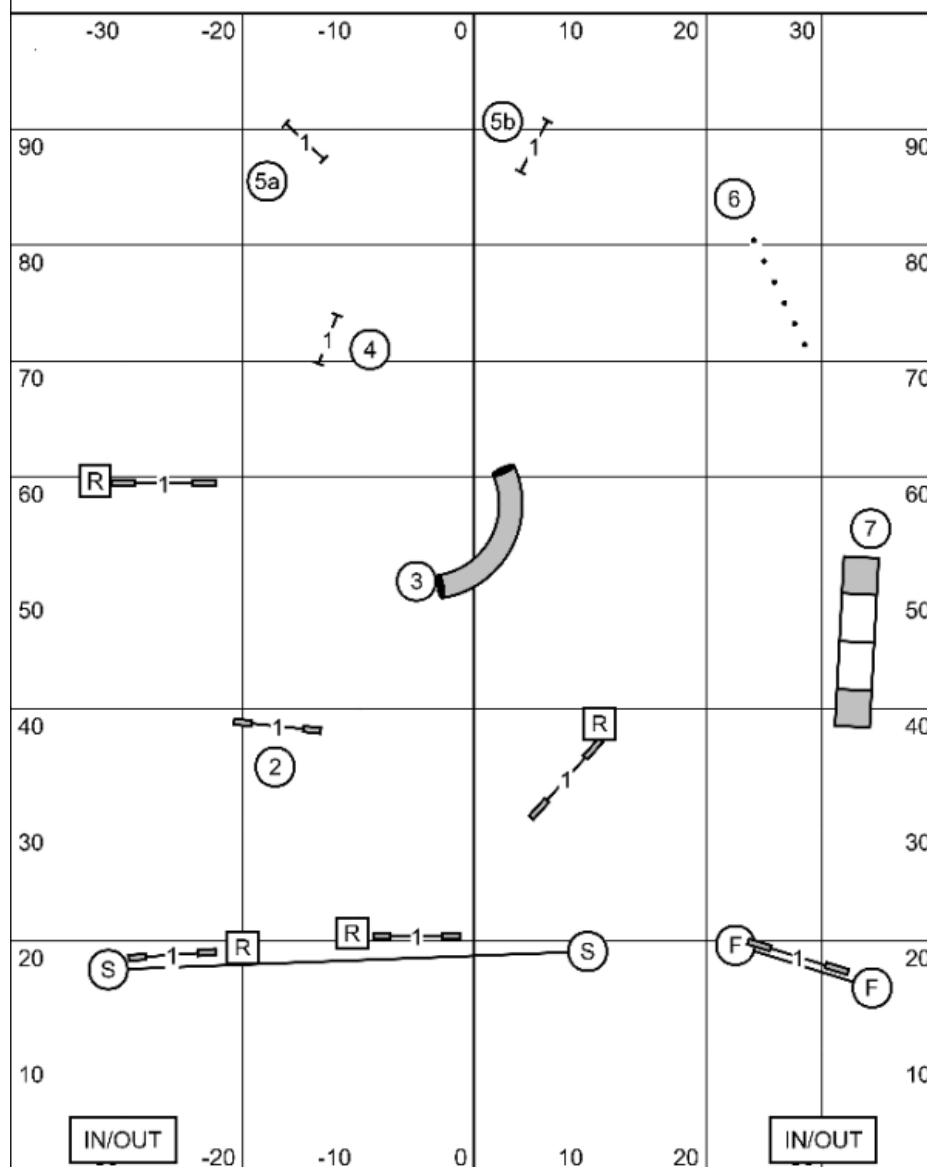
Standard Level 2
 Judged by: Karl Johnson
 December 6, 2025
 Minnesota Agility Club
 Ham Lake, MN

Standard Level 1 - Saturday



Standard Level 1
 Judged by: Karl Johnson
 December 6, 2025
 Minnesota Agility Club
 Ham Lake, MN

Snooker Levels 3/5/C - Saturday



Snooker Briefing

Start your run by performing one of the "Red" jumps (marked with square R's - there will be 4 of them). If you perform the "Red" successfully (earning a point), you may perform your choice of 1 of the "Color" obstacles (the 2, 3, 4, 5, 6 or 7). If you knock the bar on the "Red", find another "Red".

If the chosen obstacle is a "Combo", do all parts of the combo but order or direction is not important.

Then find and perform another "Red" - must be a different "Red" and then do one of the "Color" obstacles. You can do a "Color" more than once but "Reds" can only be done once. There are 4 "Reds" available but you would only do 3 of them unless you knock the bar on one of them.

When you have done 3 "Reds" and 3 "Colors" go on the closing sequence - 2, 3, 4, 5, 6, 7 and then go over the Finish jump or touch the table.

The pattern is, then, Red, Color, Red (different), Color, Red (different), Color, 2, 3, 4, 5, 6, 7, finish obstacle.

All obstacles are bi-directional in the opening. Obstacles must be taken as numbered in the closing

Points needed to Qualify

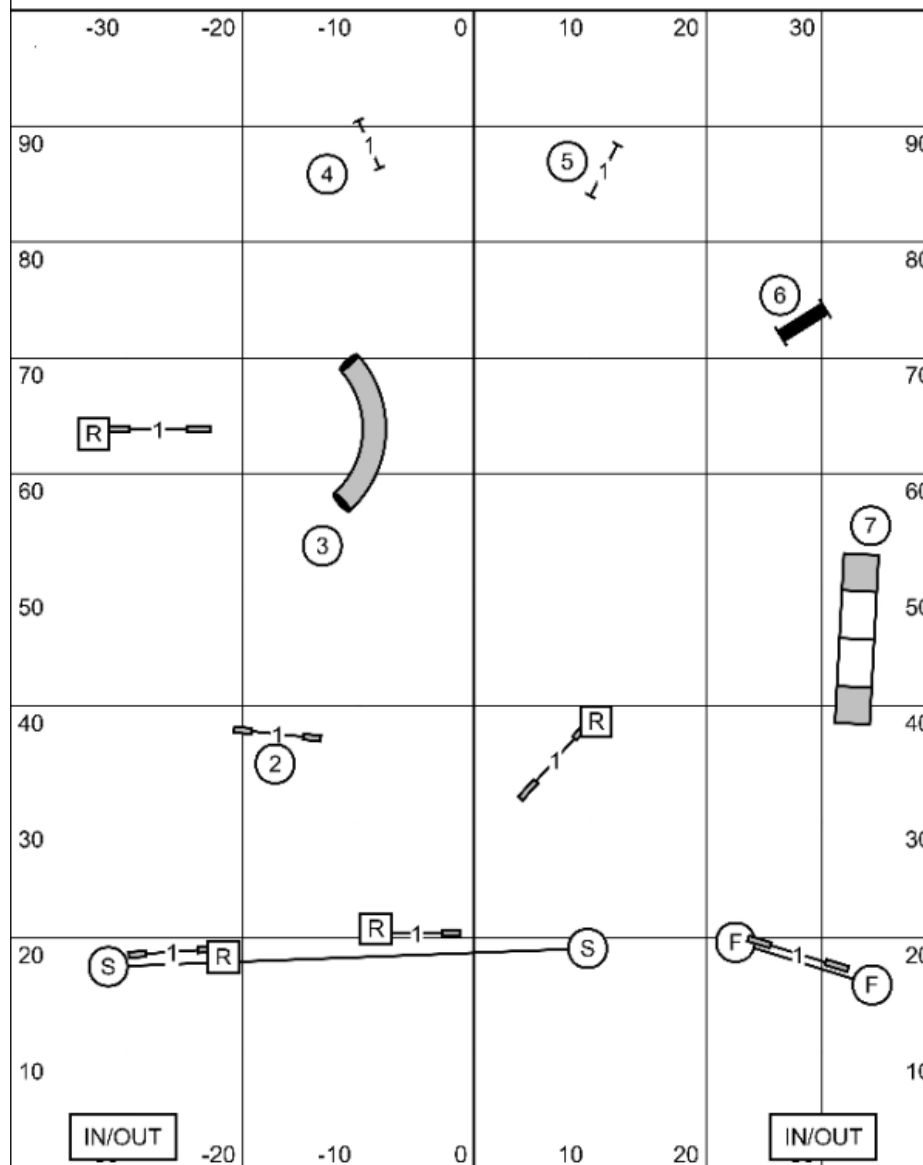
	Reg/Vets	Enth/Spec
Level 3	30 points	28 points
Level 5/C	32 points	30 points

Times:

Big Dogs: 45 sec
Small Dogs: 50 sec

Snooker Levels 3, 5 & C
Judged by: Karl Johnson
December 6, 2025
Minnesota Agility Club
Ham Lake, MN

Snooker Levels 1/2 - Saturday



Snooker Briefing

Start your run by performing one of the "Red" jumps (marked with square R's - there will be 4 of them). If you perform the "Red" successfully (earning a point), you may perform your choice of 1 of the "Color" obstacles (the 2, 3, 4, 5, 6 or 7). If you knock the bar on the "Red", find another "Red".

If the chosen obstacle is a "Combo", do all parts of the combo but order or direction is not important.

Then find and perform another "Red" - must be a different "Red" and then do one of the "Color" obstacles. You can do a "Color" more than once but "Reds" can only be done once. There are 4 "Reds" available but you would only do 3 of them unless you knock the bar on one of them.

When you have done 3 "Reds" and 3 "Colors" go on the closing sequence - 2, 3, 4, 5, 6, 7 and then go over the Finish jump or touch the table.

The pattern is, then, Red, Color, Red (different), Color, Red (different), Color, 2, 3, 4, 5, 6, 7, finish obstacle.

All obstacles are bi-directional in the opening. Obstacles must be taken as numbered in the closing

Points needed to Qualify

	Reg/Vets	Enth/Spec
Level 1	26 points	24 points
Level 2	28 points	26 points

Times:

Big Dogs: 45 sec
Small Dogs: 50 sec

Snooker Levels 1 & 2
Judged by: Karl Johnson
December 6, 2025
Minnesota Agility Club
Ham Lake, MN