

FullHouse 1235C

Briefing:

The Finish jump is live at all times after you receive the Go.

All obstacles may be taken twice for points and Back to Back obstacles are allowed if done safely.

NO Contact To Contact Allowed

To Qualify, you must obtain the required obstacles, which are 3 (1) point obstacles, two (3) point obstacles and one (1) five point obstacle and the additional points to complete your level.

Once you complete your point accumulation you may go to the Finish jump at any time.

Once the Horn Blows, you have 5 seconds for your dog to get to the finish jump to stop the clock, or lose one point per full second over time.

1 point: Jumps

3 point: Tunnels, panel,

5 Point: Aframe, Teeter, Double

Times:

Large Dogs: 35seconds

Small Dogs: 40 Seconds

16" vets jumping 12" get big dog time

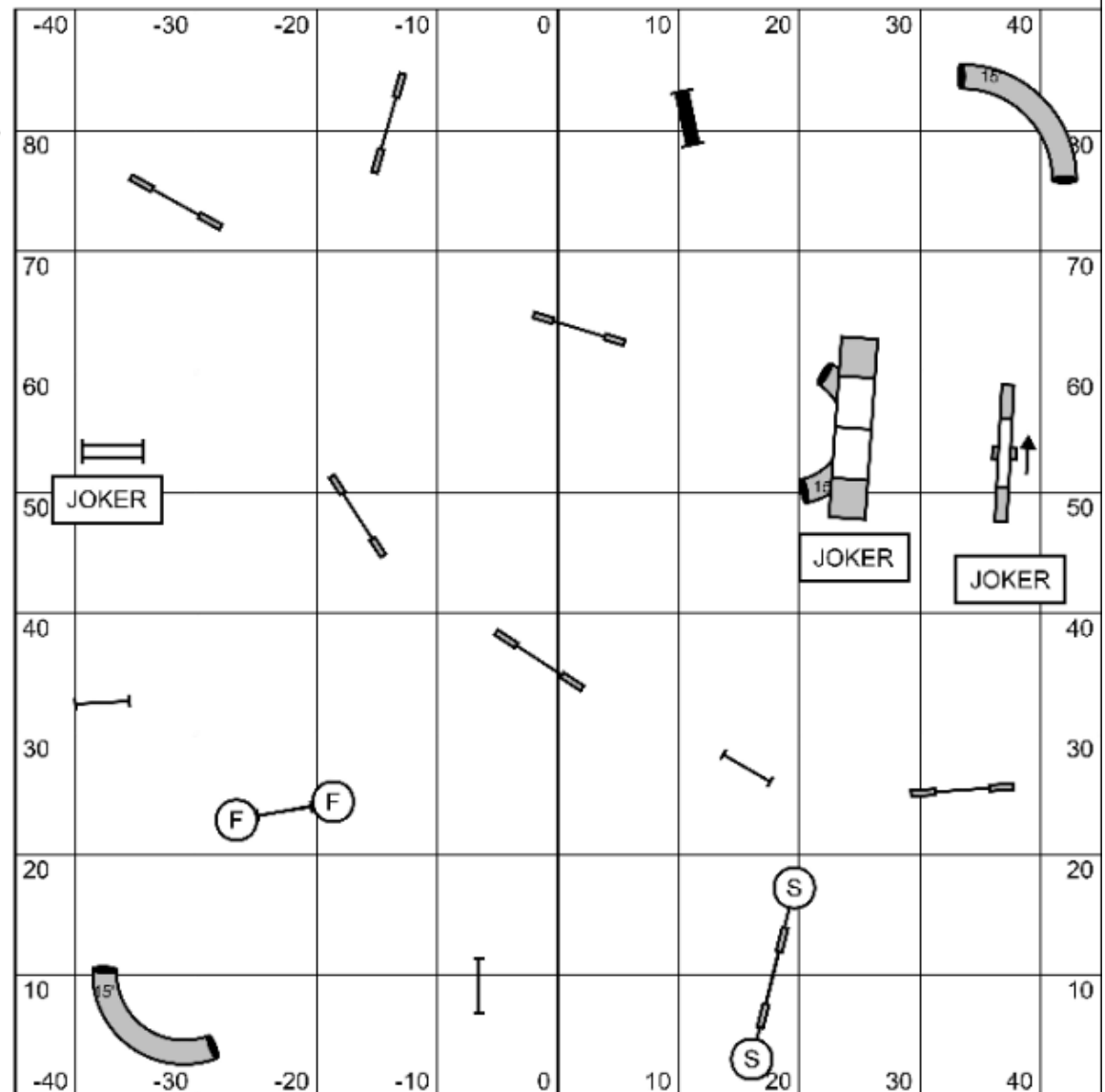
Level 1 19 points

Level 2 21 points

Level 3 23 points

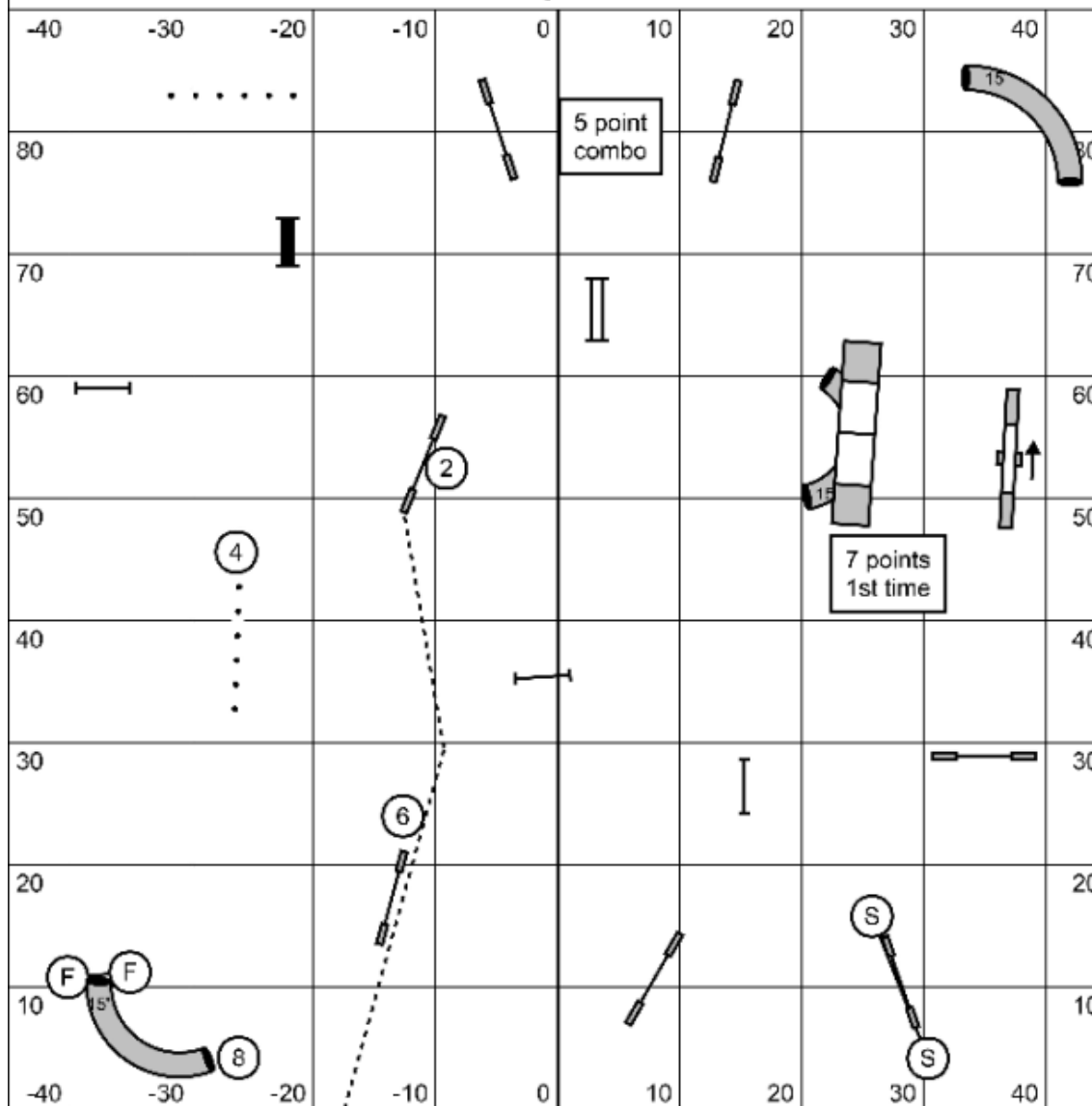
Level 5 C 25 Points

Specialist/Enthusiasts: two points fewer



FullHouse 1235C
 Judged By: Jason Pierce
 July 11 2026
 AgileDogs Agility Training
 Greenfield Center NY

Jackpot 5C



Briefing: Everything maybe taken twice successfully for points during oping time.

Back to back is fine as long as its done safely.

NO Contact To Contact Allowed

In opening, no two sequentially numbered gamble obstacles may be taken back to back or you negate your gamble. Once the horn sounds, you stop accumulating points and must succesfully complete the gamble within time allowed to Q.

1 points jumps and Panal

3 points Tunnels, Double and Weaves

5 points Contacts, Combo

7 Points First time Aframe

Closing #6 is Bidirectional

Jackpot time:

Small Dogs 35 seconds opening, 20 seconds closing

Big Dog time 30 seconds opening, 18 seconds closing

Going over the total game time will result in a NQ.

the second buzzer is 6 seconds over time

To Qualify, teams must complete the Gamble Along with Earning enough opening points within time allowed

level 1 32 points

level 2 36 points

level 3 40 points

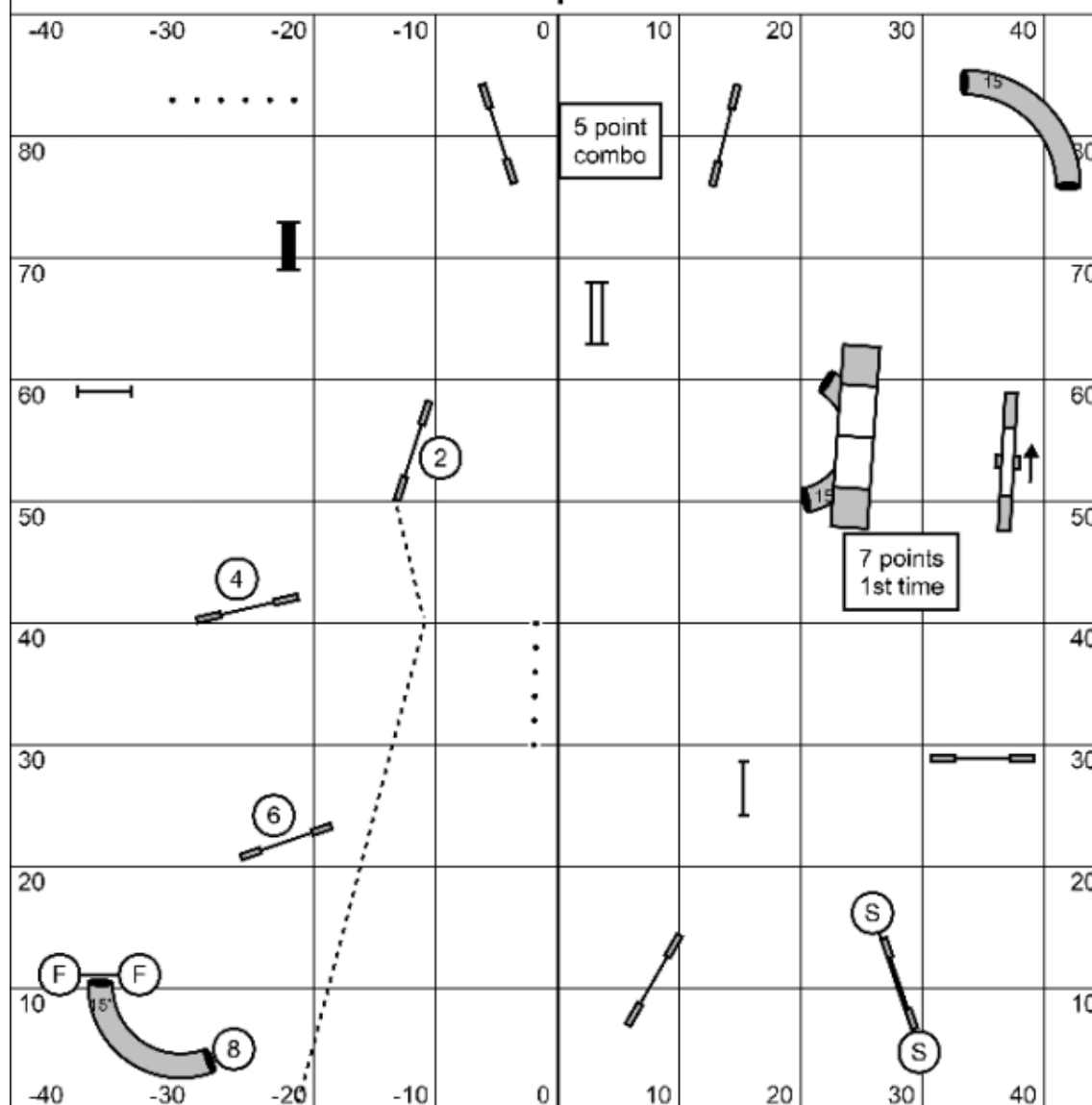
level 5 C 44 points

Specialist/Enthusiasts: two points fewer in each level

The Startline is Bi directional

Jackpot 5C
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Jackpot 3



Briefing: Everything maybe taken twice successfully for points during oping time.
Back to back is fine as long as its done safely.

NO Contact To Contact Allowed

In opening, no two sequentially numbered gamble obstacles may be taken back to back or you negate your gamble. Once the horn sounds, you stop accumulating points and must succesfully complete the gamble within time allowed to Q.

- 1 points jumps and Panel
- 3 points Tunnels, Double and Weaves
- 5 points Contacts, Combo
- 7 Points First time Aframe

Jackpot time:

Small Dogs 35 seconds opening, 20 seconds closing
Big Dog time 30 seconds opening, 18 seconds closing
Going over the total game time will result in a NQ.
the second buzzer is 6 seconds over time

To Qualify, teams must complete the Gamble Along with Earning enough opening points within time allowed

- level 1 32 points
- level 2 36 points
- level 3 40 points
- level 5 C 44 points
- Specialist/Enthusiasts: two points fewer in each level

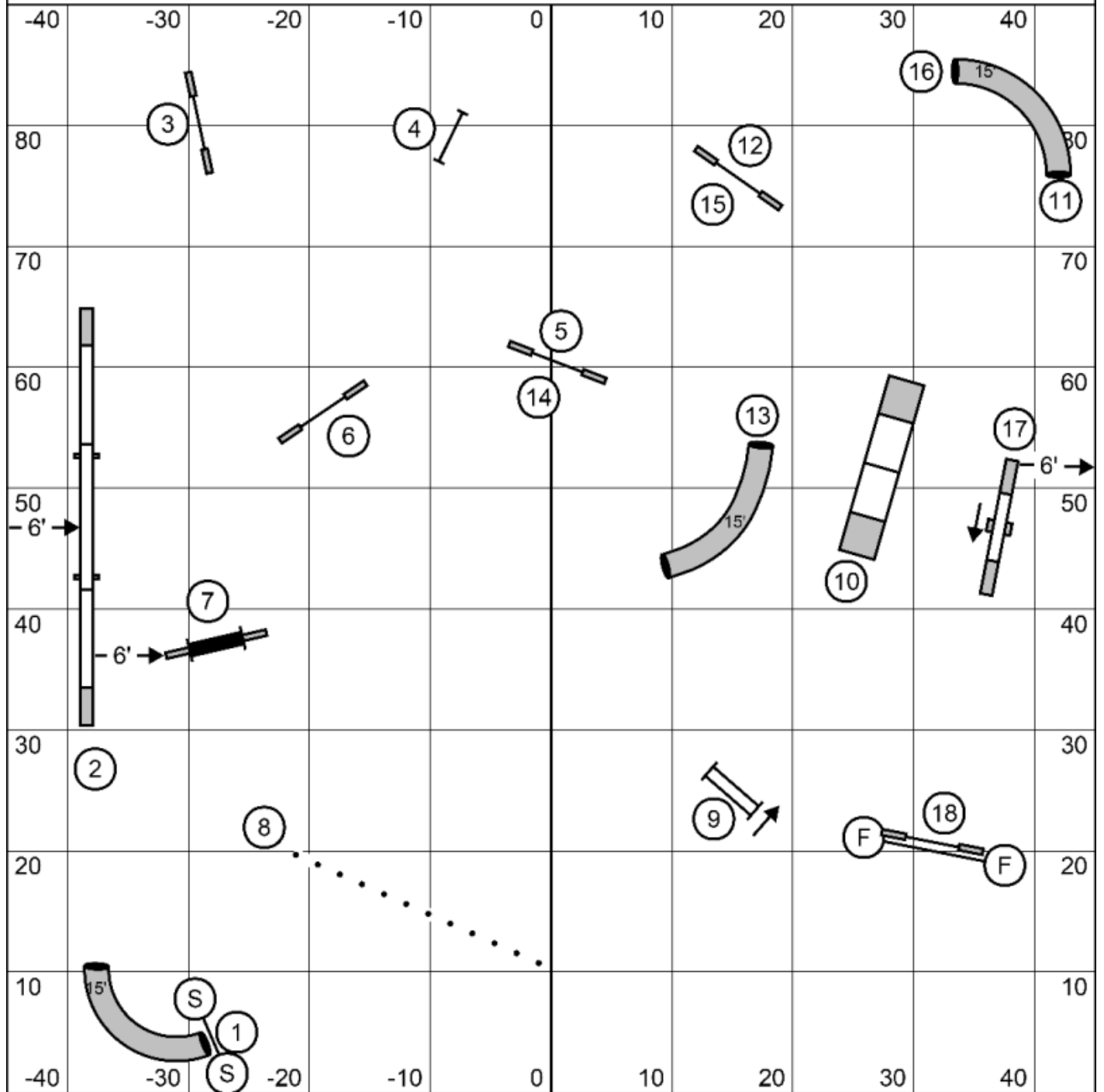
The Startline is Bi directional

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The Startline is Bi directional

CourseDesigner.com (ID: 141)

Standard 5C RD 1 & DD



Standard 5C
Round 1 and Double Down
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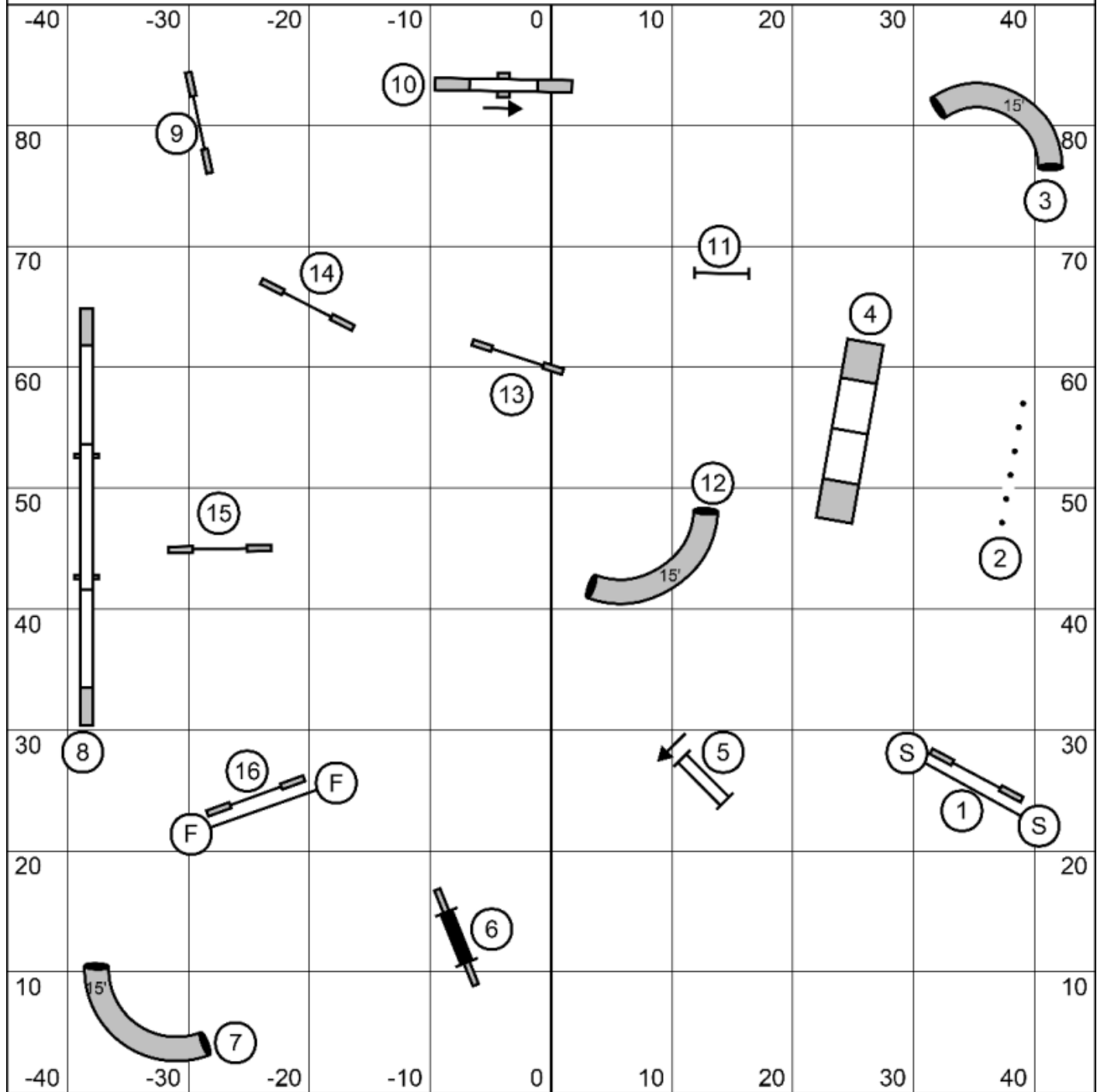
Standard 3 RD 1 & DD

The map shows a grid with a vertical line at x=0 and a horizontal line at y=40. The grid is labeled with coordinates from -40 to 40 on both the x and y axes. The following table lists the locations and features shown on the map:

Location/Feature	Approximate Coordinates (x, y)	Notes
1	(30, 20)	Circle with 'S' at the end of a road segment
2	(40, 35)	Circle at the end of a dotted line
3	(40, 75)	Circle at the end of a curved road segment
4	(30, 65)	Circle at the end of a road segment
5	(15, 30)	Circle at the end of a road segment with an arrow pointing left
6	(0, 10)	Circle at the end of a road segment with an arrow pointing right
6'	(40, 55)	Arrow pointing right at the end of a dotted line
7	(-30, 5)	Circle at the end of a curved road segment
8	(-35, 30)	Circle at the end of a road segment with an arrow pointing right
9	(-30, 80)	Circle at the end of a road segment
10	(-10, 10)	Circle at the end of a road segment with an arrow pointing right
11	(10, 70)	Circle at the end of a road segment
12	(15, 45)	Circle at the end of a curved road segment
13	(-10, 60)	Circle at the end of a road segment
14	(-25, 50)	Circle at the end of a road segment
15	(-10, 35)	Circle at the end of a road segment
15'	(40, 75)	Curved road segment
15''	(15, 45)	Curved road segment
16	(0, 10)	Circle at the end of a road segment
17	(-30, 5)	Circle at the end of a curved road segment
S	(30, 20)	Label at the end of a road segment
S	(35, 15)	Label at the end of a road segment
F	(-35, 10)	Label at the end of a curved road segment
F	(-30, 5)	Label at the end of a curved road segment

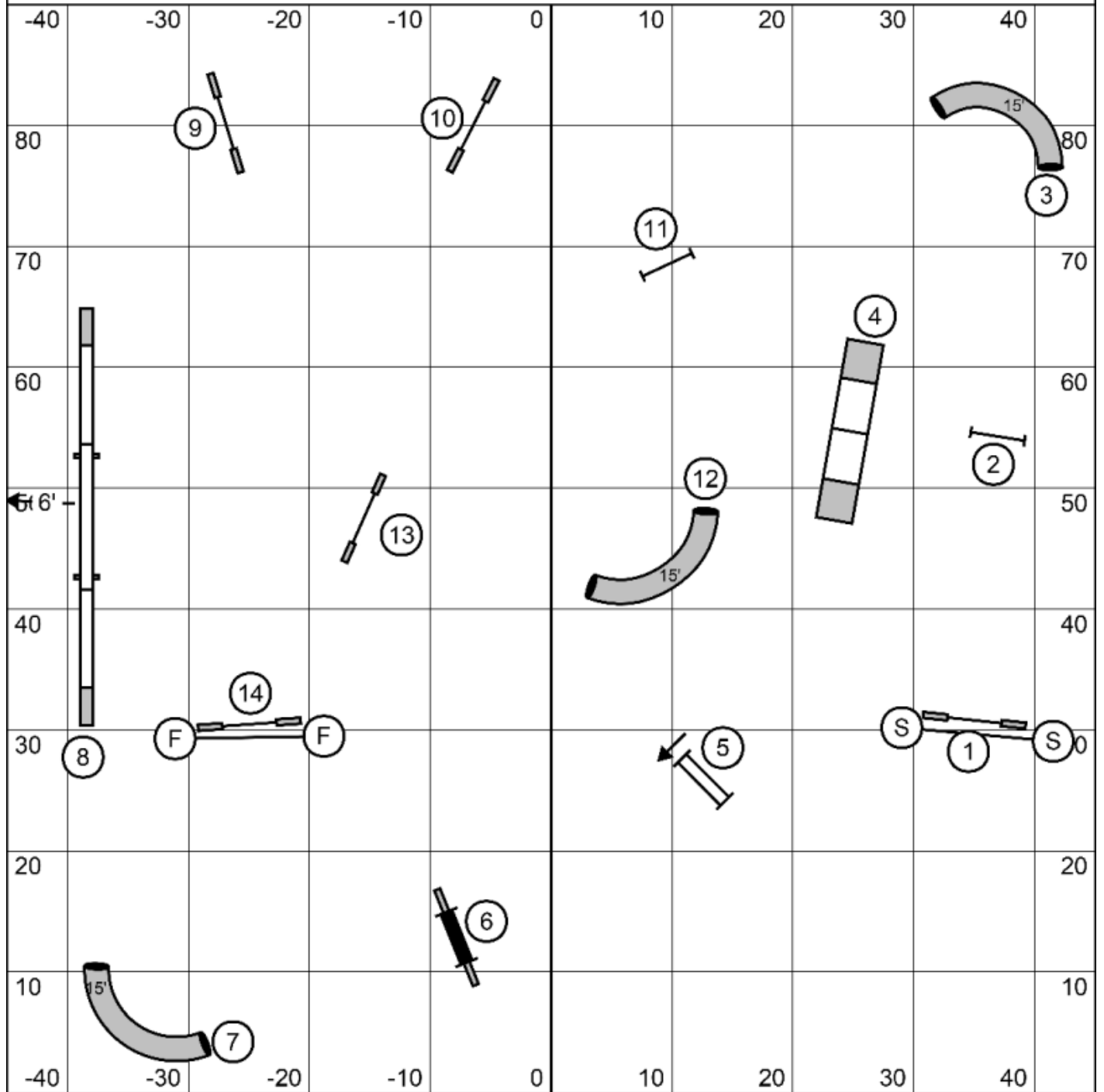
Standard 3 Round 1 & Double Down Judged By: Jason Pierce July 11 2026 AgileDogs Agility Training Greenfield Center NY
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Standard 2 RD 1 & DD



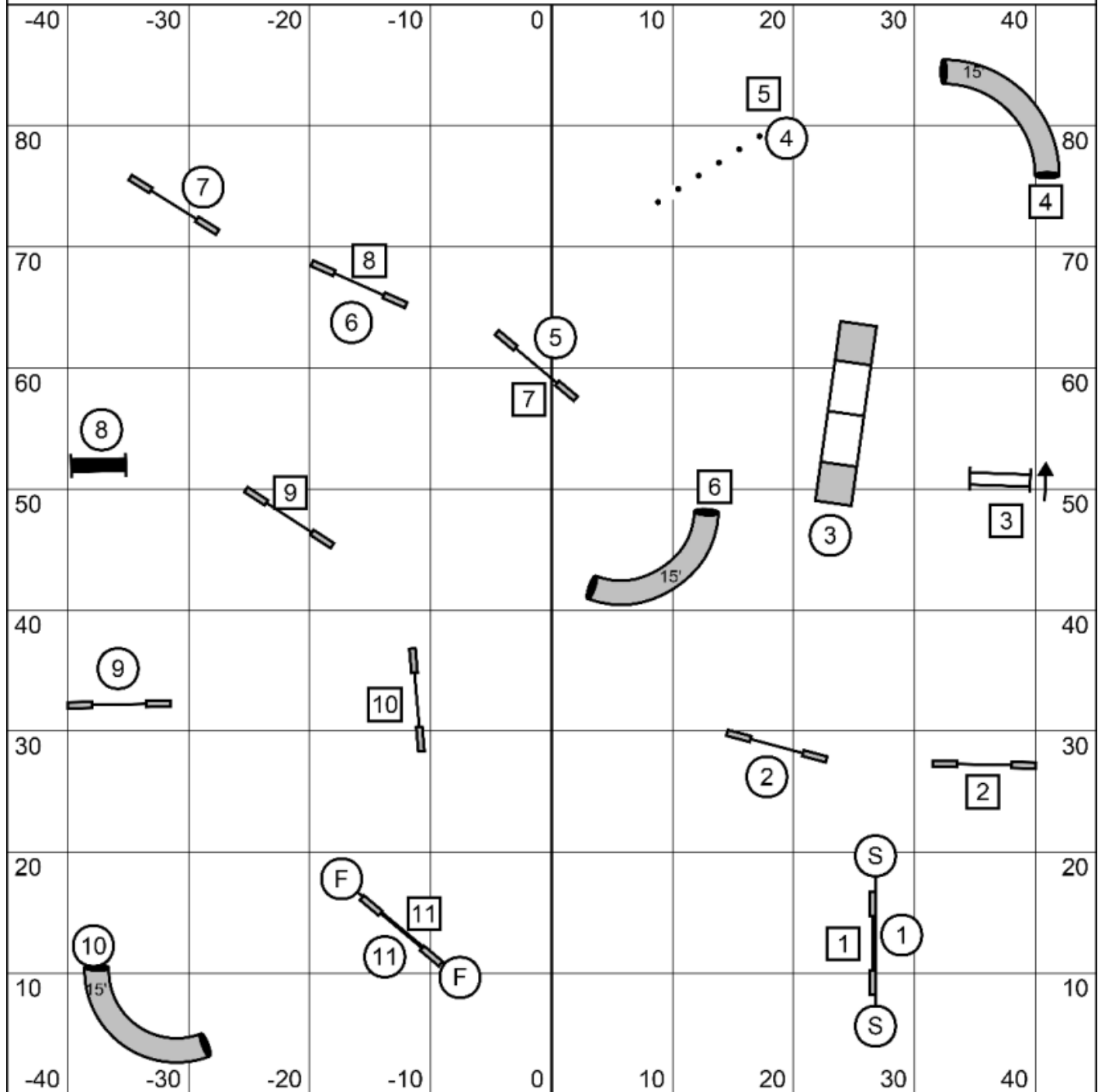
Standard 2
Round 1 & Double Down
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Standard 1 RD 1 & DD



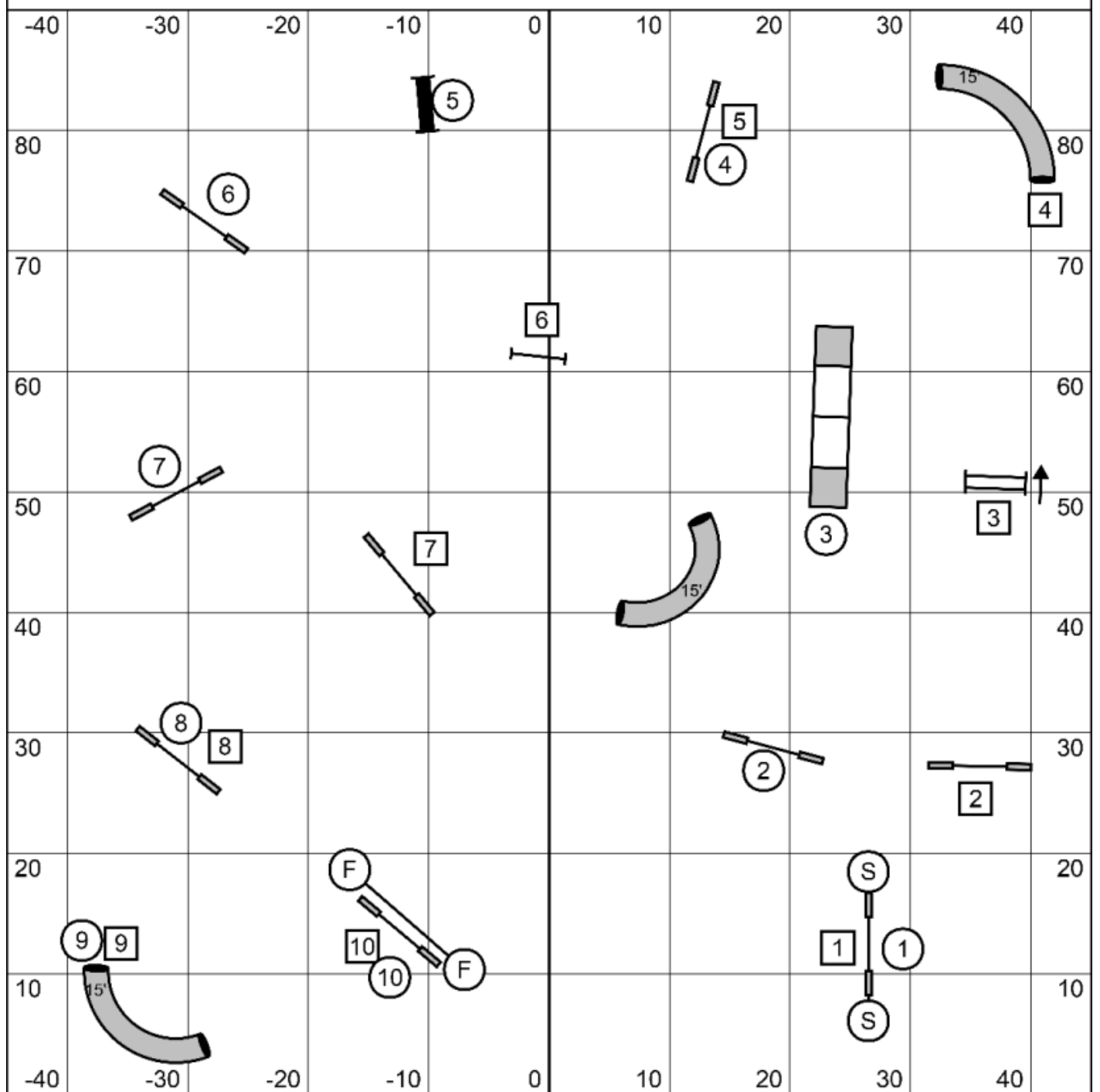
Standard 1
 Round 1 & Double Down
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Colors 35C



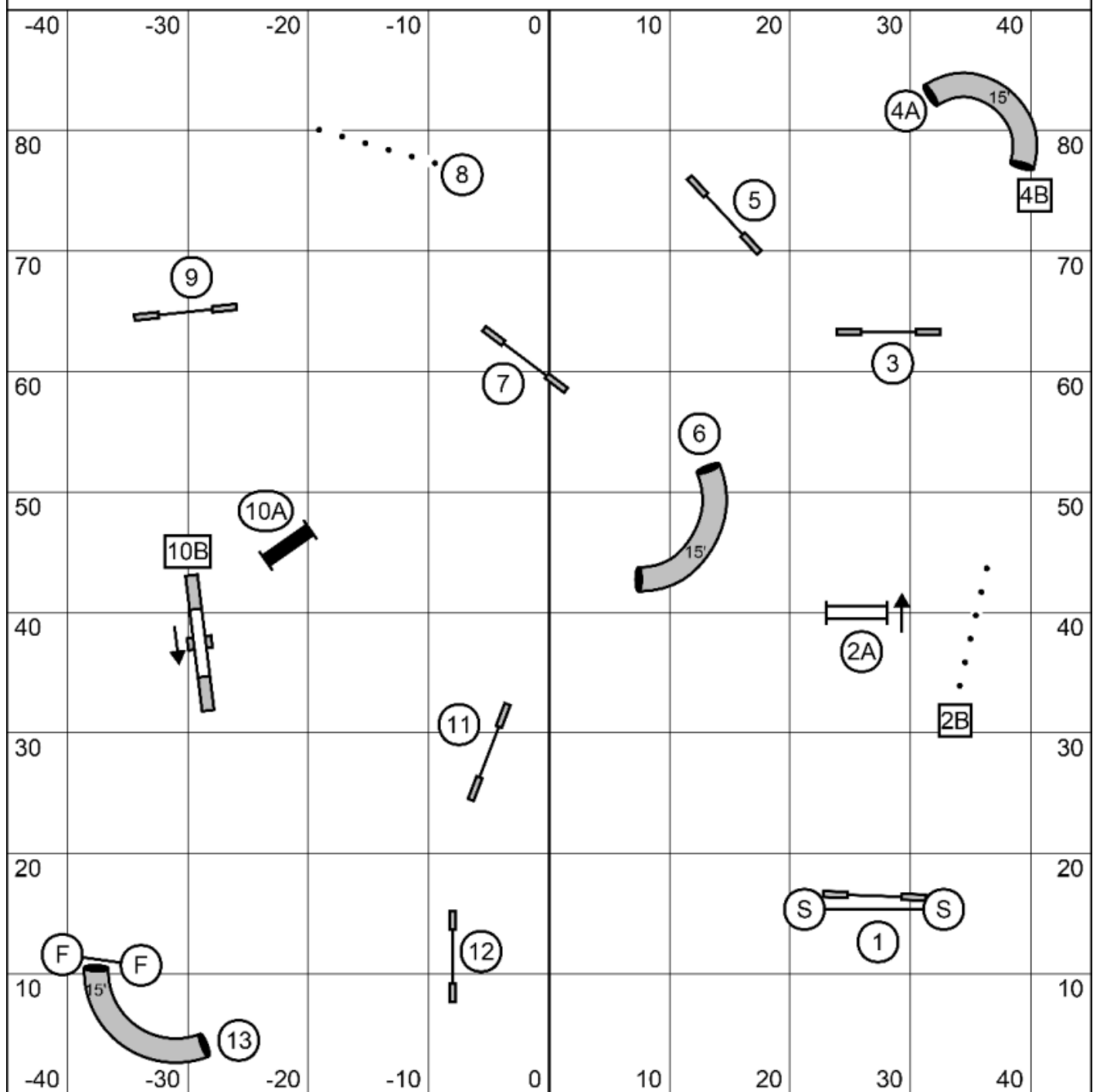
Colors 35C
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Colors 12



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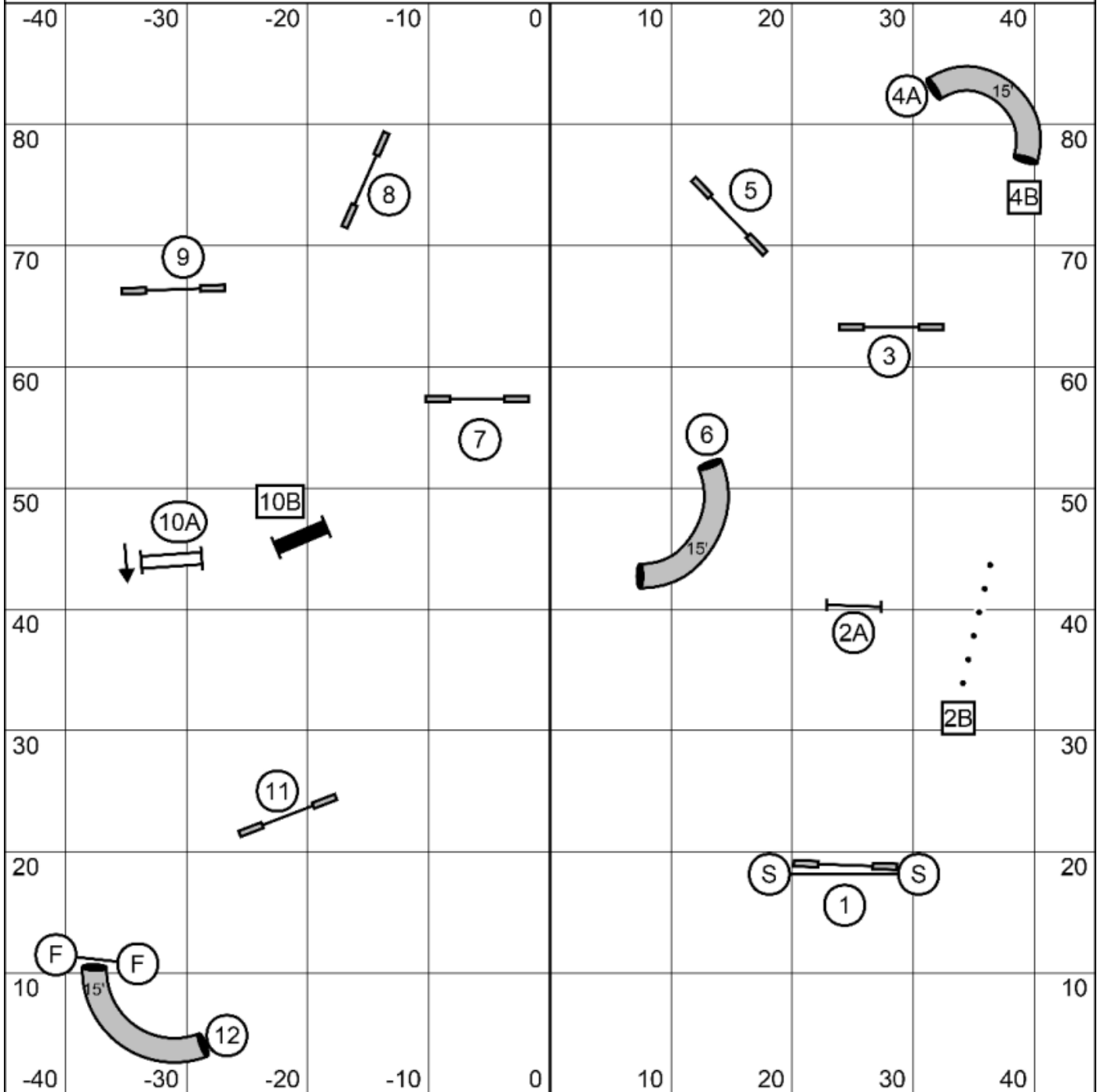
Wildcard 35C



Wildcard 35C
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Need:
 2 B'S
 1A

Wildcard 12



Wildcard12
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Need:
 1 B
 2 A's