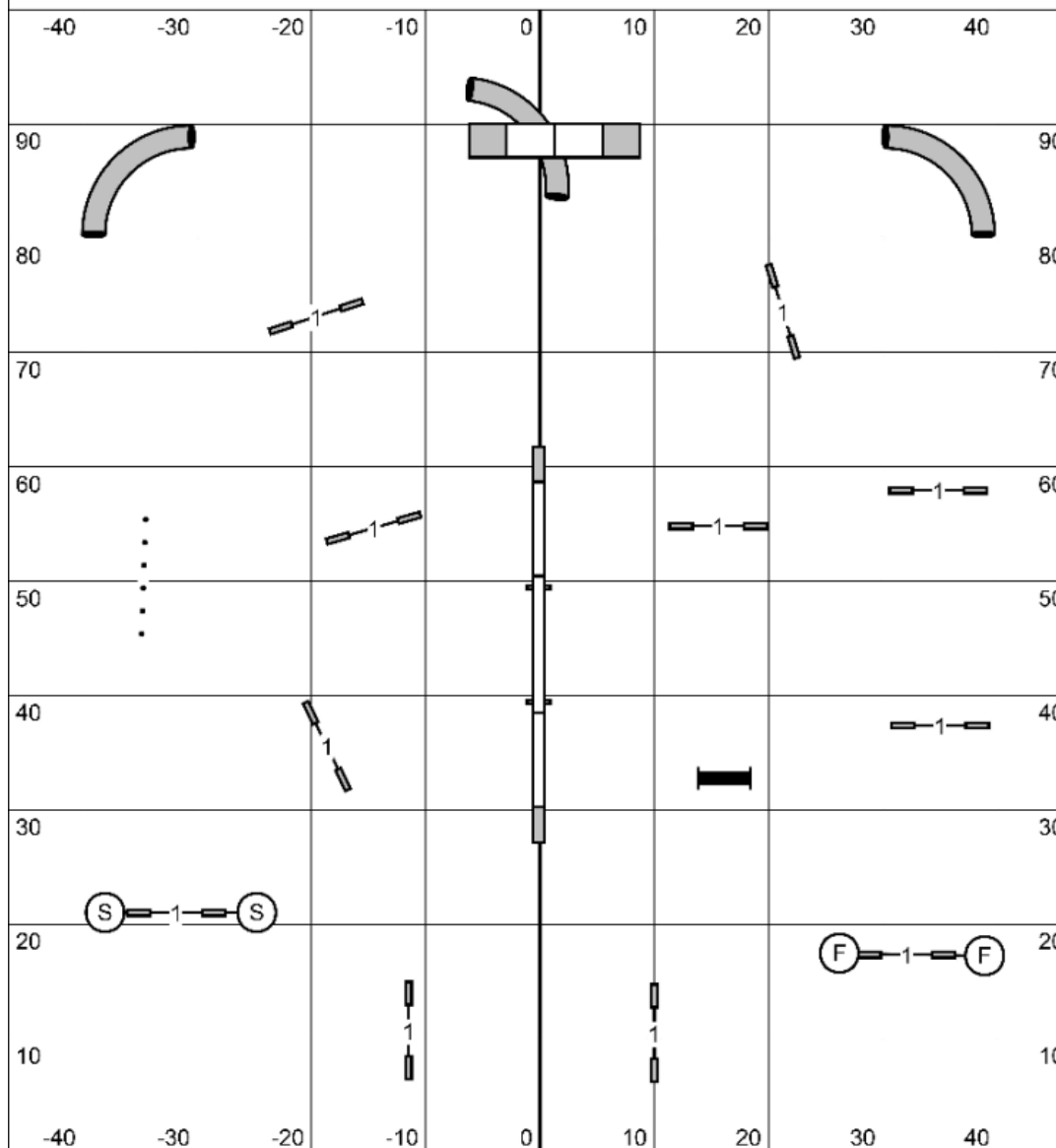


FullHouse 1, 2, 3, 5 & C



Briefing:
The Finish Jump is live at all times and is used to stop the clock.

All obstacles may be taken twice for points

When the horn sounds your dog has 5 seconds to get to the finish after which 1 point will be deducted for each full second over that 5 second grace period

To Qualify: collect the correct number of points for your dog's level which must include at least:

- 3 1-pt obstacles
- 2 3-pt obstacles
- 1 5-pt obstacles

Obstacle values:

- 1 pt: Single Bar Jumps
- 3 pt: Tunnels, Panel
- 5 pt: A-Frame, Weaves & Dog Walk

Times:

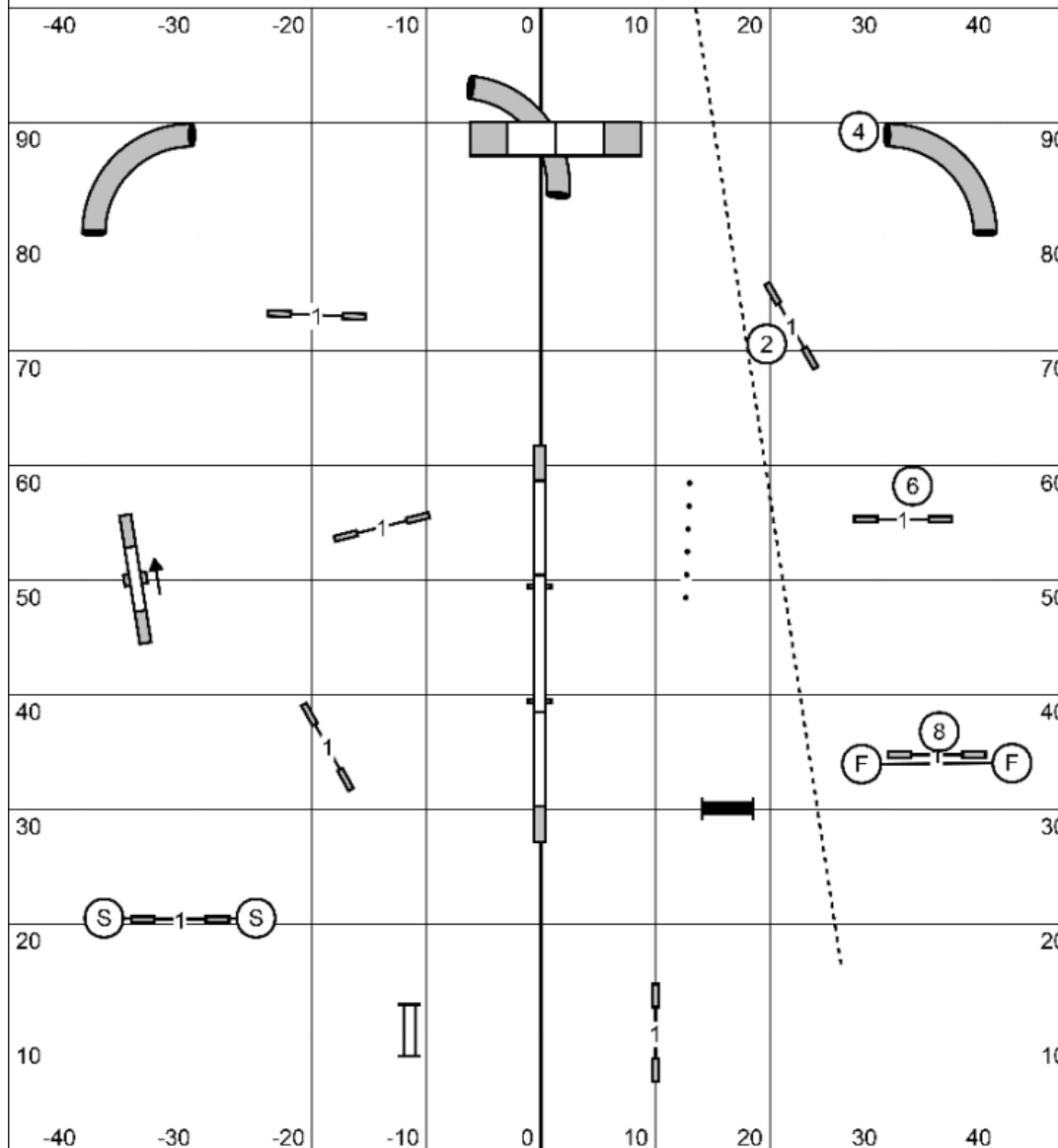
- Small Dogs 40 Seconds
- Large Dogs 35 Seconds
- 16" Vets jumping 12" get large dog time

Points needed to qualify:

Level	Reg/Vet	Ent/Spc
Level 1	19	17
Level 2	21	19
Level 3	23	21
Level 5&C	25	23

FullHouse 1, 2, 3, 5 & C
 Judged by: Ryan Thompson
 May 9, 2026
 Premier Dog Sports
 Lancaster, NY

Jackpot 5 & C



Briefing:

The finish jump is live after the first horn and is used to stop the clock.

All obstacles may be taken twice for points..

Do NOT take 2 consecutive gamble obstacles in the opening or you will negate your gamble.

The Gamble must be tried after the first horn.

To get the gamble you must stay behind the line performing the obstacles 2-4-6-8.

Obstacle values:

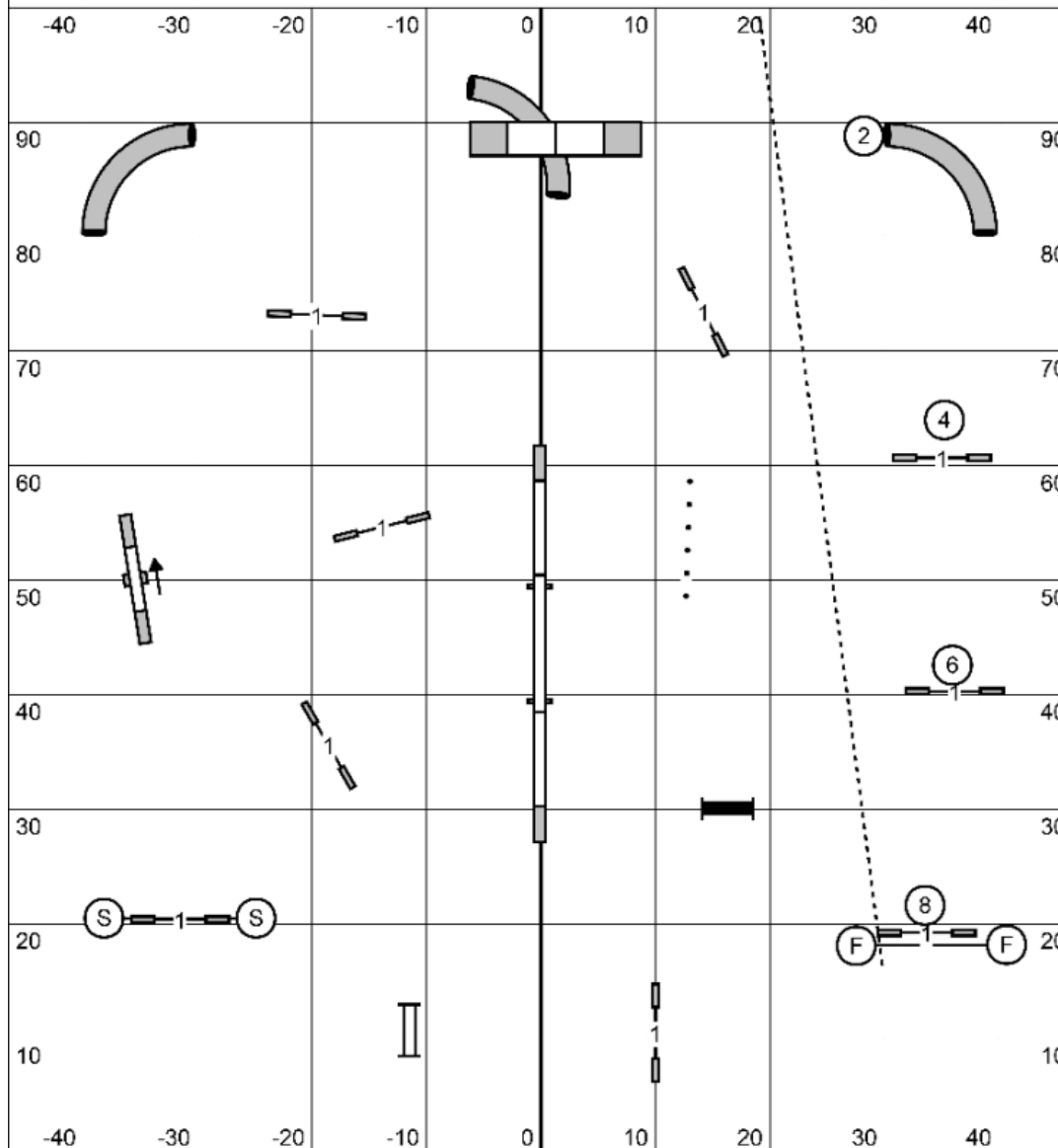
- 1 pt: Single Bar Jumps & Panel Jump
- 3 pt: Tunnels, Weaves & Double Jump
- 5 pt: A-Frame, Dogwalk, Teeter

Points needed to qualify:

Level	Total
Level 1	32
Level 2	36
Level 3	40
Level 5&C	44
Enthusiast and Specialist need 2 less points	

Jackpot 5 & C
 Judged by: Ryan Thompson
 May 9, 2026
 Premier Dog Sports
 Lancaster, NY

Jackpot 3



Briefing:
The finish jump is live after the first horn and is used to stop the clock.

All obstacles may be taken twice for points.

Do NOT take 2 consecutive gamble obstacles in the opening or you will negate your gamble.

The Gamble must be tried after the first horn.

To get the gamble you must stay behind the line performing the obstacles 2-4-6-8.

Obstacle values:
 1 pt: Single Bar Jumps & Panel Jump
 3 pt: Tunnels, Weaves & Double Jump
 5 pt: A-Frame, Dogwalk, Teeter

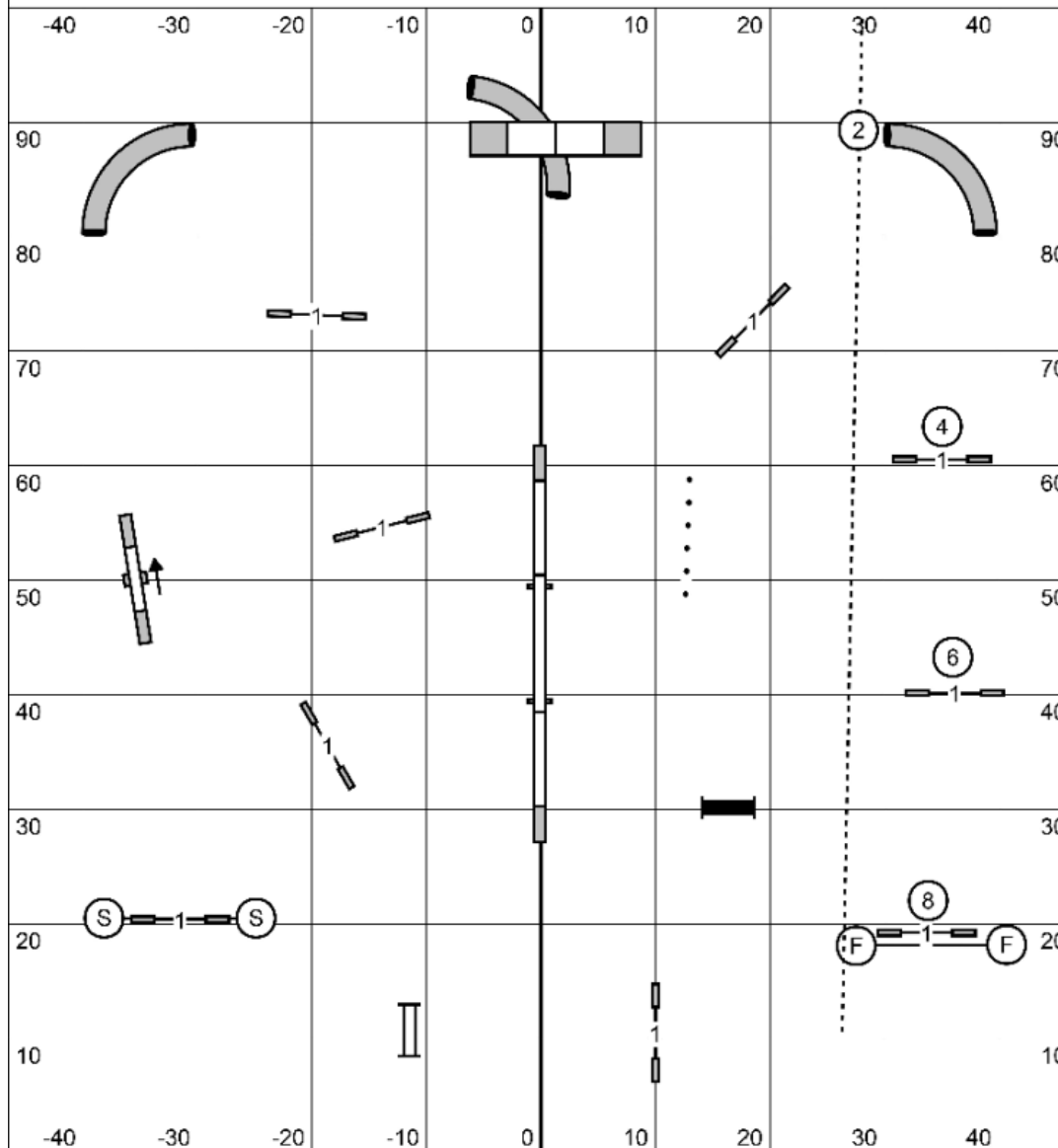
Points needed to qualify:

Level	Total
Level 1	32
Level 2	36
Level 3	40
Level 5&C	44

Enthusiast and Specialist need 2 less points

Jackpot 1, 2
 Judged by: Ryan Thompson
 May 9, 2026
 Premier Dog Sports
 Lancaster, NY

Jackpot 1, 2



Briefing:

The finish jump is live after the first horn and is used to stop the clock.

All obstacles may be taken twice for points.

Do NOT take 2 consecutive gamble obstacles in the opening or you will negate your gamble.

The Gamble must be tried after the first horn.

To get the gamble you must stay behind the line performing the obstacles 2-4-6-8.

Obstacle values:

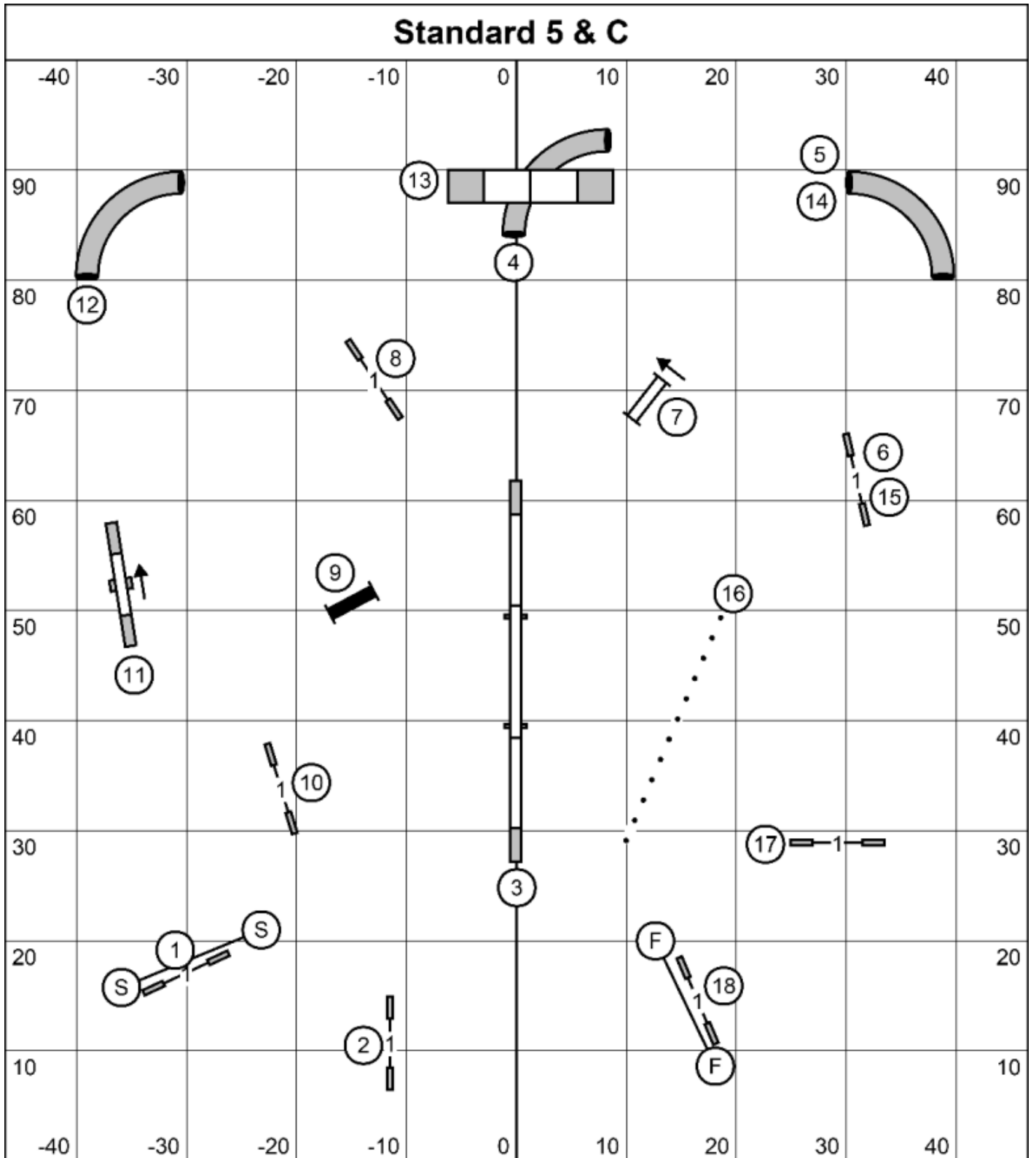
- 1 pt: Single Bar Jumps & Panel Jump
- 3 pt: Tunnels, Weaves & Double Jump
- 5 pt: A-Frame, Dogwalk, Teeter

Points needed to qualify:

Level	Total
Level 1	32
Level 2	36
Level 3	40
Level 5&C	44
Enthusiast and Specialist need 2 less points	

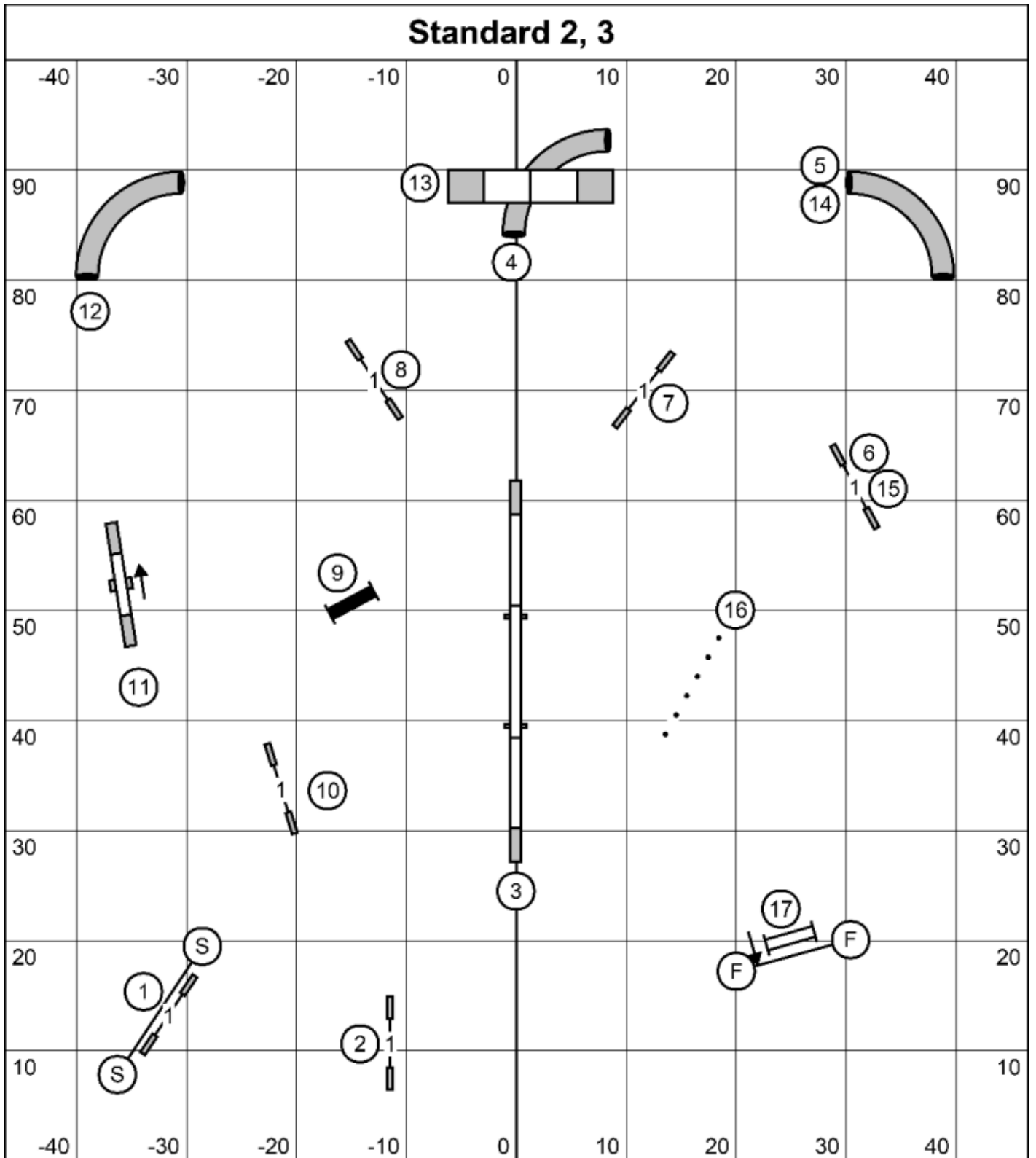
Jackpot 1, 2
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Standard 5 & C



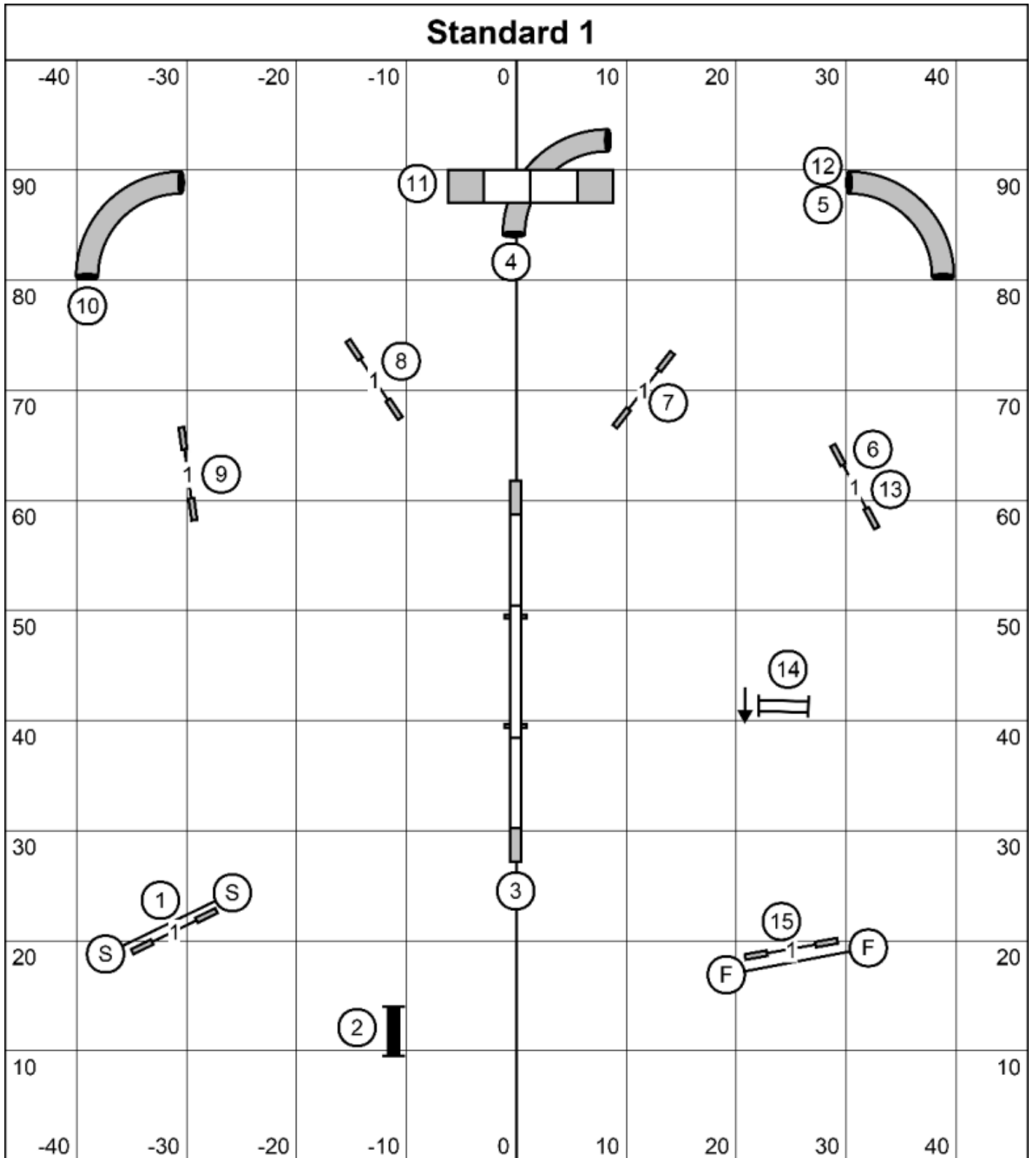
Standard 5 & C
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Standard 2, 3



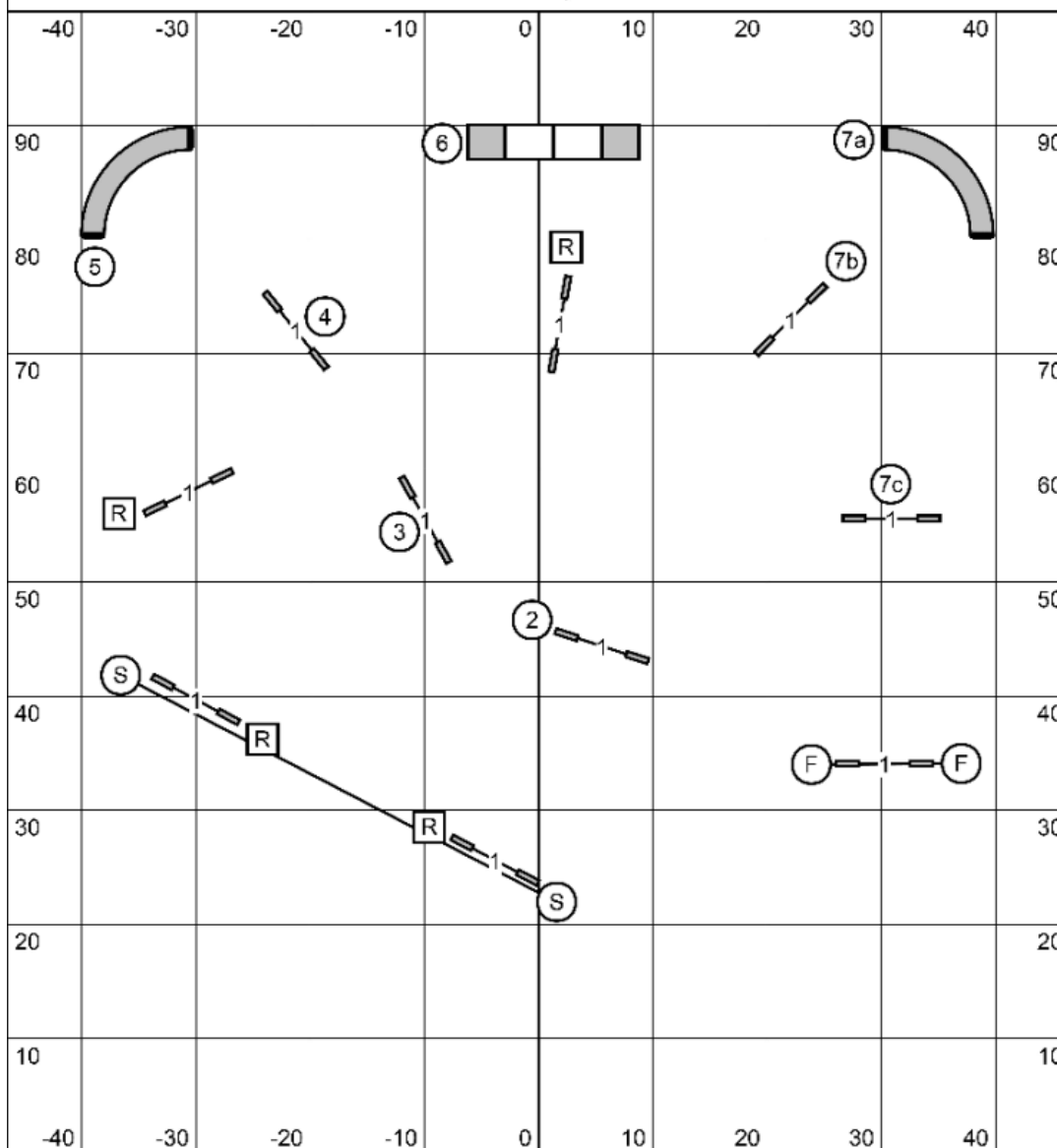
Standard 2, 3
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Standard 1



Standard 1
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Snooker 3, 5 & C



Briefing:
Opening:
 All obstacles are bi-directional in the opening.

Red's can only be used once as a red, numbered obstacles can be used multiple times.

The finish jump becomes live after the last opening color or you direct your dog to perform it.

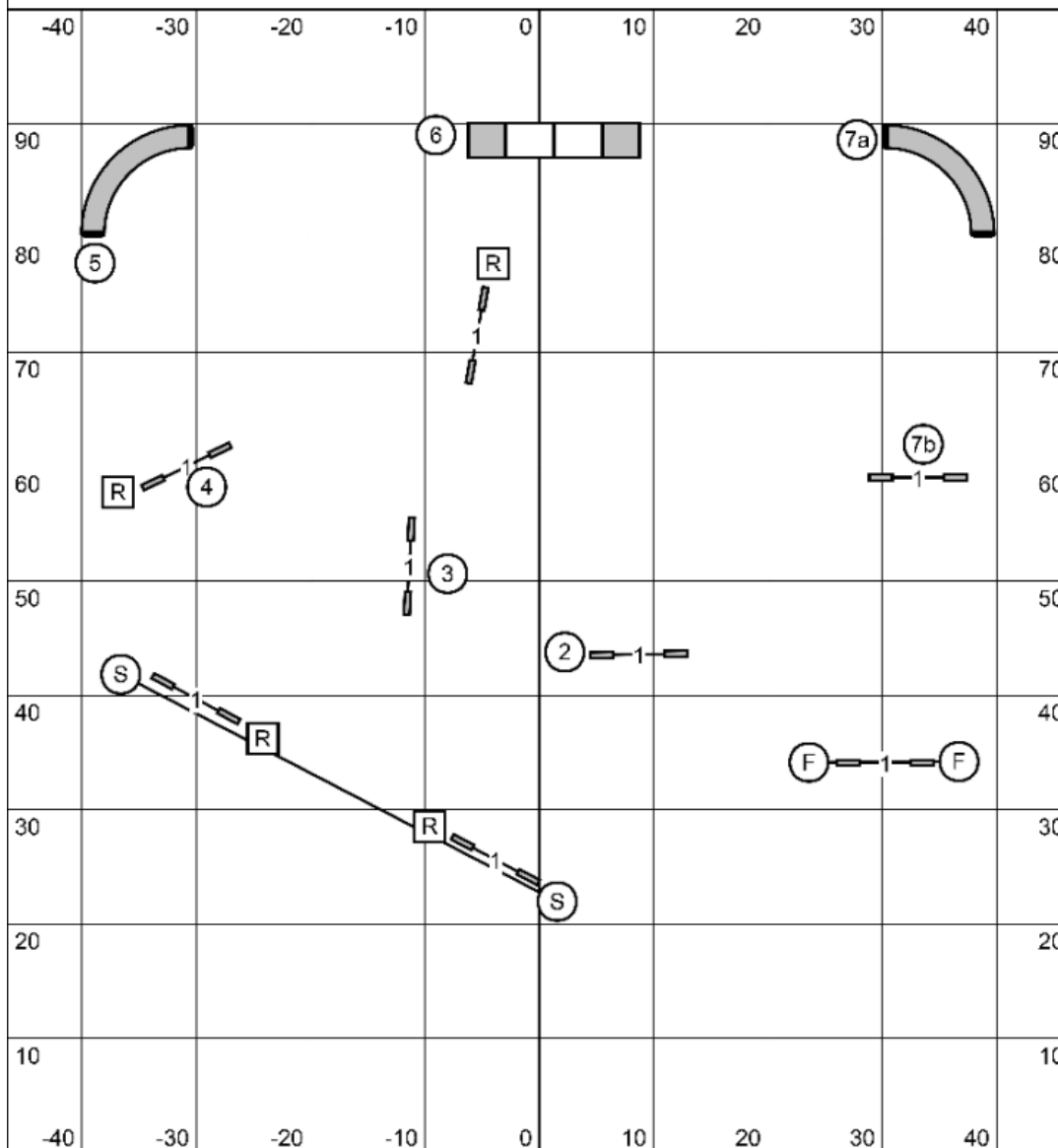
Closing:
 #2 and 7b are bi-directional. All other obstacles must be taken in order. You must take the finish jump to stop the time

Points needed to qualify:

Level	Reg/Vet	Ent/Spc
Level 3	30	28
Level 5&C	32	30

Snooker 3, 5 & C
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Snooker 1, 2



Briefing:
Opening:
 All obstacles are bi-directional in the opening.

Red's can only be used once as a red, numbered obstacles can be used multiple times.

The finish jump becomes live after the last opening color or you direct your dog to perform it.

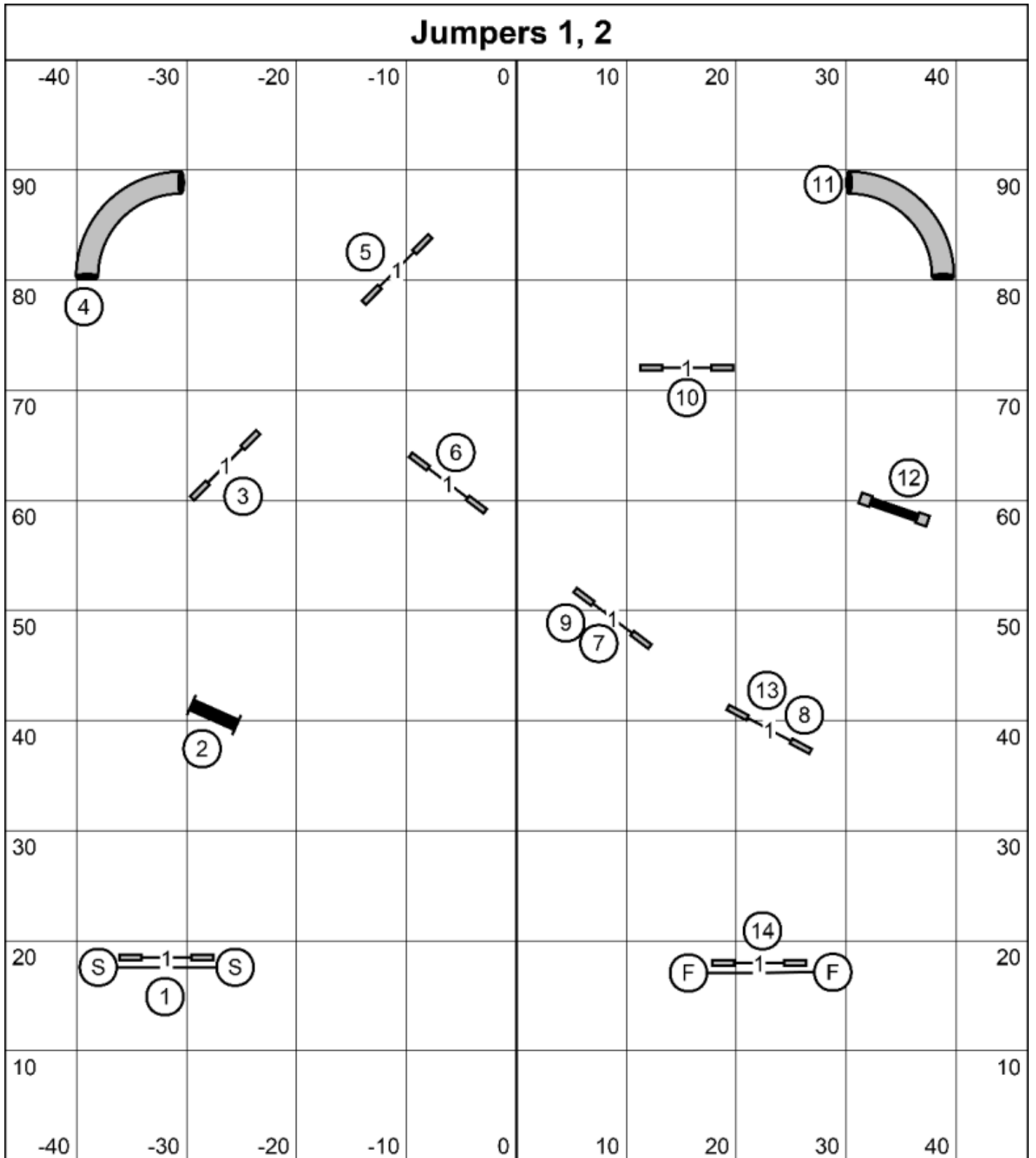
Closing:
 #2 is bi-directional.
 All other obstacles must be taken in order.
 You must take the finish jump to stop the time

Points needed to qualify:

Level	Reg/Vet	Ent/Spc
Level 1	26	24
Level 2	28	26

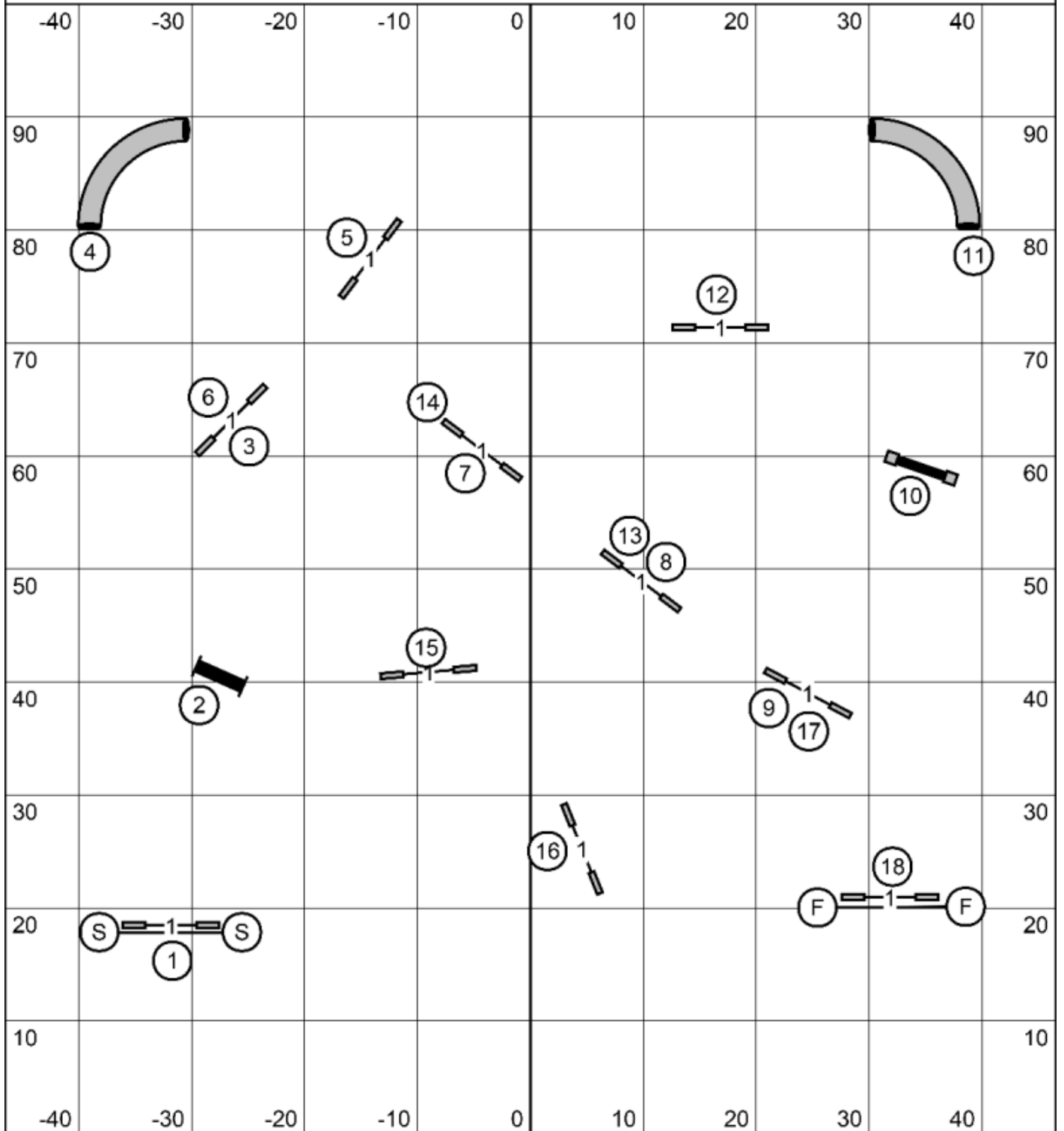
Snooker 1, 2
 Judged by: Ryan Thompson
 May 9, 2026
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Jumpers 1, 2



Jumpers 1, 2
 Judged by: Ryan Thompson
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Jumpers 3, 5 & C



Jumpers 3, 5 & C
 Judged by: Ryan Thompson
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