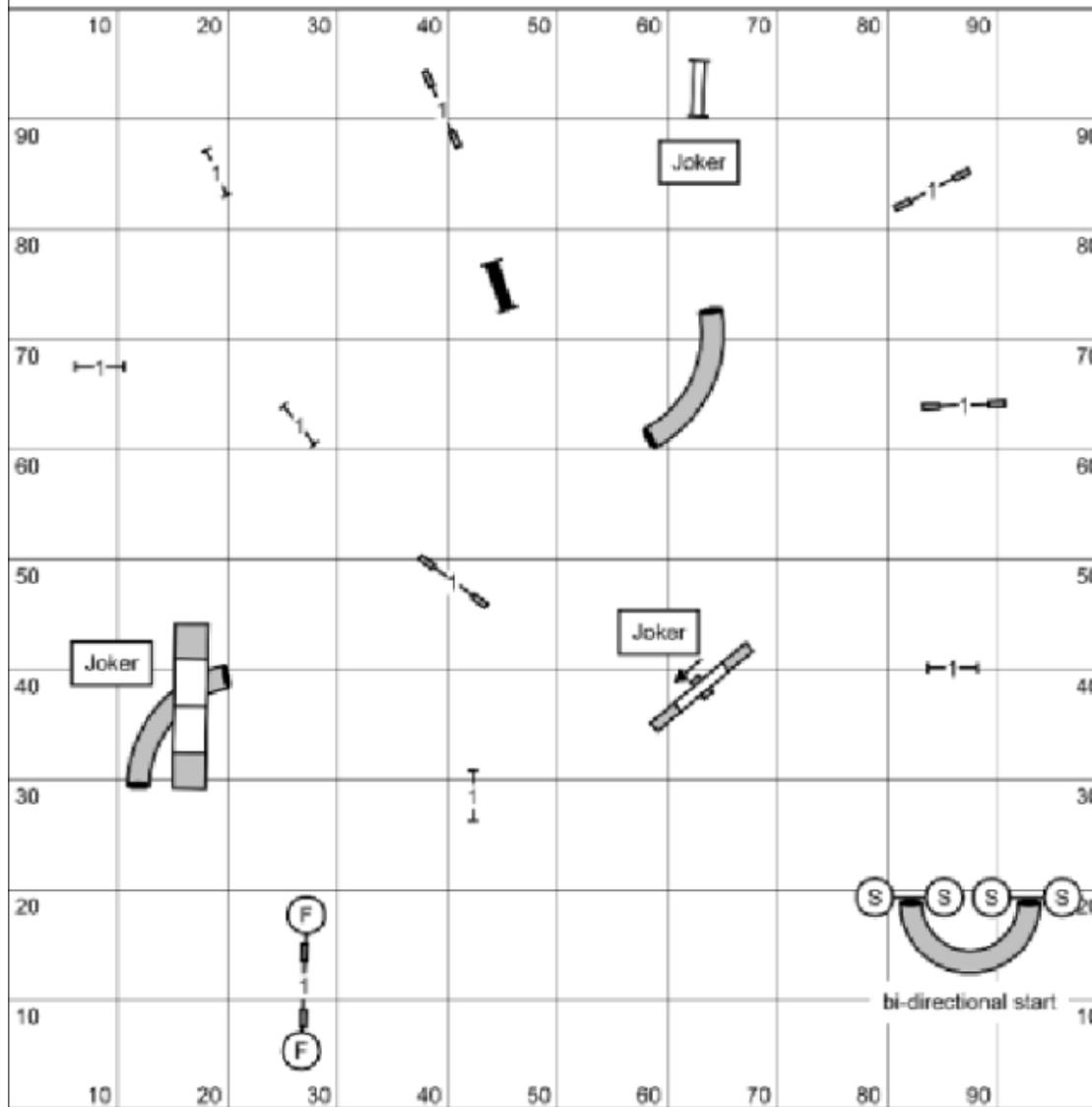


## FullHouse Levels 1, 2, 3, 5 & C



### FULLHOUSE - BRIEFING

FullHouse is a point accumulation game.  
You earn points by successfully completing obstacles.

#### Point Values

Single Bar Jumps = 1 Point  
Panel Jump, Tunnels = 3 Points  
Jokers = 5 Points

In addition to earning the minimum points for your Level, teams must also do the following "required obstacles":

#### Required Obstacles:

Three (3) 1-Point Obstacles (Single Bar Jumps)  
Two (2) 3-Point Obstacles (Tunnels, Panel Jump)  
One (1) 5-Point Obstacle (Jokers)

\* Note: Obstacles can be taken twice for points. Doing an obstacle back to back is allowed, but must be done safely.

#### Qualifying:

- Complete the "required obstacles".
- Earn enough points for your level (see below)
- Do so in the allotted time (see below)

\* Note: The Table is live at all times and will end your run, even if your dog accidentally goes to it. You can also go to table at any time to stop the clock. Point accumulation will stop after the horn sounds. Teams then have 5 seconds to get to the table, after which time you will lose 1 point for every full second over time.

#### Total Points Needed by Level

Regular and Veterans  
L1 19 Points  
L2 21 Points  
L3 23 Points  
L5C 25 Points

Enthusiast Specialist - 2 points less at each level

#### TIMES:

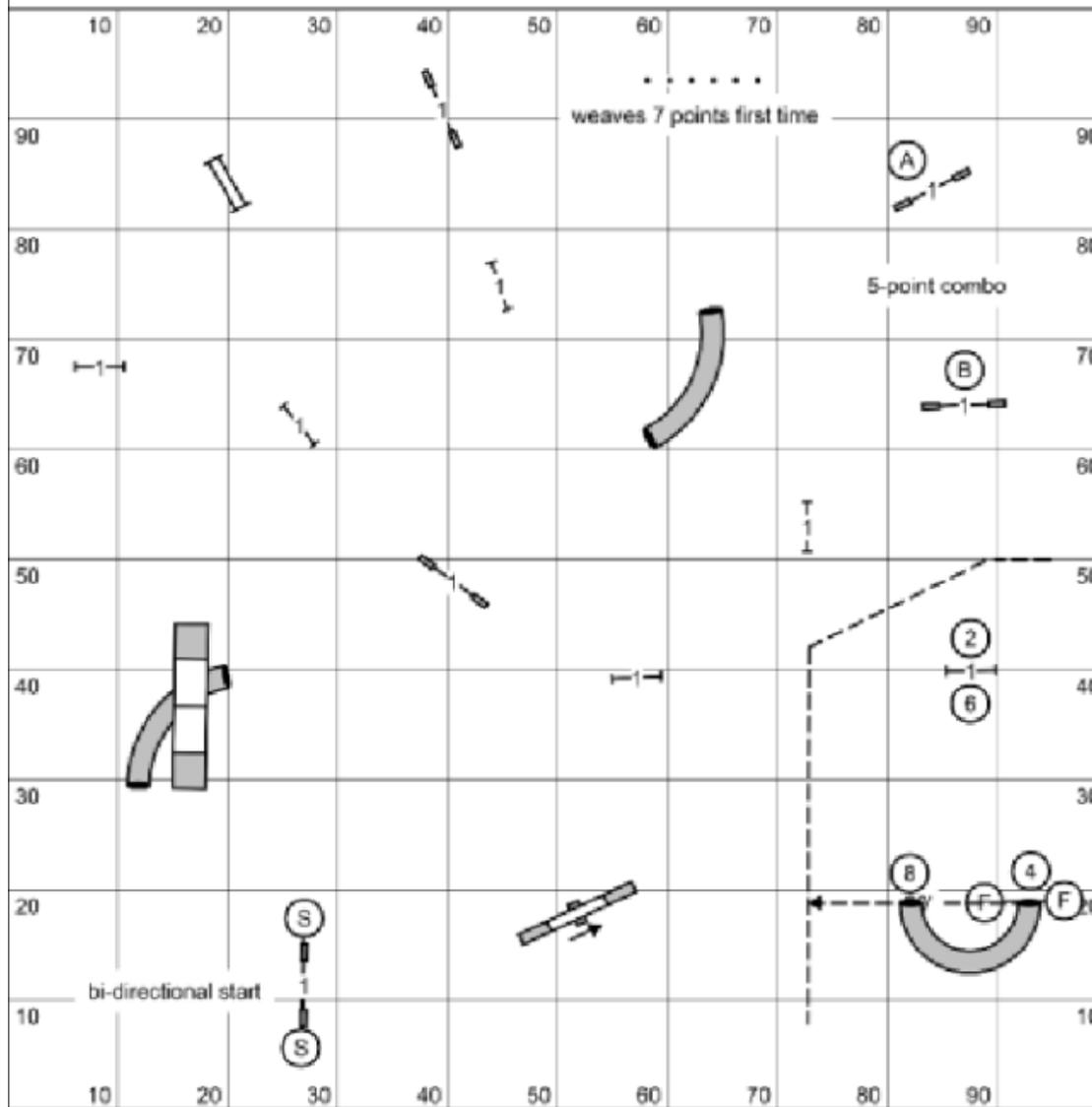
Large dogs (16, 20, 24) - 35 sec  
Small dogs (4, 8, 12) - 40 sec  
\* Note: 16 inch vets jumping 12 get big dog time.

Enter / Exit

FullHouse Levels 1, 2, 3, 5 & C  
Judged by: Dan Roy  
Saturday, February 28, 2026  
Ups and Downs Agility Club  
Valley Center, CA

Enter / Exit

## Jackpot Levels 5 & C



### JACKPOT - BRIEFING

#### Opening:

Start is bi-directional. All obstacles may be taken twice for points. Back to back obstacle performances are allowed if done safely. Doing any two Gamble obstacles in consecutive, numerical order, either forward or in reverse will negate the Gamble.

Bar Jumps	= 1 Point
Tunnels, Weaves, Double	= 3 Points
Contacts, 5-point Combo	= 5 Points
Weaves (first time)	= 7 Points

#### Closing:

The closing begins after the horn, opening point accumulation ends and the Gamble is live, including the finish obstacle. Gamble = 2, 4, 6, 8.

#### Qualifying:

Teams must earn enough points for their level in the allotted time and successfully complete the Gamble

\* Note: Exceeding the total Jackpot time will result in a non-qualifying score.

LEVEL	Points Required
Level 1	32
Level 2	38
Level 3	40
Level 5C	44

#### TIMES:

Large dogs (16, 20, 24) - Opening 30 / Closing 20  
 Small dogs (4, 8, 12) - Opening 35 / Closing 22

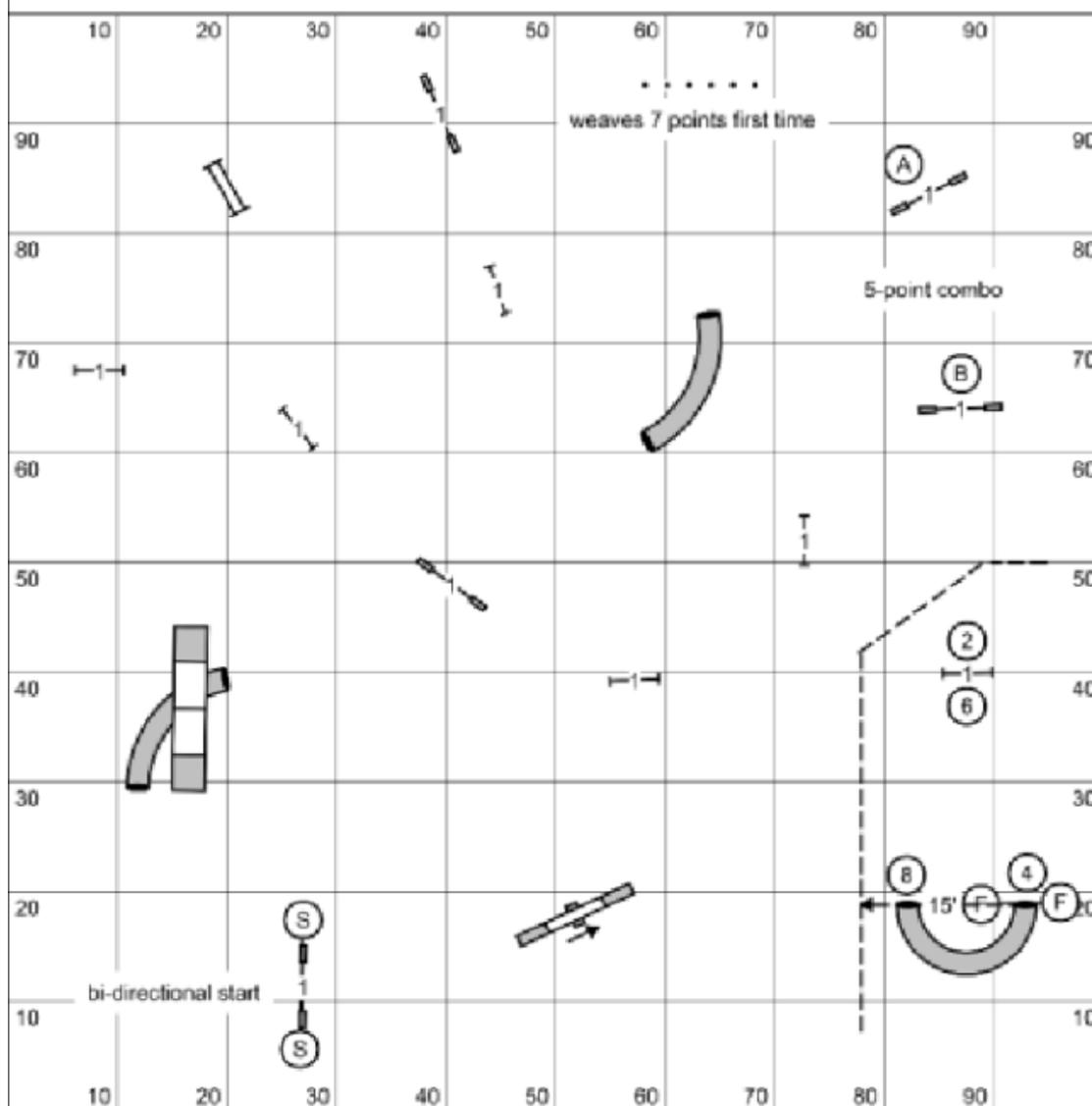
\* Note: 16 inch vets jumping 12 get big dog time.

Enter / Exit

Jackpot Levels 5 & C  
 Judged by: Dan Roy  
 Saturday, February 28, 2026  
 Ups and Downs Agility Club  
 Valley Center, CA

Enter / Exit

## Jackpot Level 3



### JACKPOT - BRIEFING

#### Opening:

Start is bi-directional. All obstacles may be taken twice for points. Back to back obstacle performances are allowed if done safely. Doing any two Gamble obstacles in consecutive, numerical order, either forward or in reverse will negate the Gamble.

Bar Jumps	= 1 Point
Tunnels, Weaves, Double	= 3 Points
Contacts, 5-point Combo	= 5 Points
Weaves (first time)	= 7 Points

#### Closing:

The closing begins after the horn, opening point accumulation ends and the Gamble is live, including the finish obstacle. Gamble = 2, 4, 6, 8.

#### Qualifying:

Teams must earn enough points for their level in the allotted time and successfully complete the Gamble

\* Note: Exceeding the total Jackpot time will result in a non-qualifying score.

LEVEL	Points Required
Level 1	32
Level 2	38
Level 3	40
Level 5C	44

#### TIMES:

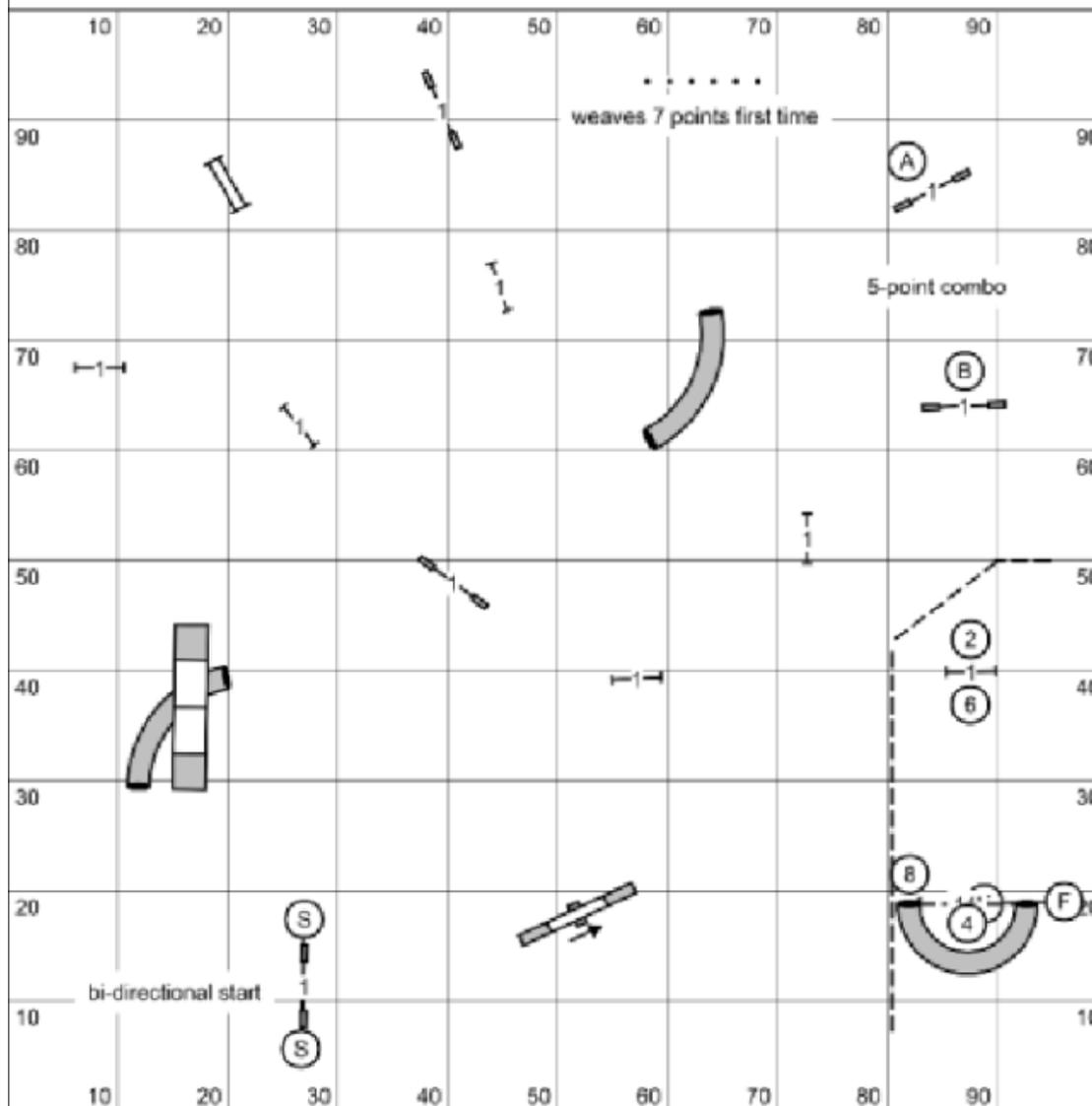
Large dogs (16, 20, 24) - Opening 30 / Closing 20  
 Small dogs (4, 8, 12) - Opening 35 / Closing 22  
 \* Note: 16 inch vets jumping 12 get big dog time.

Enter / Exit

Jackpot Level 3  
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 Valley Center, CA

Enter / Exit

## Jackpot Levels 1 & 2



### JACKPOT - BRIEFING

#### Opening:

Start is bi-directional. All obstacles may be taken twice for points. Back to back obstacle performances are allowed if done safely. Doing any two Gamble obstacles in consecutive, numerical order, either forward or in reverse will negate the Gamble.

Bar Jumps	= 1 Point
Tunnels, Weaves, Double	= 3 Points
Contacts, 5-point Combo	= 5 Points
Weaves (first time)	= 7 Points

#### Closing:

The closing begins after the horn, opening point accumulation ends and the Gamble is live, including the finish obstacle. Gamble = 2, 4, 6, 8.

#### Qualifying:

Teams must earn enough points for their level in the allotted time and successfully complete the Gamble

\* Note: Exceeding the total Jackpot time will result in a non-qualifying score.

LEVEL	Points Required
Level 1	32
Level 2	38
Level 3	40
Level 5C	44

#### TIMES:

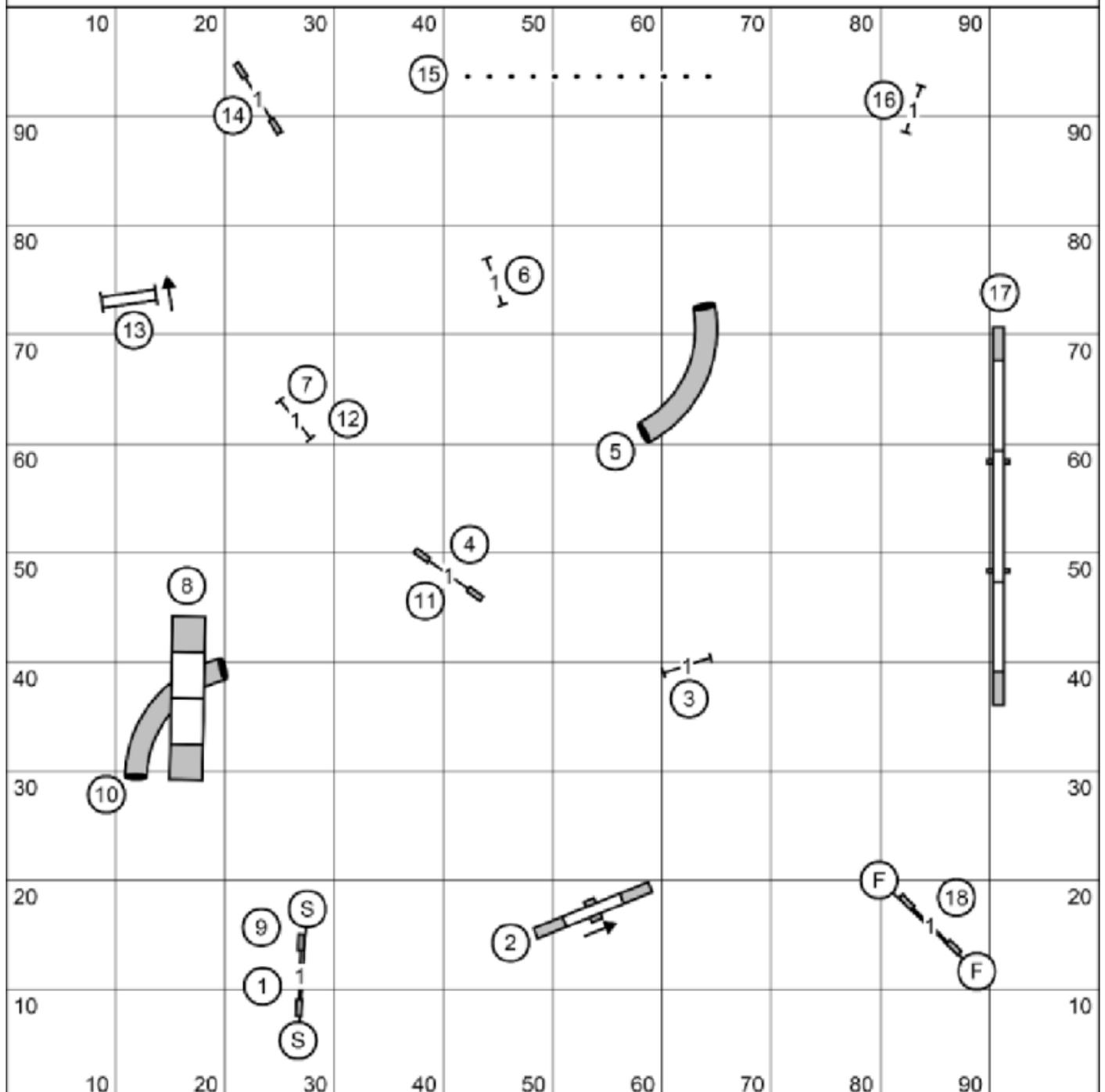
Large dogs (16, 20, 24) - Opening 30 / Closing 20  
 Small dogs (4, 8, 12) - Opening 35 / Closing 22  
 \* Note: 16 inch vets jumping 12 get big dog time.

Enter / Exit

Jackpot Levels 1 & 2  
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 Saturday, February 28, 2026  
 Ups and Downs Agility Club  
 Valley Center, CA

Enter / Exit

# Standard Levels 5 & C

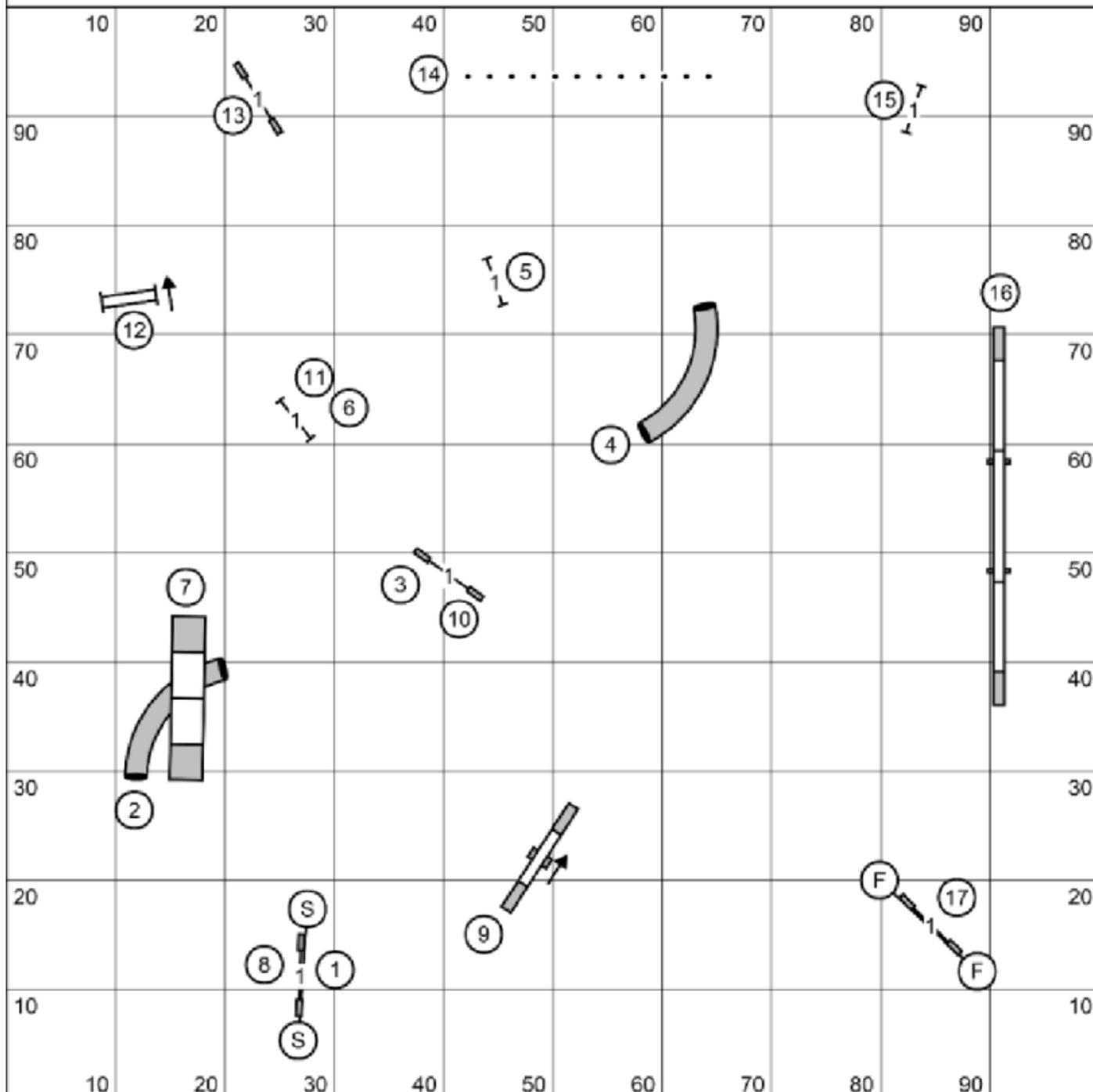


Enter / Exit

Standard Levels 5 & C  
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Enter / Exit

# Standard Level 3

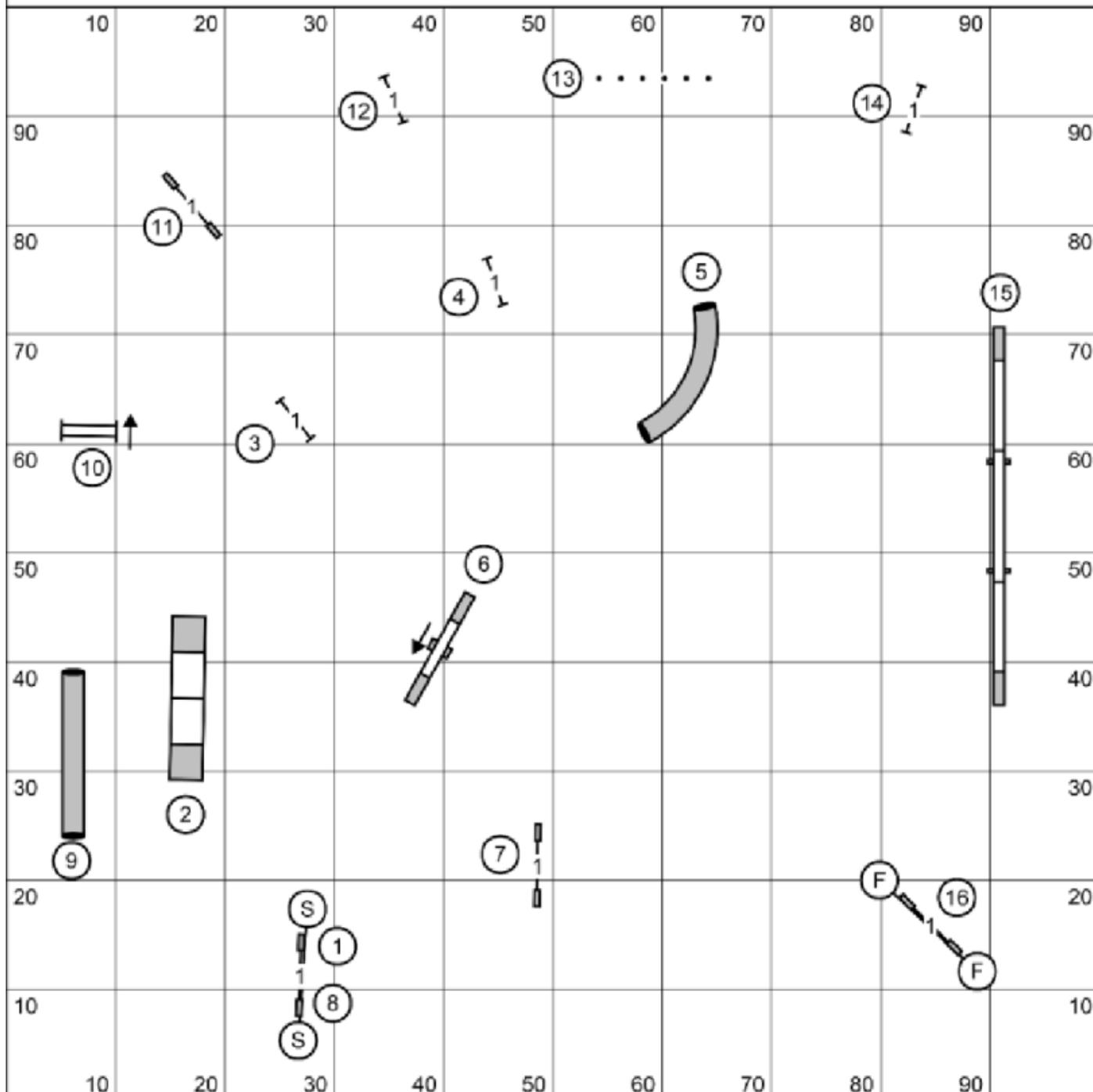


Enter / Exit

Enter / Exit

Standard Level 3  
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## Standard Level 2

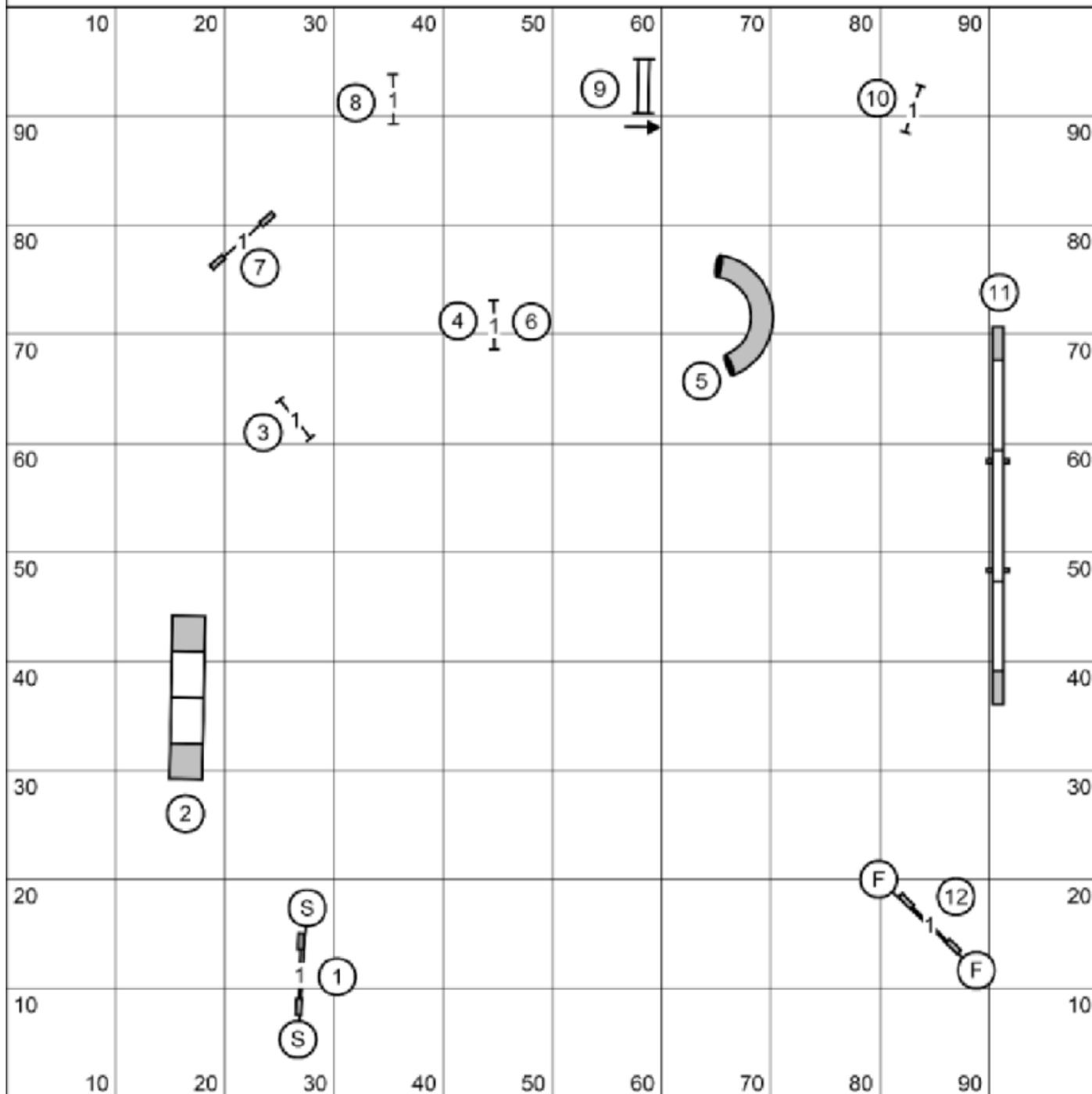


Enter / Exit

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Standard Level 2  
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# Standard Level 1



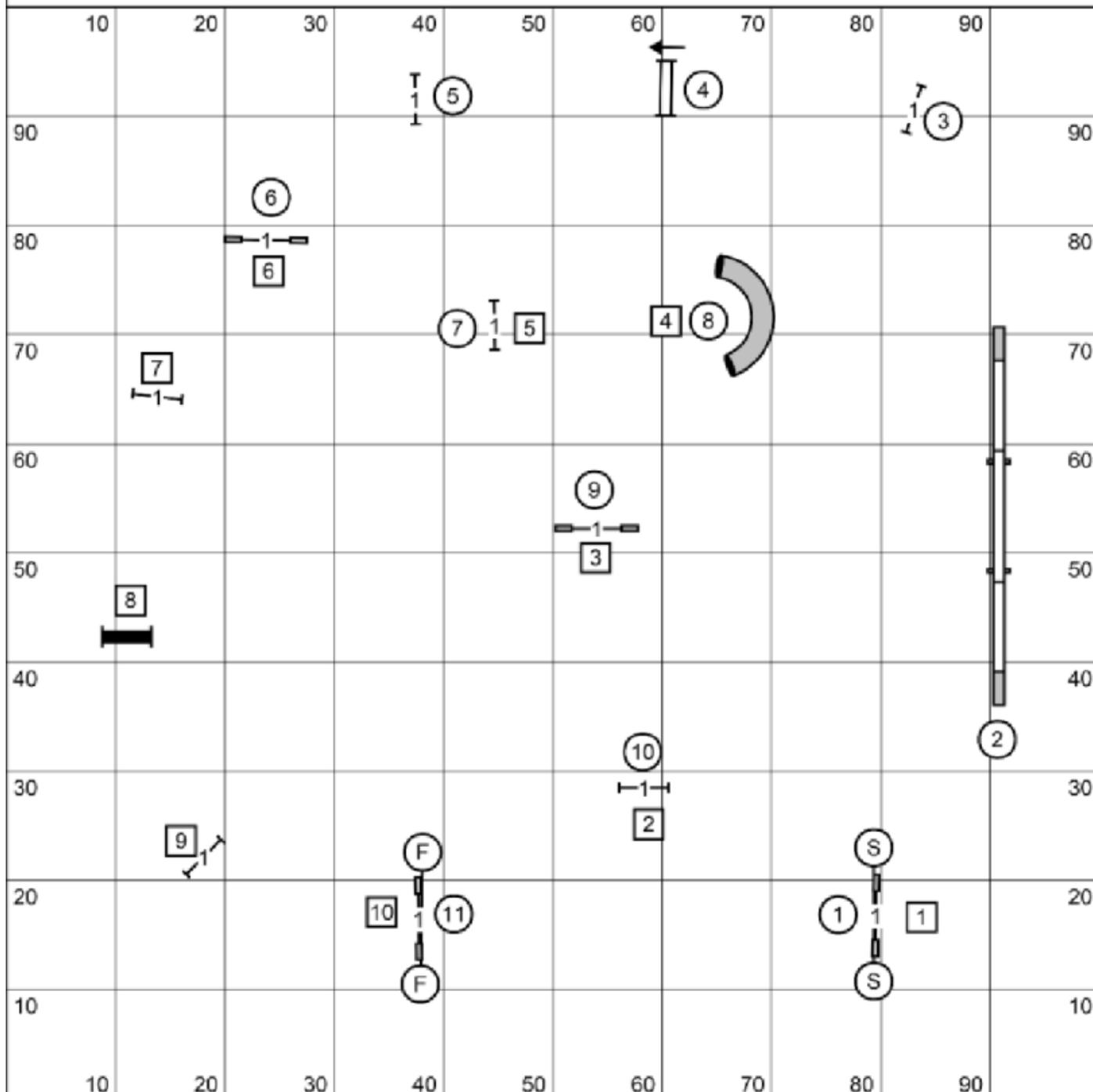
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Standard Level 1  
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## Colors Levels 1 & 2

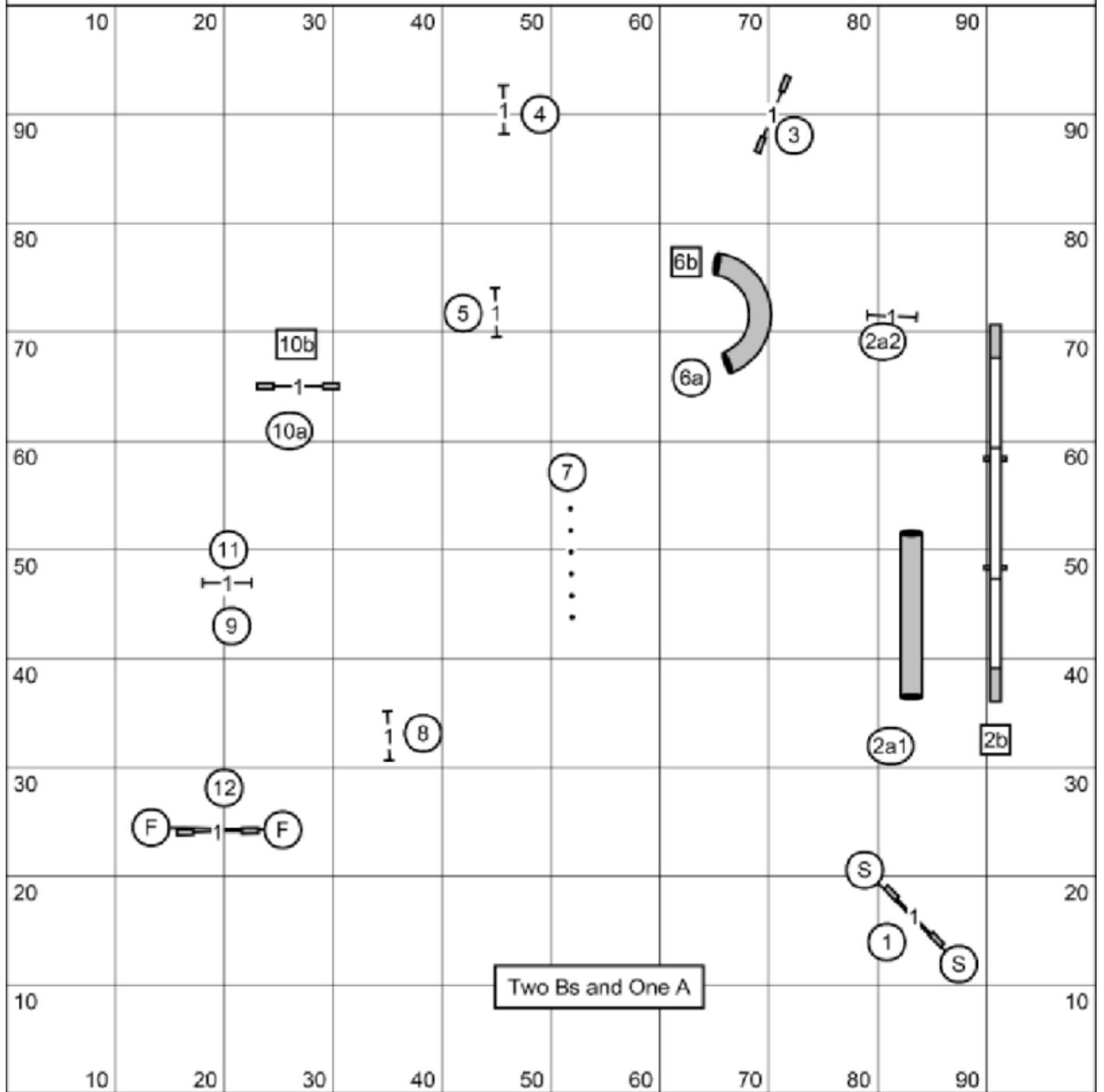


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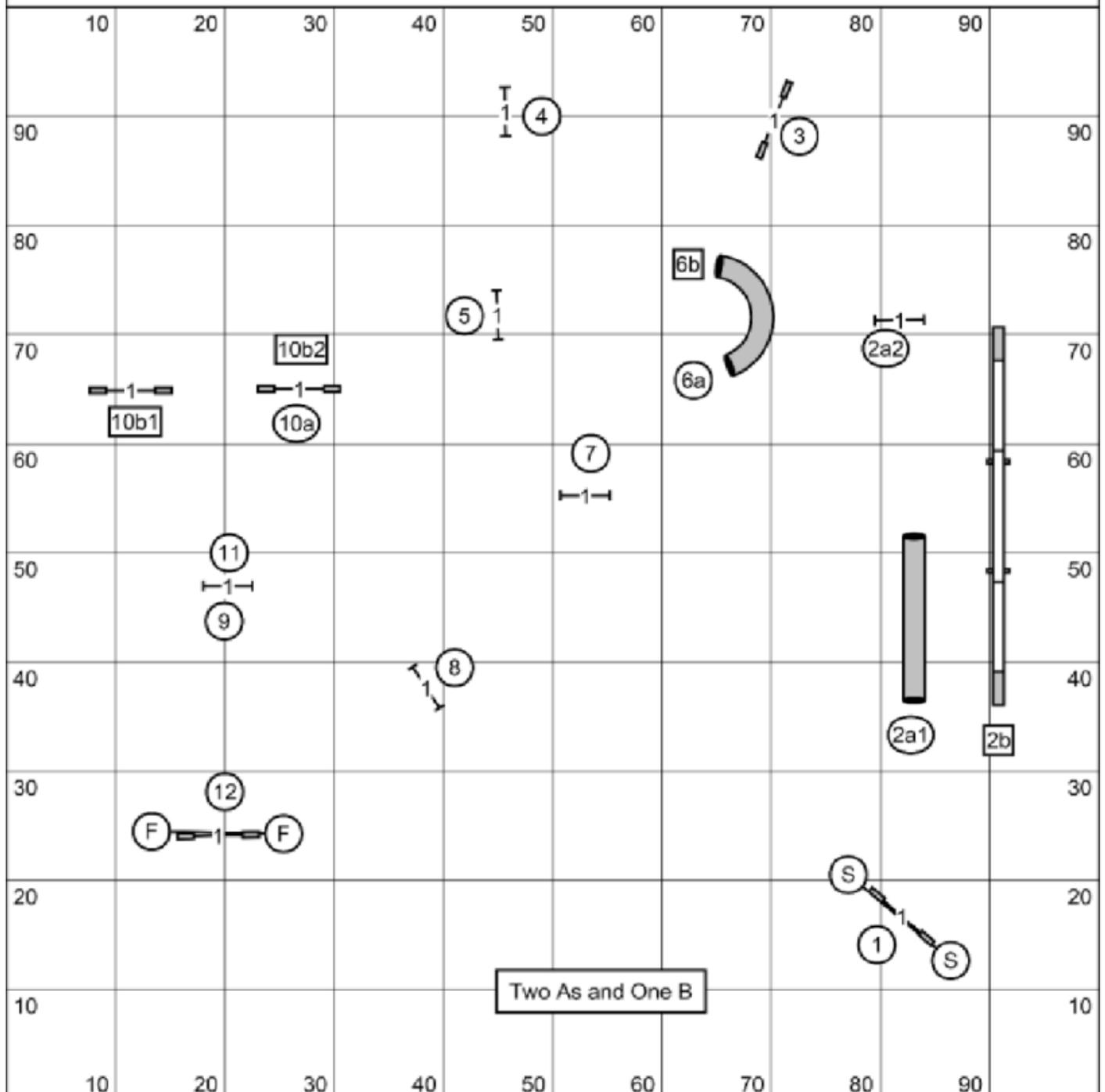
Colors Levels 1 & 2  
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# Wildcard Levels 3, 5 & C



Wildcard Levels 3, 5 & C  
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# Wildcard Levels 1 & 2



Enter / Exit

Enter / Exit

Wildcard Levels 1 & 2  
 Judged by: Dan Roy  
 Saturday, February 28, 2026  
 Ups and Downs Agility Club  
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