

FullHouse 1, 2, 3, 5 & C

Briefing:
The start jump is bi-directional.
The finish jump is live at all times and is used to stop the clock. It is not worth any points.
 All obstacles may be taken twice for points
 When the horn sounds your dog has 5 seconds to get to the finish jump 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 Jump
 5 pt: A-Frame, Double & Teeter

Times:
 Small Dogs 40+5 Seconds
 Large Dogs 35+5 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
 July 25, 2026
 Stockade Agility
 Stephentown, NY

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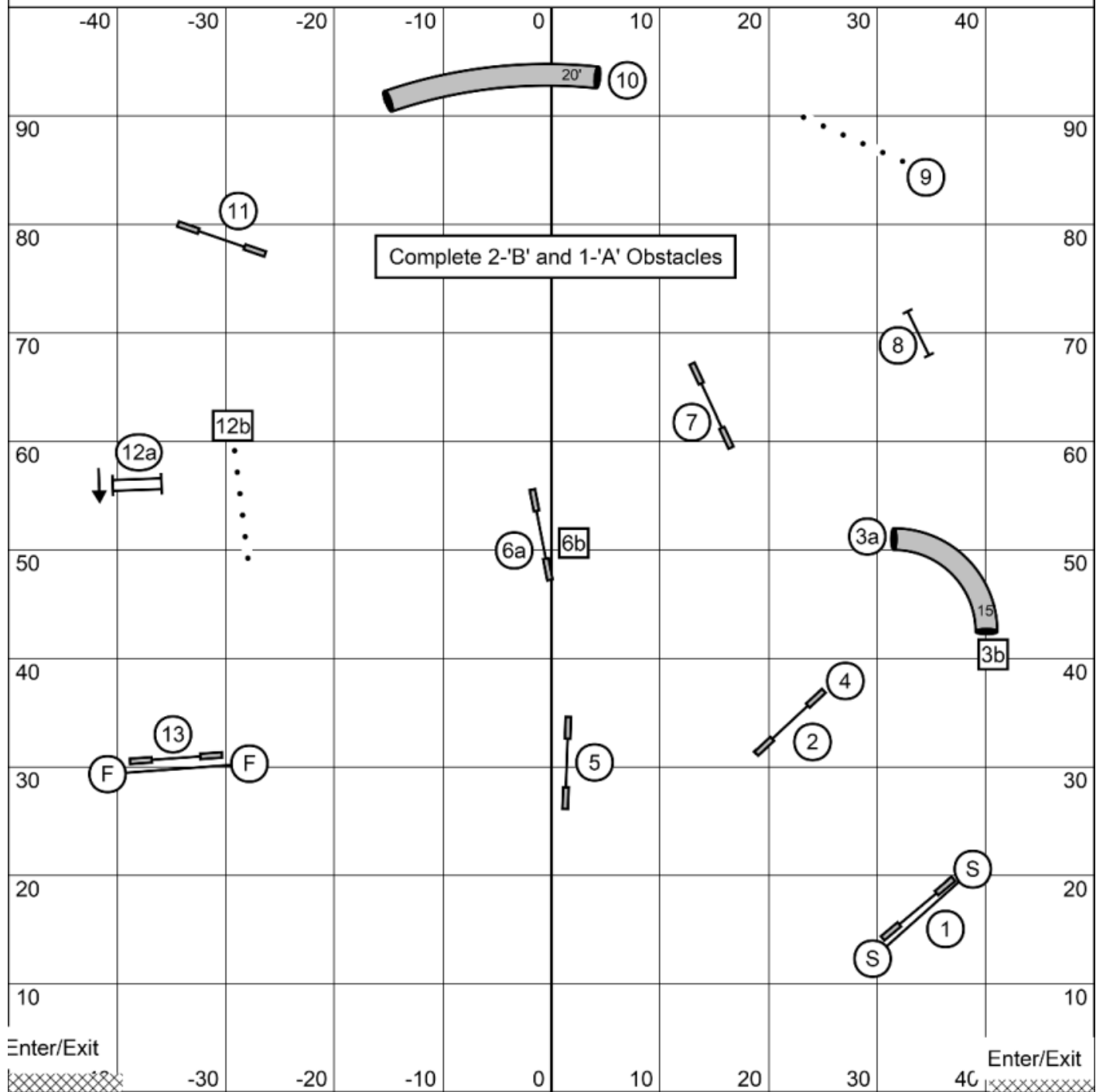
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Wildcard 1, 2

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Wildcard 3, 5 & C



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Everything may be taken twice successfully for points during the opening time. During the Opening no two sequentially numbered gamble obstacles may be taken back to back or you negate your gamble. Once the horn blows you stop accumulating points and must successfully complete the gamble (2,4,6,8) within the closing time.

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

Small Dogs	Opening 35 Seconds
	Closing 20 Seconds
Large Dogs	Opening 30 Seconds
	Closing 18 Seconds

Regular/Veteran need 16 points
Plus the Gamble (20 pts)
Enthusiast & Specialist
need 14 points
Plus the Gamble (20 pts)

Regular/Veteran need 12 points
Plus the Gamble (20 pts)
Enthusiast & Specialist
need 10 points
Plus the Gamble (20 pts)

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[illegible]

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Obstacle values:

- Times:**

Points needed to qualify:
Level 3

Enthusiast & Specialist
need 18 points
Plus the Gamble (20 pts)

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Obstacle values:

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

Small Dogs
Opening 35 Seconds
Closing 20 Seconds
Large Dogs
Opening 30 Seconds
Closing 18 Seconds

Regular/Veteran need 24 points
Plus the Gamble (20 pts)

Enthusiast & Specialist
need 22 points
Plus the Gamble (20 pts)

Jackpot 5 & C
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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.

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

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

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Snooker 3, 5 & C

The diagram shows a snooker table layout for a 3, 5 & C match. The table is 12 feet by 6 feet, with a grid showing positions from -40 to 40 on the x-axis and 10 to 90 on the y-axis. The top cushion is curved with a 20-degree angle. The bottom cushion is also curved with a 15-degree angle. The layout includes:

- 5 balls (5, 2, 3, 4, 6a, 6b)
- 7a and 7b
- 15 balls (S, R, R, S, F, F)
- 15 balls (S, R, R, S, F, F)

The layout is symmetrical about the center line.

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

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Colors 1, 2

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