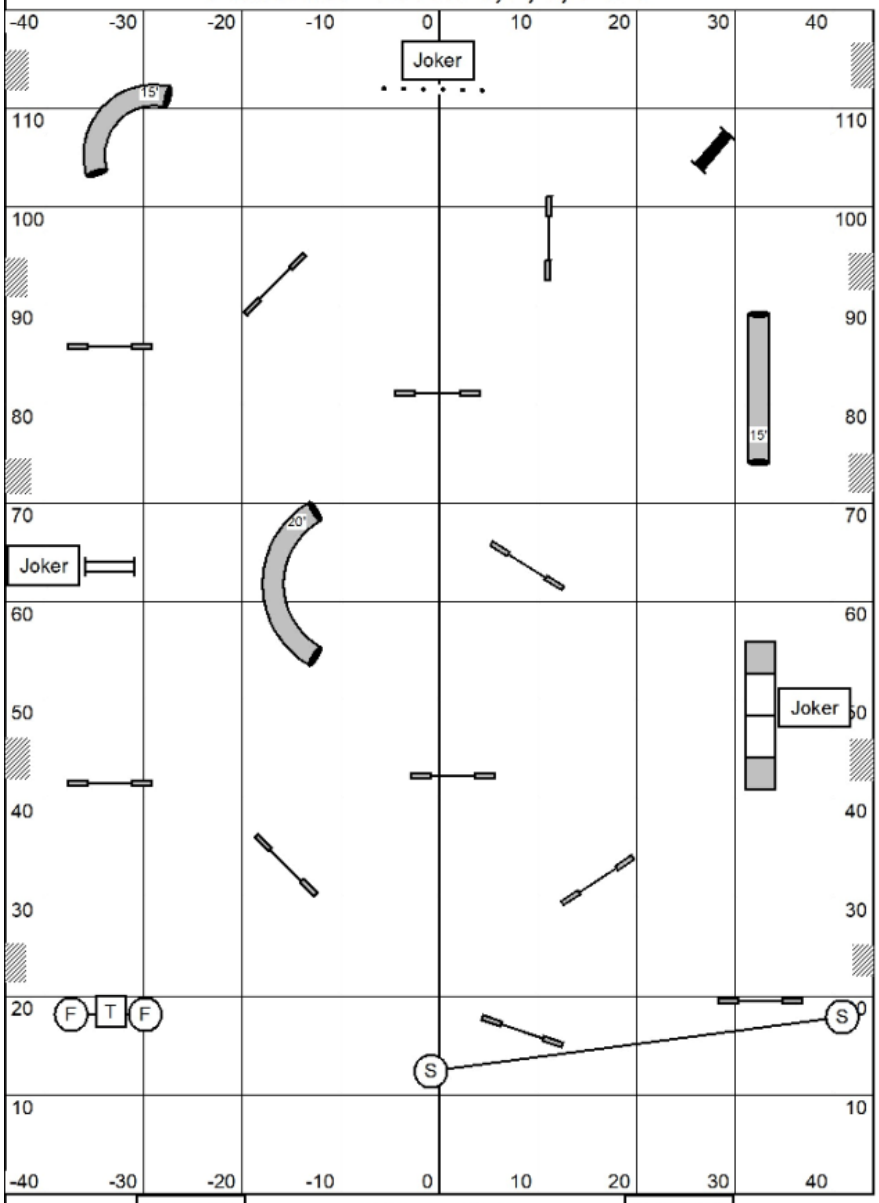
FullHouse - Levels 1, 2, 3, 5 & C



Fullhouse:
To qualify, the dog has to accumulate enough points by successfully completing obstacles, including at least:
3 x 1-point obstacles (bar jumps)
2 x 3-point obstacles (tunnels, panel jump)
1 x 5-point obstacle (joker)

Contact may NOT be the first obstacle from the start line.

All obstacles can be completed twice successfully for points.

Combo must be taken in flow.

Point accumulation ends once the horn sounds, then there are 5 seconds for the dog to touch the table and stop the clock without penalty. For every second the dog is over these additional 5 seconds, 1 point will be deducted from the total points accumulated. Qualifying occurs if enough points remain after excess time is deducted from the total points accumulated.

The table is live as soon as timing starts and timing will stop as soon as the dog touches the table, even if the horn has not sounded. The handler can choose to end the run at any time by directing the dog to the table.

Obstacle Point Values:
1 point - bar jumps
3 points - tunnels, panel jump
5 points (jokers) - weaves, A-frame, double jump

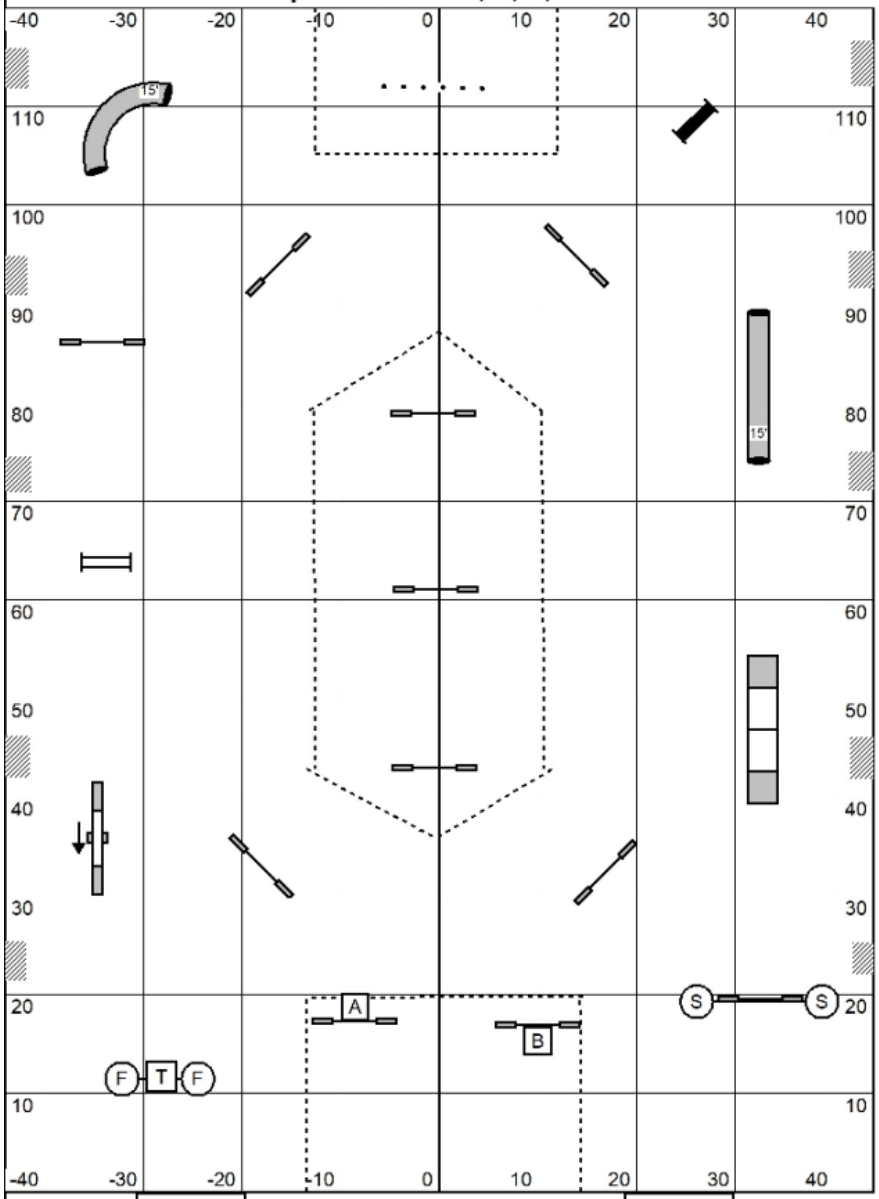
Total Points to Q:

Level	Reg/Vet	Enth/Spec
1	19	17
2	21	19
3	23	21
45C	25	23

Course Time:
4" / 8" / 12" - 40 seconds (plus 5 seconds to reach table)
16" / 20" / 24" - 35 seconds (plus 5 seconds to reach table)
16" Vets (jumping 12") - 35 seconds (plus 5 seconds to reach table)

CourseDesigner.com (CD v4.34)

Jackpot - Levels 1, 2, 3, 5 & C



Jackpot 1235C
Judged By: Joan Richard
February 8, 2026
Calusa Dog of Southwest Florida
Punta Gorda, FL

SUPER BOWL SUNDAY CELEBRATION!

To qualify, the dog must earn the required points for their level, catch the football, and finish the course (touch the table) under the total course time allowed.

Handler will direct the dog to take obstacles and accumulate points, and may attempt the football gamble once in each direction (two consecutive obstacles within the gamble, will be considered an attempt at the gamble).

Gamble may be attempted before or after the first horn.

Football must be taken in either direction to earn the gamble. If jumps are taken with handler inside the football, gamble is worth 15 points. If the jumps are taken with the handler outside the football, gamble is worth 20 points.

Once you have the football, you can make a touchdown on the weaves for 7 points or kick a field goal to the A/B jump combo (must be taken in flow) for 10 points. You may choose to attempt an additional touchdown or field goal once you have successfully taken the football gamble a second time. You can attempt both ends as many times as necessary to be successful, but remember that time is counting down. Once you have completed the mini-gamble(s) and have earned the points, you may take the obstacles twice more for regular points. The mini gambles may NOT be attempted before having completed the football gamble.

All individual obstacles on the course (except the finish table) can be done twice successfully for points.

Finish table is worth 5 points.

The horn will sound to indicate the end of the opening time; if the second horn sounds, the dog is at least 6 seconds over time. The table is only live once the first horn sounds, and timing will stop as soon as the dog touches the table after the first horn sounds. Remember, the dog has to touch the table and stop the clock under the total course time to qualify.

Obstacle Point Values:
1 point - bar jumps, panel jump
3 points - tunnels, double jump, 6 weaves
5 points - teeter, A-frame, jump combo

Total Points to Q:

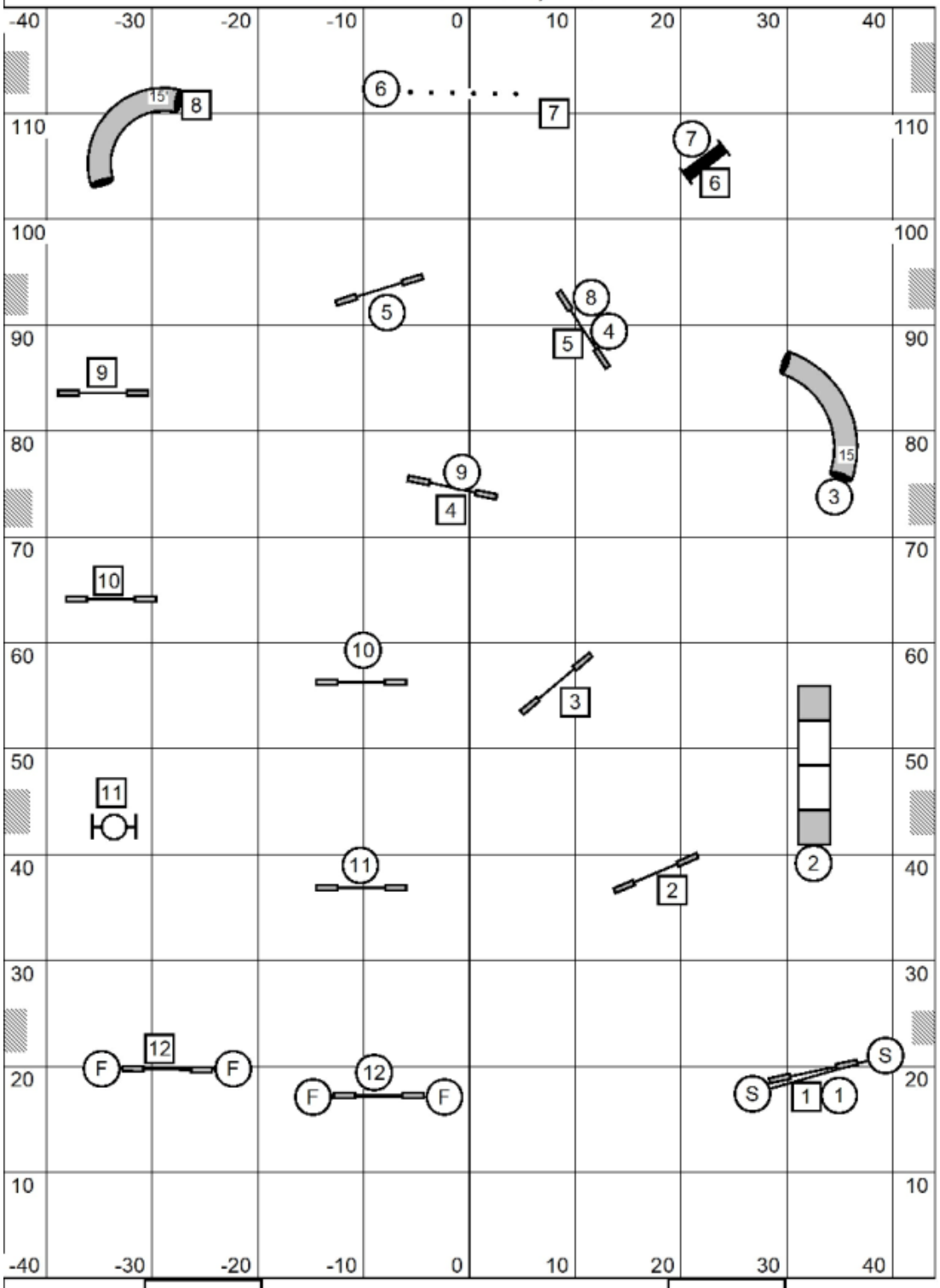
Level	Reg/Vet Opening	Enth/Spec Opening	Closing
1	12	10	20
2	16	14	20
3	20	18	20
45C	24	22	20

Course Times:

Dog Height	Opening	Closing
4" / 8" / 12"	40 sec.	22 sec.
16" / 20" / 24"	35 sec.	20 sec.
16" Vet (jumping 12")	35 sec.	20 sec.

CourseDesigner.com (CD v4.34)

Colors - Levels 3, 5 & C



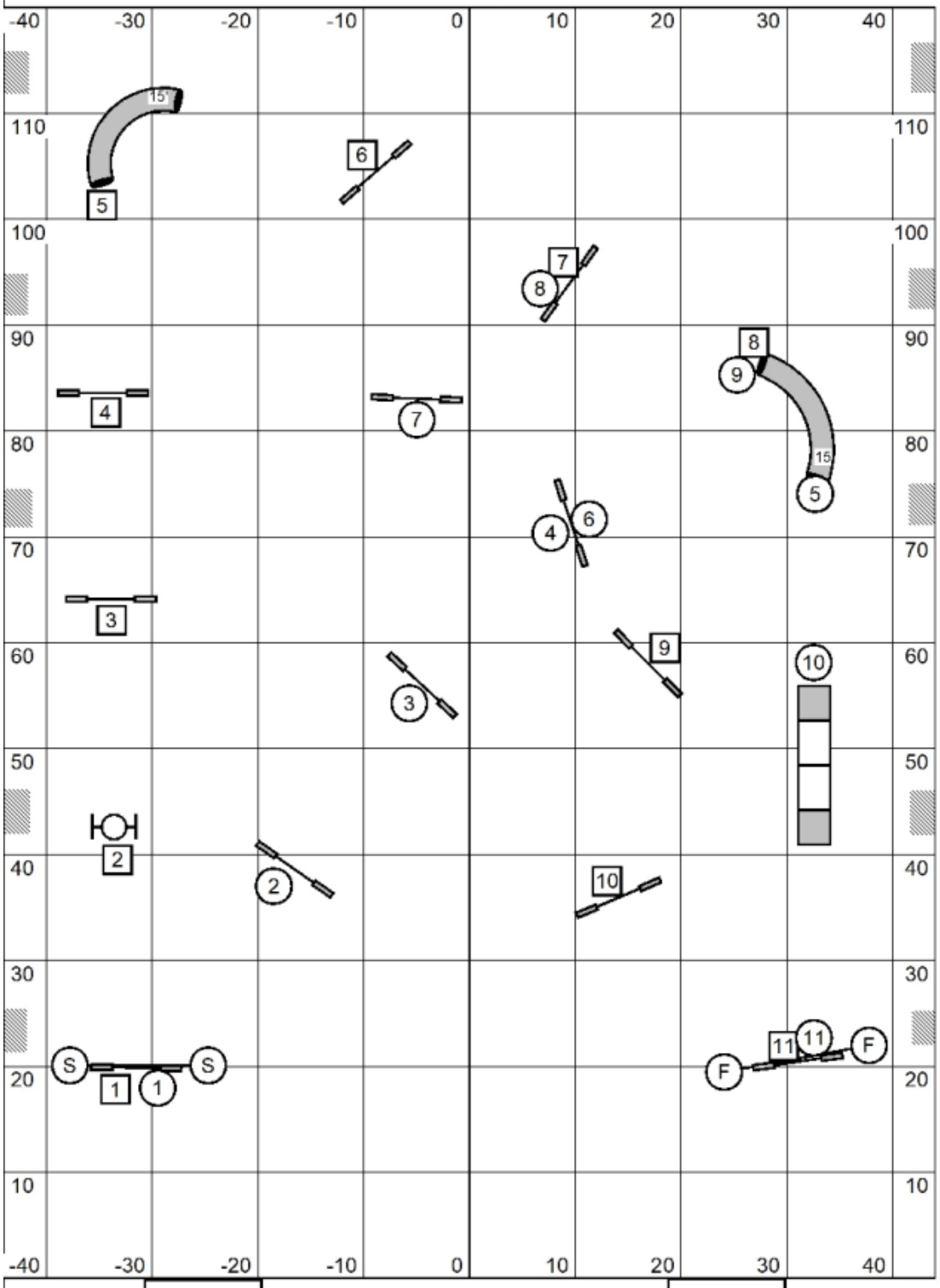
Colors:
The dog/handler should complete either the circle-numbered **OR** square-numbered course.

Next dog on the line when previous dog at #11

Colors 35C
Judged By: Joan Richard
February 8, 2026
Calusa Dog of Southwest Florida
Punta Gorda, FL

CourseDesigner.com (CD v4.34)

Colors - Levels 1 & 2



Colors:
The dog/handler should complete either the circle-numbered **OR** square-numbered course.

Next dog on the line when previous dog at #10

Colors 12
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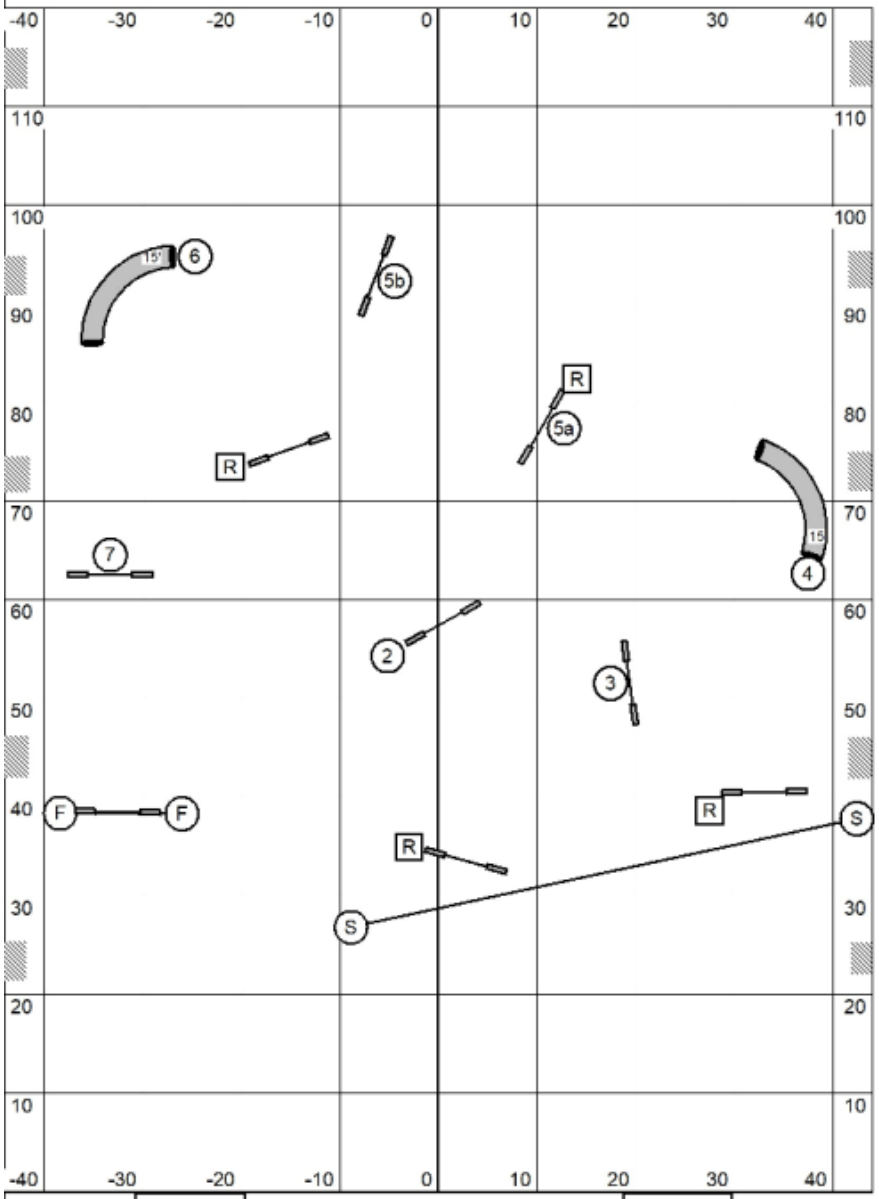
CourseDesigner.com (CD v4.34)

Snooker - Levels 1 & 2



Snooker 12
Judged By: Joan Richard
February 8, 2026
Calusa Dog of Southwest Florida
Punta Gorda, FL

Snooker:

Opening - The dog must successfully complete a red jump followed by an obstacle numbered 2-7. If the red jump is not successful, a different red jump must be completed successfully prior to attempting a numbered obstacle. When there are multiple parts to the numbered obstacle (7a/7b), all parts of the obstacle must be completed. If the numbered obstacle is not successful, it will be worth zero points but does not end the run and an alternate numbered obstacle should not be completed. Combinations are multi-directional in the opening. In the closing, all obstacles must be taken as numbered.

This pattern is repeated twice more until a total of 3 red jumps and their accompanying numbered obstacles are completed. The red jumps cannot be reused at any time; the numbered obstacles can be the same or different each time.

There is no horn to indicate the end of "opening"/"start of closing". As soon as the third numbered obstacle is done, the opening ends and the dog should immediately start their closing, and must not take any other obstacles in between. The finish jump becomes live as soon as the opening is completed.

Closing - The dog must follow the numbered obstacles 2-7 in order, and then take the finish jump to stop the time.

Ending The Run - Point accumulation will end when:
- Time expires (horn will sound)
- Handler intentionally directs the dog to the finish jump at any time
- Dog takes the finish jump after the opening is completed
- Any mistake in the "course flow" or obstacle taken out of sequence (judge will whistle and/or say "thank you"

Once point accumulation ends, the dog **MUST** take the finish jump to stop the time and save their accumulated points. The handler **MUST NOT** touch the dog until they have taken the finish jump.

The dog will qualify if enough points are accumulated and they have taken the finish jump, even if the opening plus closing is not finished.

Total Points to Q:

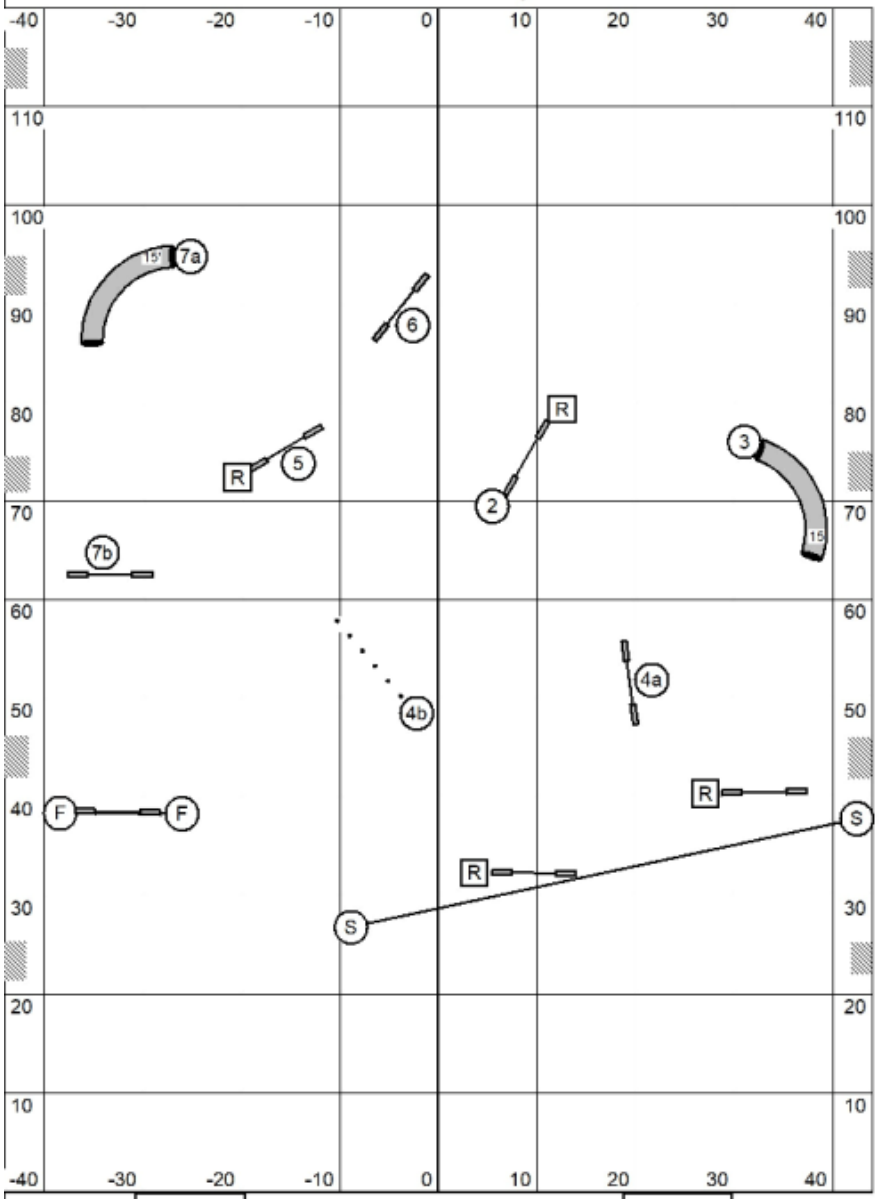
Level	Reg/Vet	Enth/Spec
1	26	24
2	28	26
3	30	28
5C	32	30

Obstacle Value:
Red jumps = 1 point
Numbered obstacles (2-7) = worth their number value

Course Times:
4" / 8" / 12" = 55 seconds
16" / 20" / 24" = 50 seconds
16" Vet (jumping 12") = 50 seconds

CourseDesigner.com (CD v4.74)

Snooker - Levels 3, 5 & C



Next dog on the line when previous dog at #7

Snooker 35C
Judged By: Joan Richard
February 8, 2026
Calusa Dog of Southwest Florida
Punta Gorda, FL

Snooker:

Opening - The dog must successfully complete a red jump followed by an obstacle numbered 2-7. If the red jump is not successful, a different red jump must be completed successfully prior to attempting a numbered obstacle. When there are multiple parts to the numbered obstacle (5a/5b and 7a/7b), all parts of the obstacle must be completed. If the numbered obstacle is not successful, it will be worth zero points but does not end the run and an alternate numbered obstacle should not be completed. Combinations are multi-directional in the opening. In the closing, all obstacles must be taken as numbered. Obstacle 2 is bi-directional in the closing.

This pattern is repeated twice more until a total of 3 red jumps and their accompanying numbered obstacles are completed. The red jumps cannot be reused at any time; the numbered obstacles can be the same or different each time.

There is no horn to indicate the end of "opening"/"start of closing". As soon as the third numbered obstacle is done, the opening ends and the dog should immediately start their closing, and must not take any other obstacles in between. The finish jump becomes live as soon as the opening is completed.

Closing - The dog must follow the numbered obstacles 2-7 in order, and then take the finish jump to stop the time.

Ending The Run - Point accumulation will end when:
- Time expires (horn will sound)
- Handler intentionally directs the dog to the finish jump at any time
- Dog takes the finish jump after the opening is completed
- Any mistake in the "course flow" or obstacle taken out of sequence (judge will whistle and/or say "thank you"

Once point accumulation ends, the dog **MUST** take the finish jump to stop the time and save their accumulated points. The handler **MUST NOT** touch the dog until they have taken the finish jump.

The dog will qualify if enough points are accumulated and they have taken the finish jump, even if the opening plus closing is not finished.

Total Points to Q:

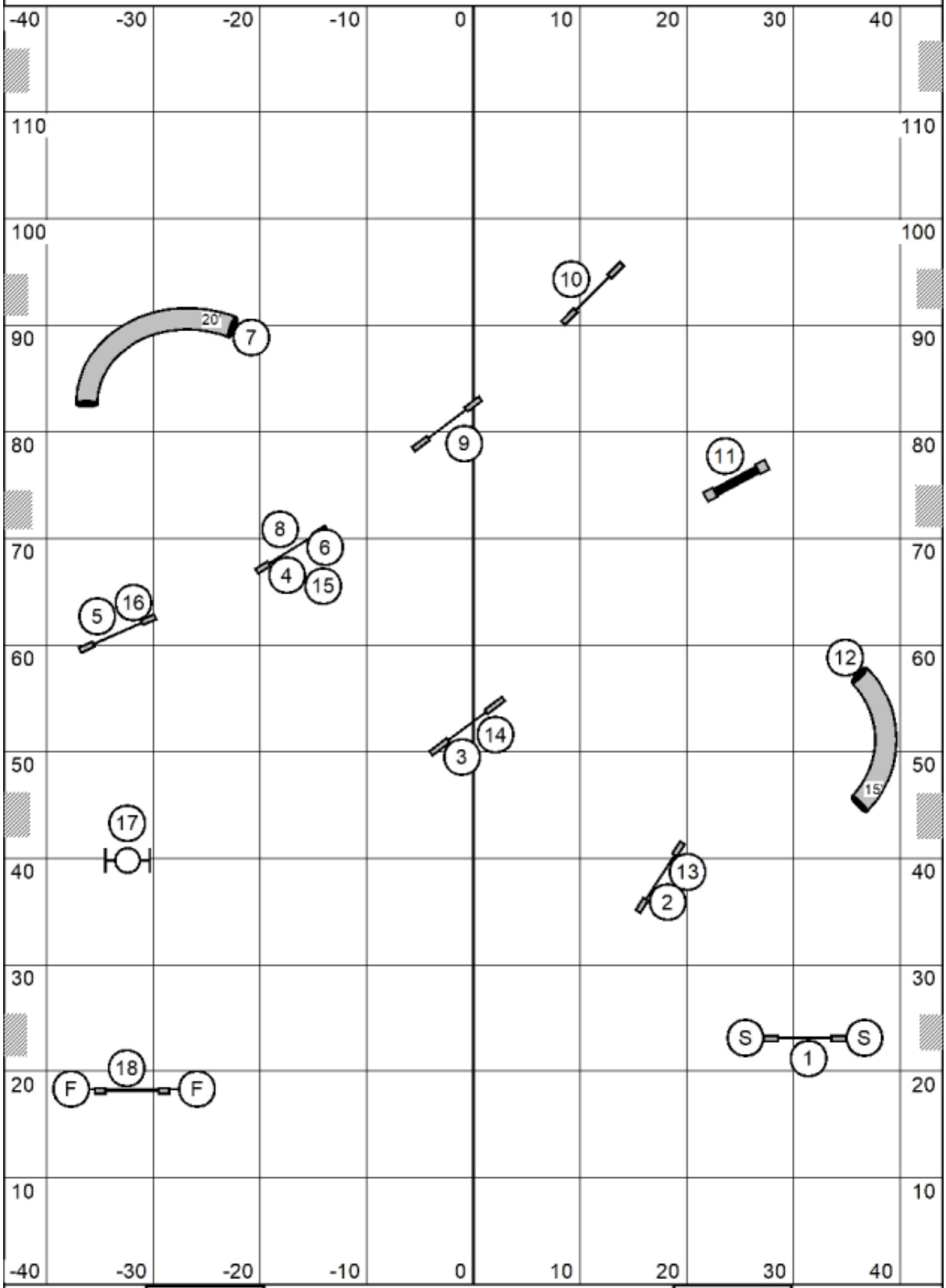
Level	Reg/Vet	Enth/Spec
1	26	24
2	28	26
3	30	28
5C	32	30

Obstacle Value:
Red jumps = 1 point
Numbered obstacles (2-7) = worth their number value

Course Times:
4" / 8" / 12" = 55 seconds
16" / 20" / 24" = 50 seconds
16" Vet (jumping 12") = 50 seconds

CourseDesigner.com (CD v4.34)

Jumpers - Levels 3, 5 & C



Next dog on the line when previous dog at #16

Jumpers 35C
Judged By: Joan Richard
February 8, 2026
Calusa Dog of Southwest Florida
Punta Gorda, FL

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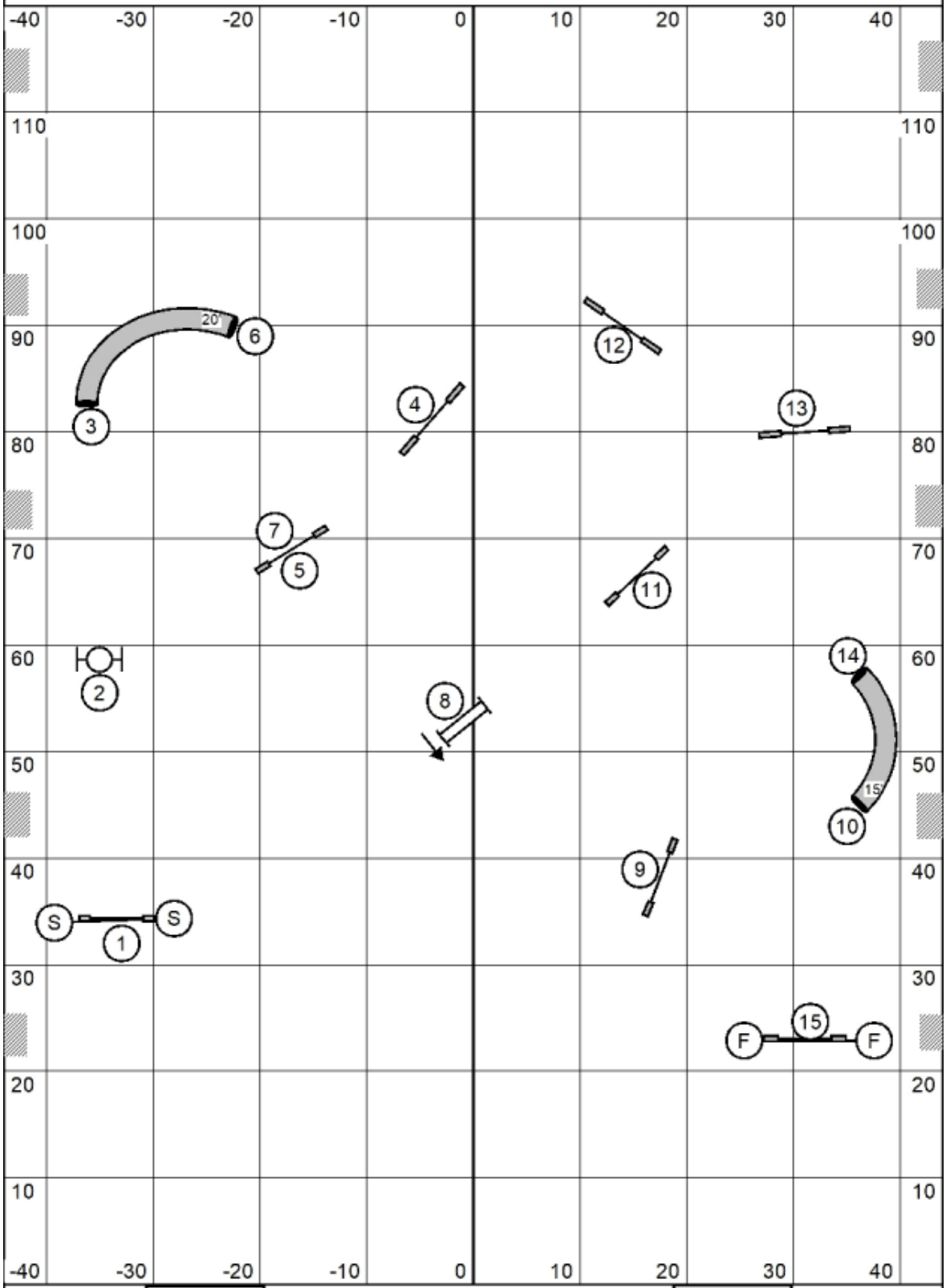
Jumpers - Levels 1 & 2



Next dog on the line when previous dog at #14

Jumpers 12
Judged By: Joan Richard
February 8, 2026
Calusa Dog of Southwest Florida
Punta Gorda, FL

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