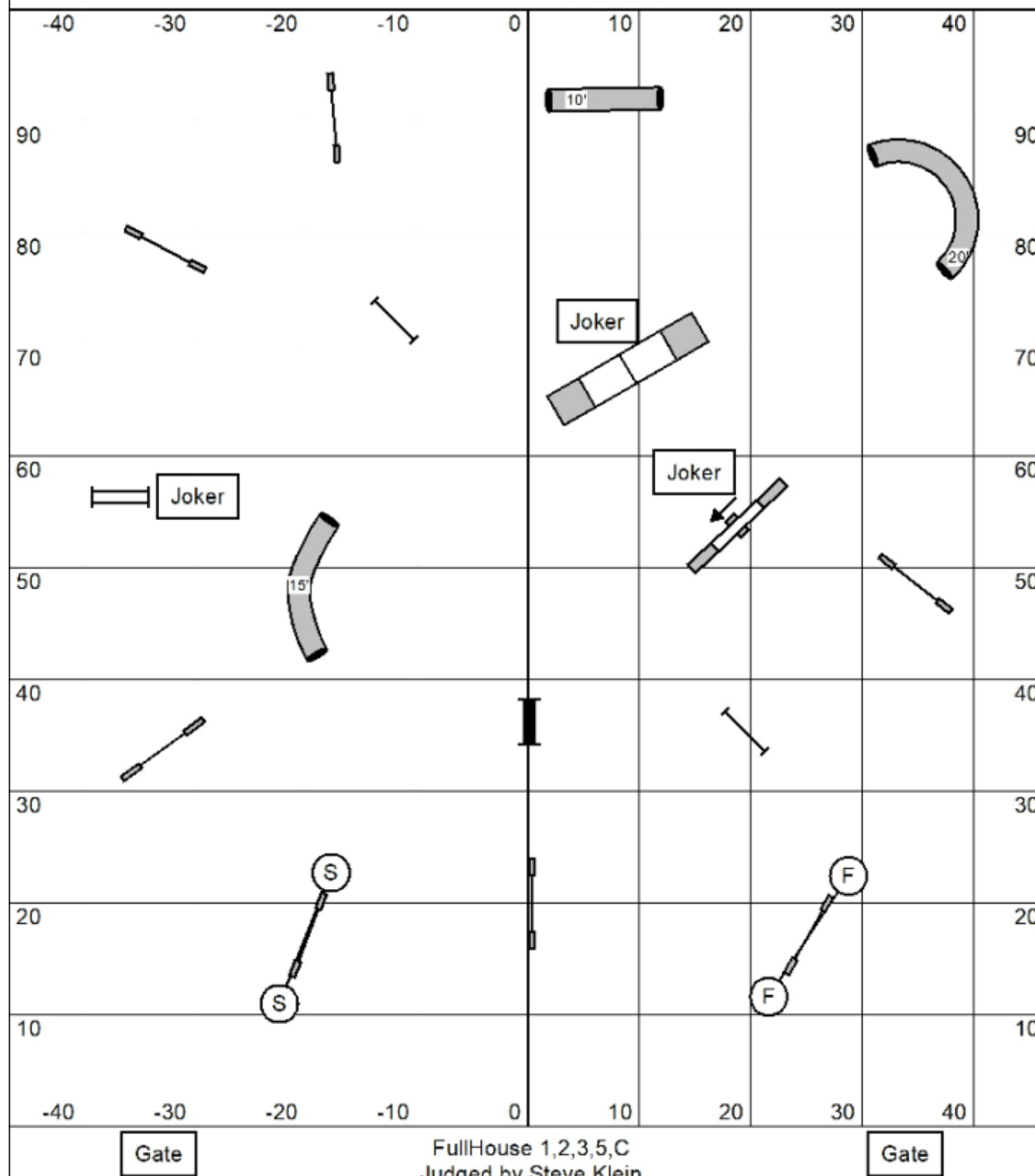


## FullHouse 1,2,3,5,C



### The Keys to FullHouse success.

**Dogs-** Puppies your handlers have many hours and lots of money training you to run independently, feel free to show them how well they have trained you by ignoring them and taking whatever you feel the need to take. Remembering as you run you need 3 single jumps, two tunnels or panels, and one joker (today's jokers, A frame, Double, Teeter). Dogs please remember no matter what you think your handler does not count as a Joker for points. If you happen to miss one of these you will not Q, but you may blame it on your handler for mis-directing you. You must take the start jump to start time.

**Handlers -** You may attempt to direct your dog, or he may run on his own ignoring you completely as you scream and yell their name or obstacle. Just remember to get them to take the finish jump at the end of the run to stop time. The finish jump is live as soon as timer says go. The start line is Bi-directional.

When the horn sounds you have 5 secs to get to the finish jump., after which you will start losing 1 point for each full second over 5. Until your dog takes the finish jump. After the horn there is no more point accumulation.

Times:

4, 8, 12, = 40 secs plus 5 to the table.

16,20,24 = 35 secs plus 5 to the table.

Pts Needed to Qualify:

Level 1 19 pts

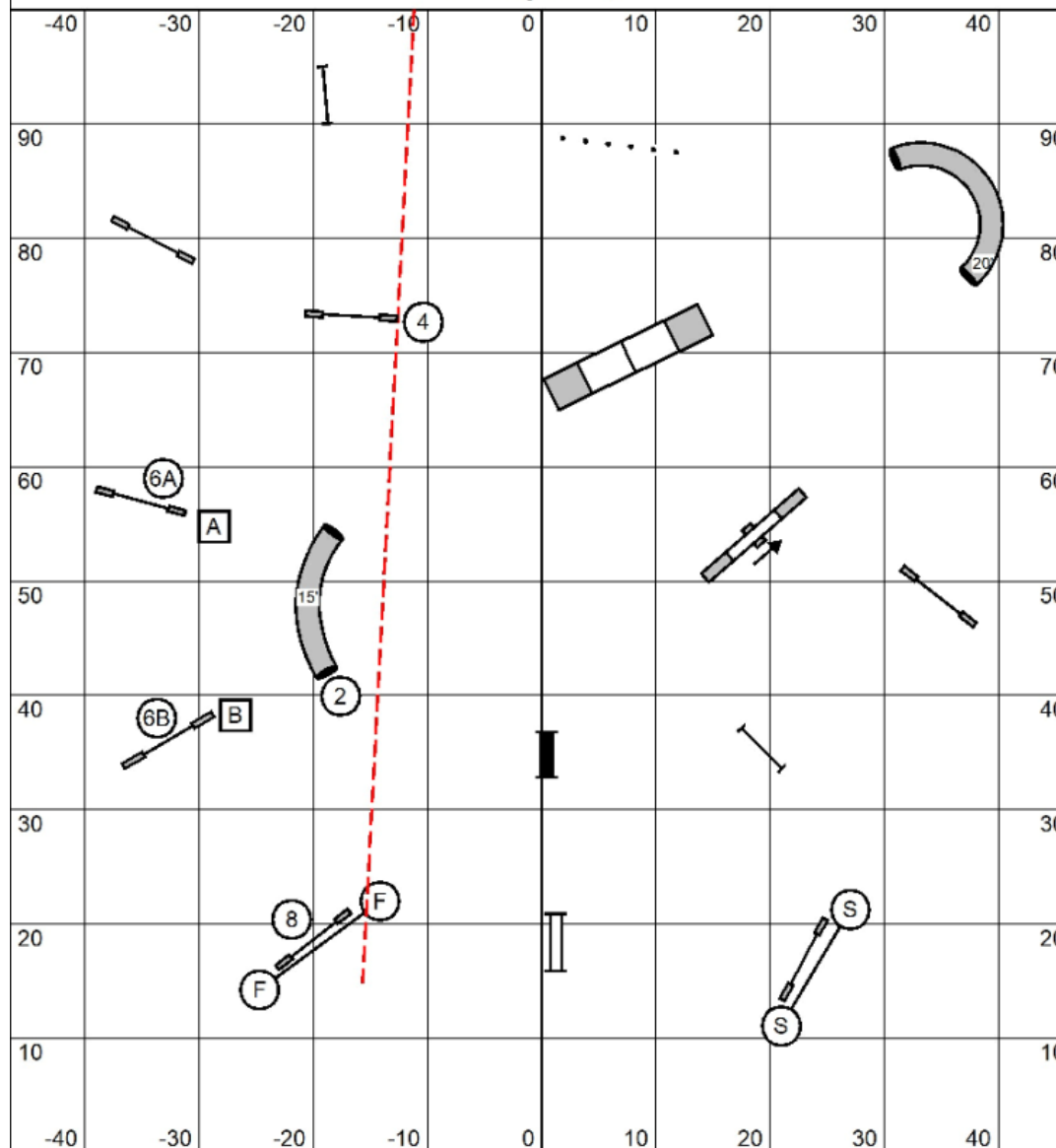
Level 2 21 pts

Level 3 23 pts

Level 5,C 25 Pts

FullHouse 1,2,3,5,C  
Judged by Steve Klein  
March 15, 2026  
Premier Dog Sports  
Lancaster, New York

# Jackpot 5,C



Today's Jackpot is a traditional jackpot. In the opening collect points, each obstacle may be done twice safely for points. In the opening do not attempt any two numbered gamble obstacles, forward or backward; in any order it will negate your Gamble. In the closing complete the gamble 2,4,6,8. #4 is bi-directional. The gamble begins when your dog takes #2 in the correct direction. The finish jump is live after the first horn. The dog must take the finish jump to stop time. The start line is NOT Bi-directional.

1 point obstacles: bar jumps, panel  
 3 point obstacles: double weaves, tunnels.  
 5 point obstacles, A frame, Combo in flow, Teeter.  
 7 point obstacle, back right tunnel first time through..

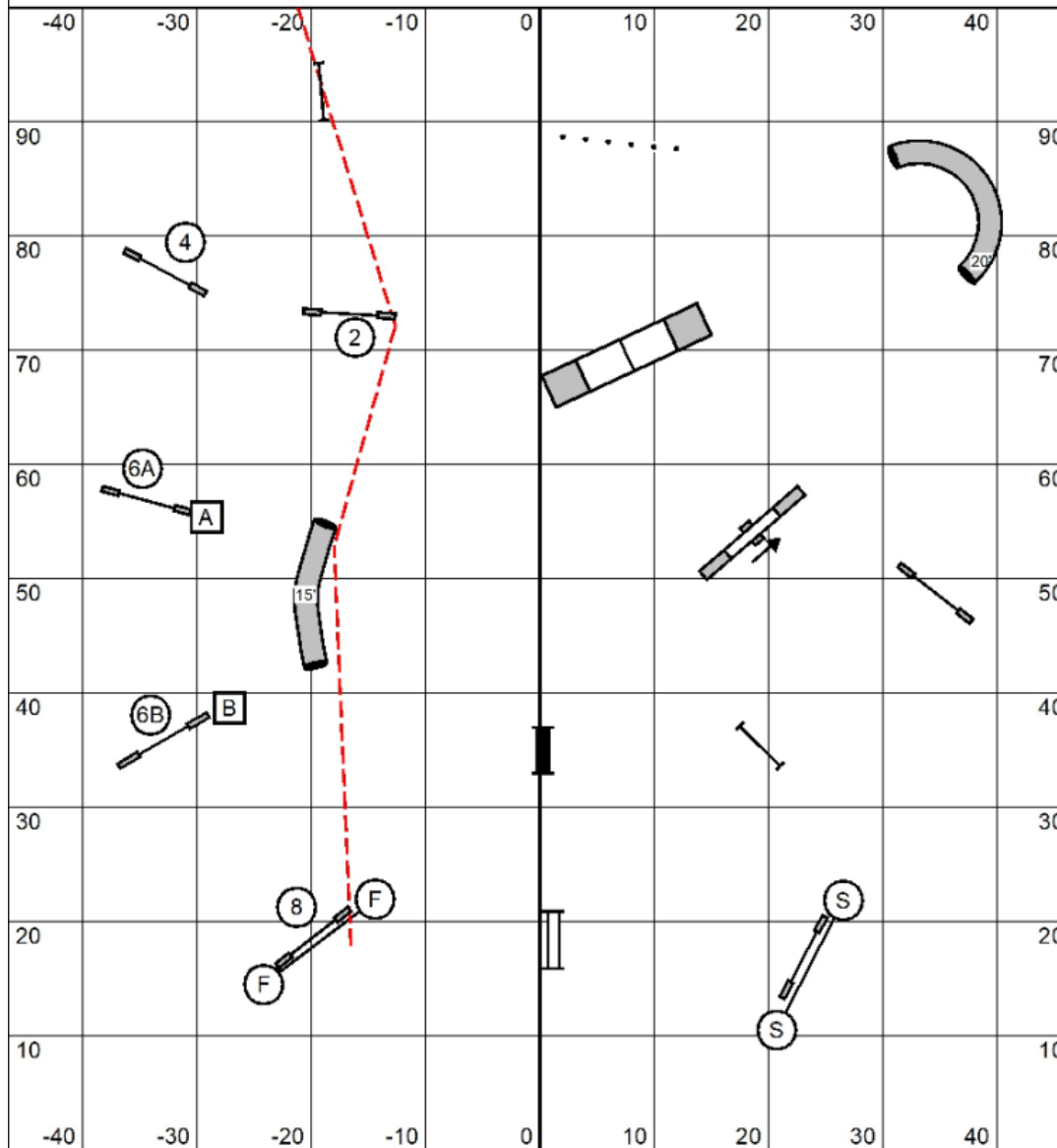
Times  
 4, 8, 12 35 + 22 = 57 secs  
 16, 20, 24 30 + 20 = 50 secs  
 Points needed to Qualify:  
 Level 5,C 44 points  
 Enthusiast & Specialist 42

Gate

Jackpot 5,C  
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 Premier Dog Sports  
 Lancaster, New York

Gate

# Jackpot 3



Today's Jackpot is a traditional jackpot. In the opening collect points, each obstacle may be done twice safely for points. In the opening do not attempt any two numbered gamble obstacles, forward or backward; in any order it will negate your Gamble. In the closing complete the gamble 2,4,6,8.

The gamble begins when your dog takes #2 in the correct direction. The finish jump is live after the first horn.

The dog must take the finish jump to stop time. The start line is NOT Bi-directional.

1 point obstacles: bar jumps, Panel

3 point obstacles: double weaves, tunnels.

5 point obstacles, A frame, Combo in flow, Teeter.

7 point obstacle; back right tunnel first time through.

Times  
4, 8, 12 35 + 22 = 57 secs  
16, 20, 24 30 + 20 = 50 secs

Points needed to Qualify:  
Level 3 40 points

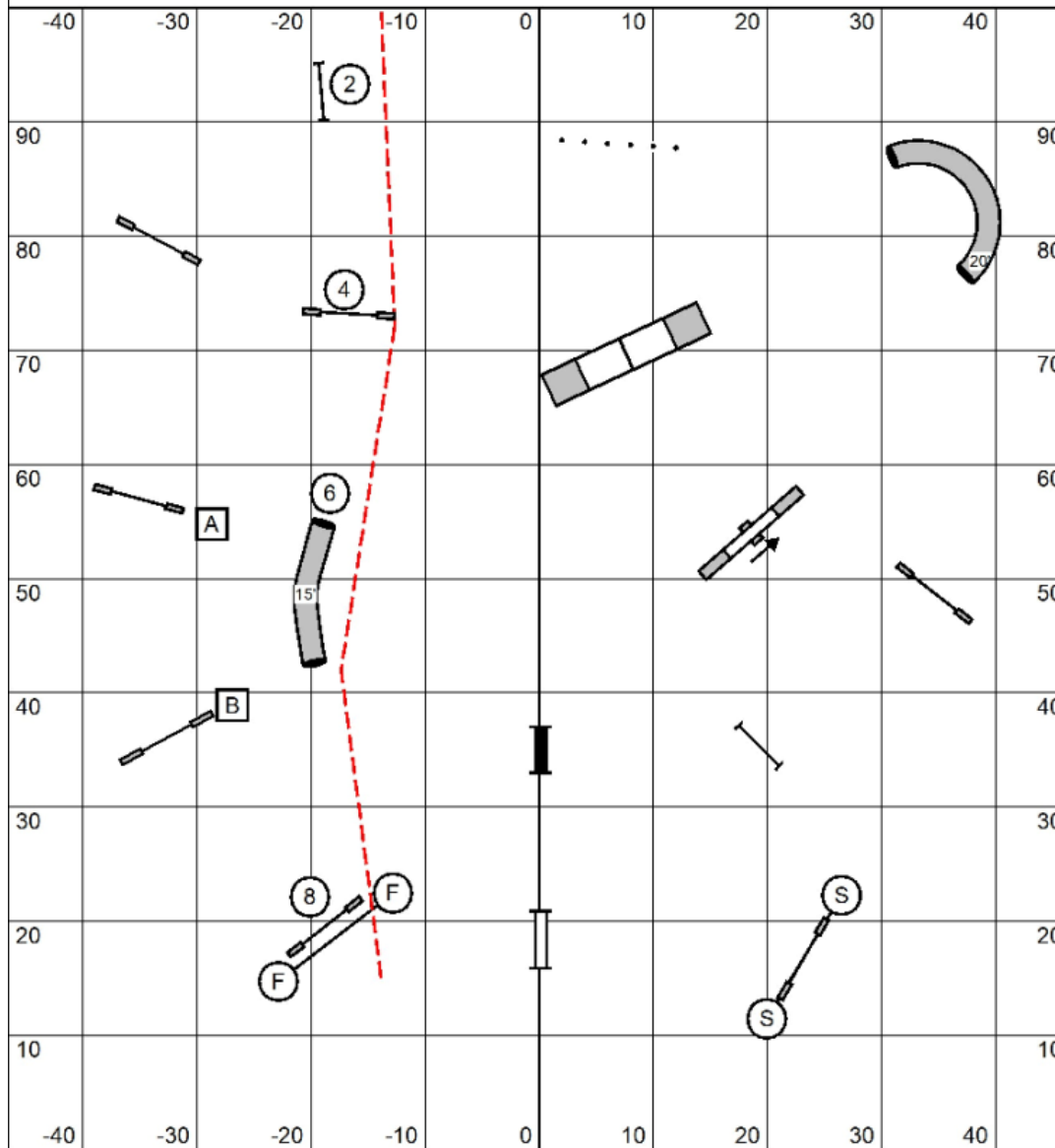
Enthusiast & Specialist 38

Gate

Jackpot 3  
Judged by Steve Klein  
March 15, 2026  
Premier Dog Sports  
Lancaster, New York

Gate

# Jackpot 1,2



Today's Jackpot is a traditional jackpot. In the opening collect points, each obstacle may be done twice safely for points. In the opening do not attempt any two numbered gamble obstacles, forward or backward; in any order it will negate your Gamble. In the closing complete the gamble 2,4,6,8. The gamble begins when your dog takes #2 in the correct direction. The finish jump is live after the first horn. The dog must take the finish jump to stop time. The start line is NOT Bi-directional.

1 point obstacles: bar jumps, panel  
 3 point obstacles: double weaves, tunnels.  
 5 point obstacles, A frame, Combo in flow, Teeter  
 7 point obstacle; back right tunnel first time through.

Times  
 4, 8, 12 35 + 20 = 55 secs  
 16, 20, 24 30 + 18 = 48 secs

Points needed to Qualify:  
 Level 1 32 points  
 Level 2 36 points  
 Enthusiast & Specialist  
 Level 1 30 points  
 Level 2 34 points

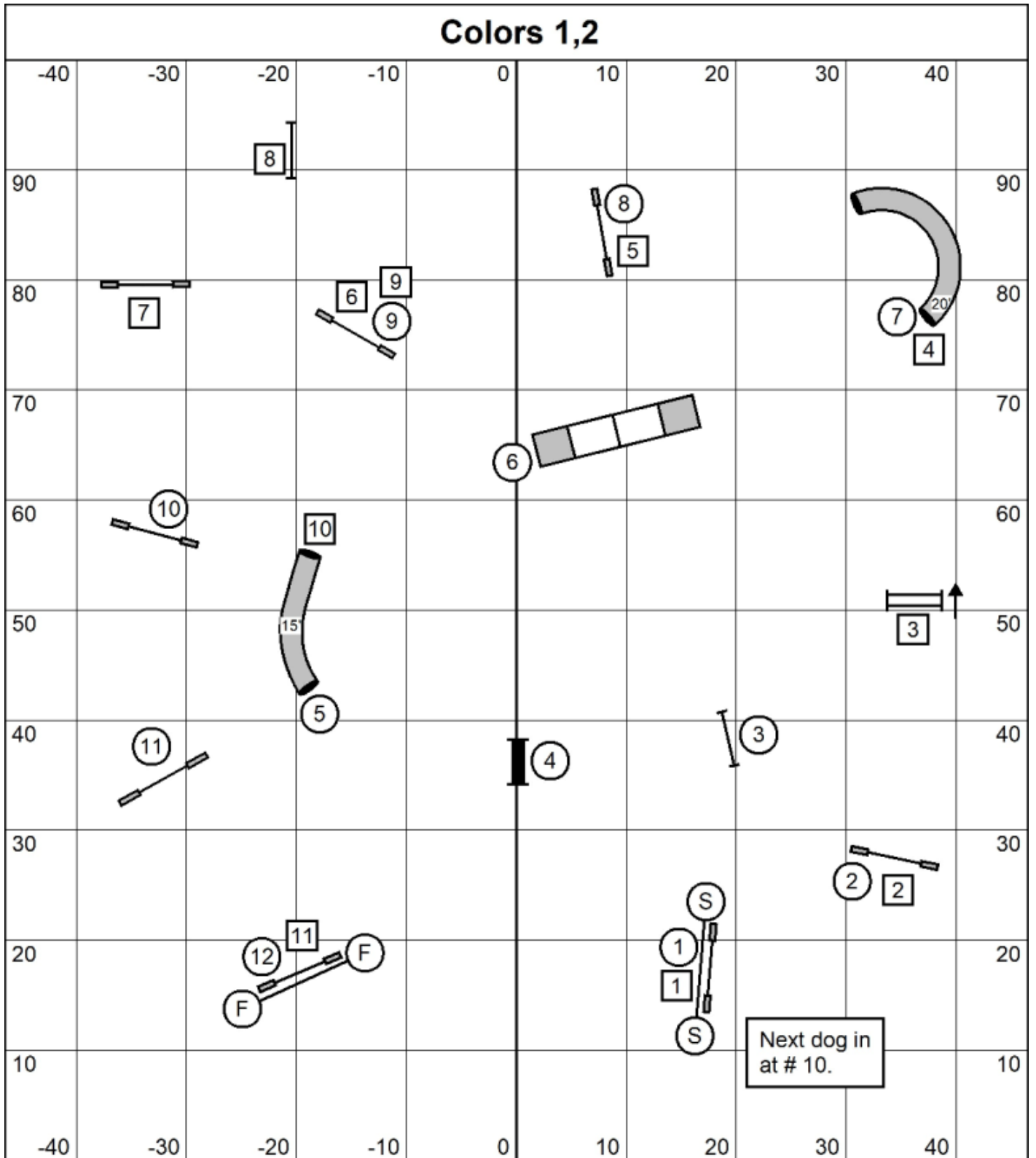
Gate

Jackpot 1,2  
 Judged by Steve Klein  
 March 15, 2026  
 Premier Dog Sports  
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Gate



# Colors 1,2

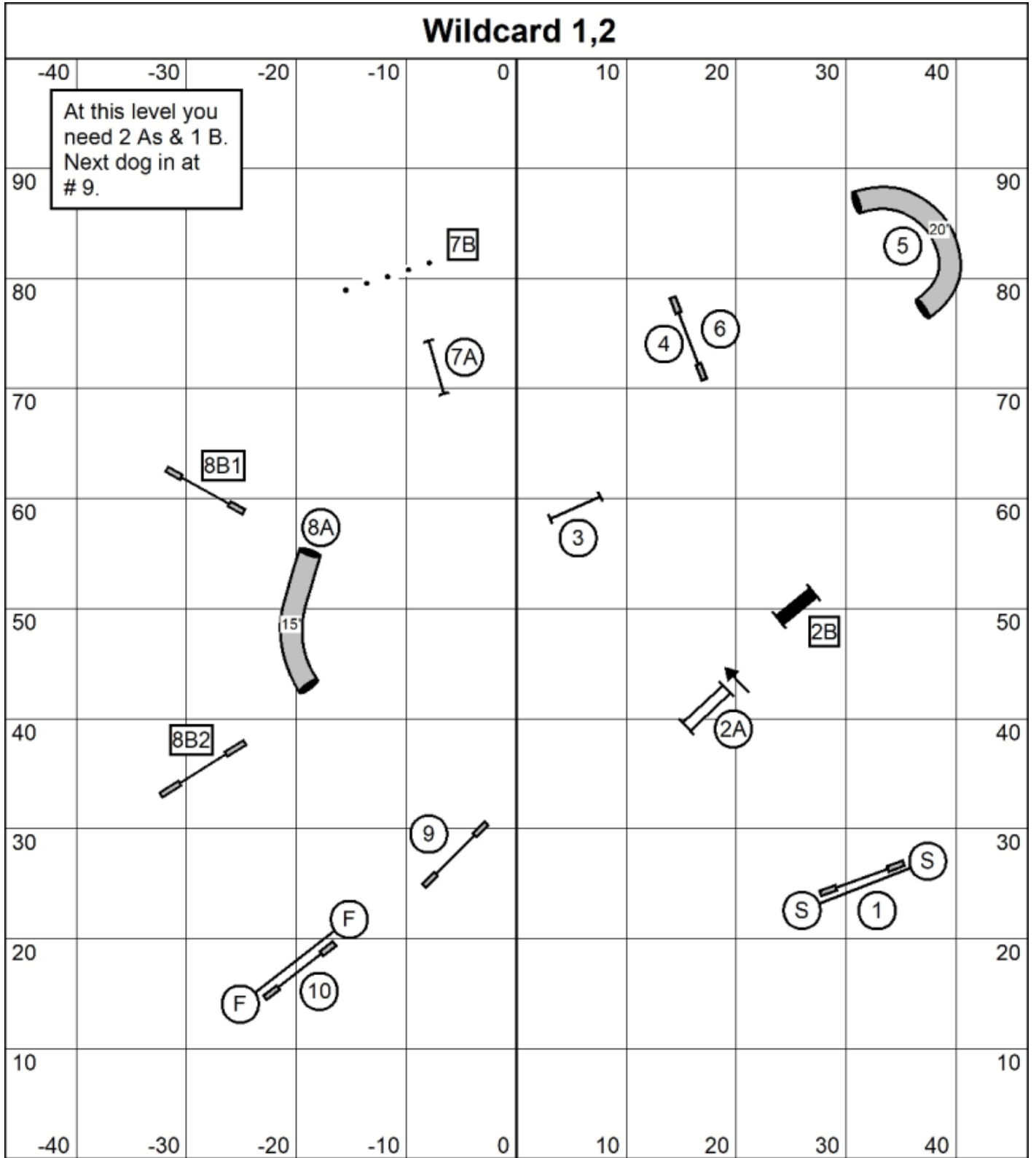


Gate

Colors 1,2  
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# Wildcard 1,2

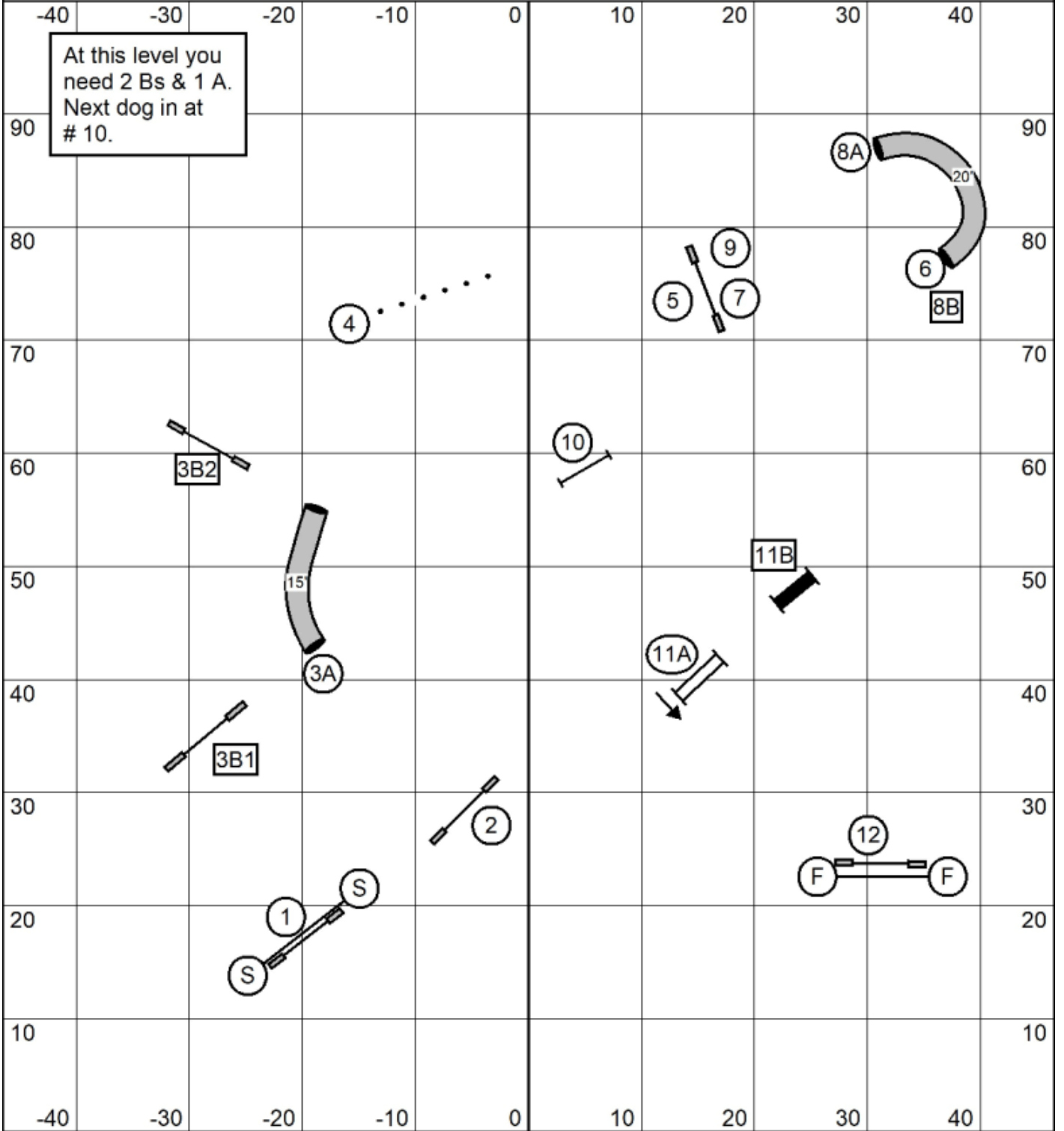


Gate

Wildcard 1,2  
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# Wildcard 3,5,C



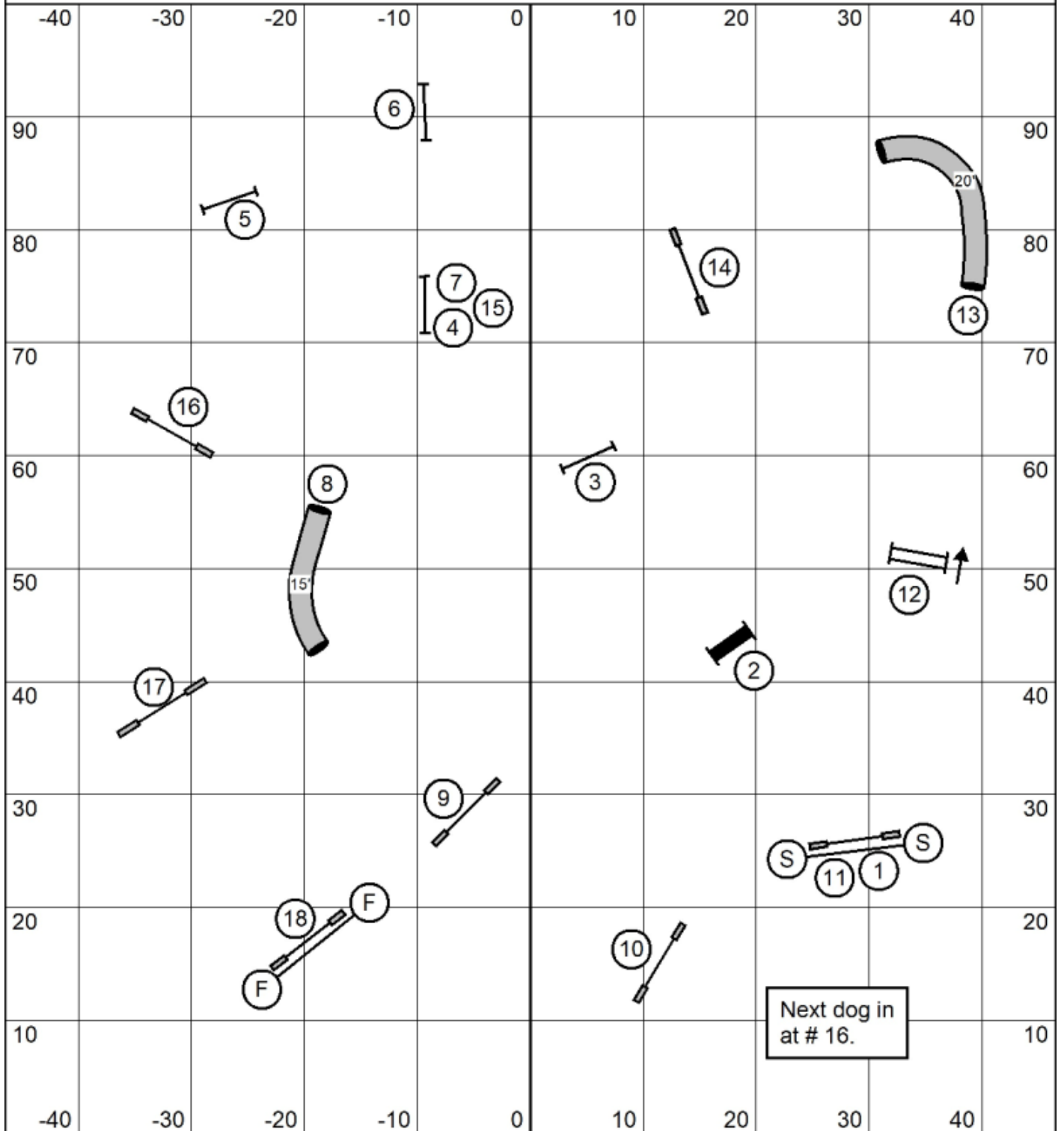
At this level you need 2 Bs & 1 A. Next dog in at # 10.

Gate

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# Jumpers 3,5,C

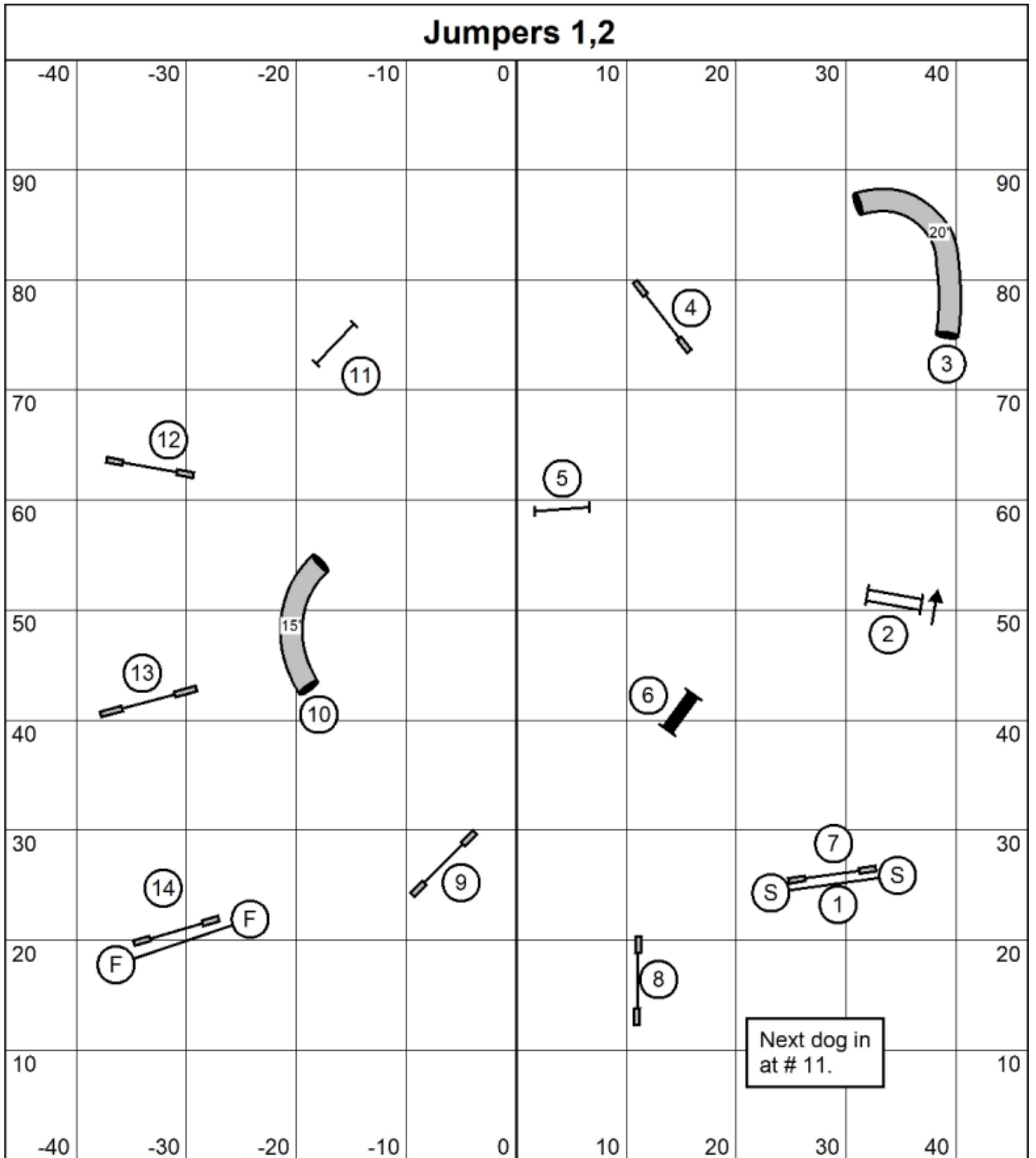


Gate

Jumpers 3,5,C  
 Judged by Steve Klein  
 March 15, 2026  
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Gate

# Jumpers 1,2



Gate

Jumpers 1,2  
 Judged by Steve Klein  
 March 15, 2026  
 Premier Dog Sports  
 Lancaster, New York

Gate