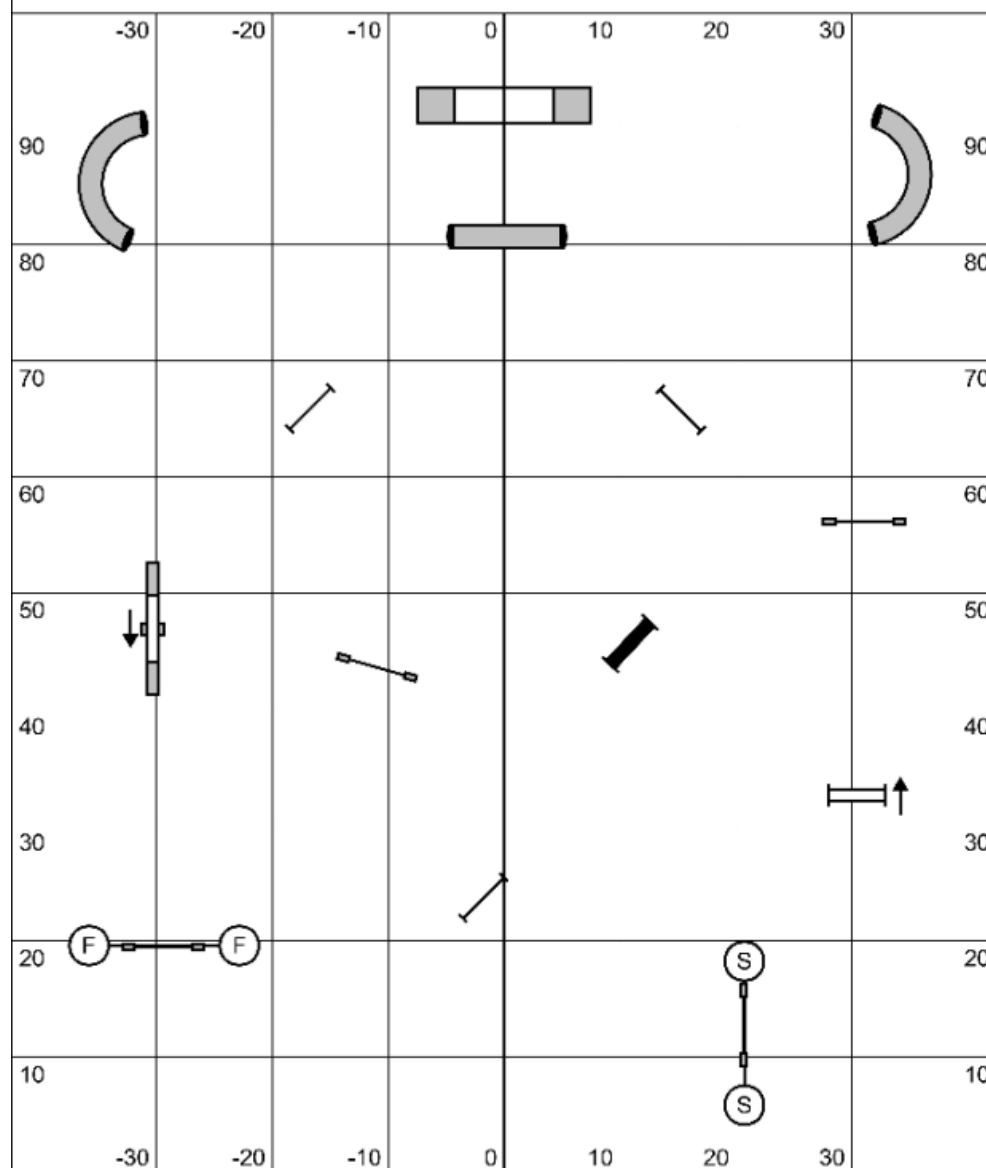


## FullHouse All Levels



### Objective

Successfully accumulate required points for respective level

### Opening

Must collect minimum amount of points for level

During point accumulation, must complete at least 3 one point obstacles, 2 three point obstacles, and 1 five point obstacle.

Obstacles may only be taken twice for points, and may be taken back-to-back. For contacts, back-to-back is allowed, provided that the dog be given a proper and safe approach to the contact.

1 point obstacles: Single Jumps

3 point obstacles: tunnels, panel jump

5 point obstacles: A-Frame, Teeter, Double Jump

Start line is bi-directional

May only use each obstacle for points twice

### Closing

After first horn sounds, must immediately go to the finish

Points may not be accumulated after first horn

After 5 seconds have passed (following the first horn), a point will be deducted for every additional full second it takes to reach the finish

### Point Requirements

Level 1: 19 Points

Level 2: 21 Points

Level 3: 23 Points

Levels 5C: 25 Points

\* For enthusiast and specialist teams, 2 less points are needed to qualify

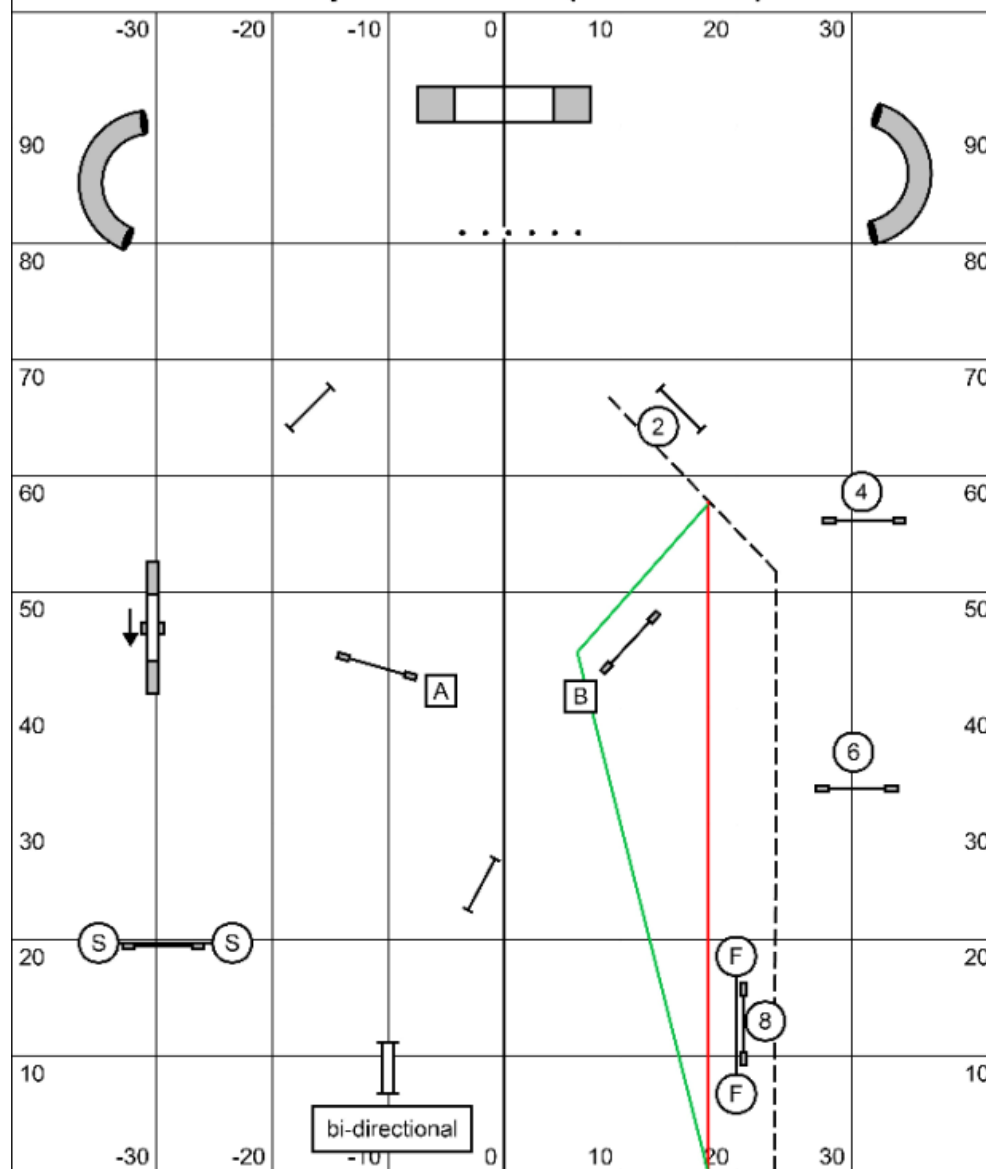
### Opening (Point Accumulation) Times

Small Dogs - 40 seconds

Big Dogs - 35 seconds

FullHouse All Levels  
Judged By: Erik Kessler  
August 9, 2026  
All Dogs Gym  
Manchester, NH

## Jackpot All Levels (Traditional)



### Opening

Team must accumulate at the least the minimum required points for level  
 Back-to-back is permitted, provided a safe approach  
 No two consecutive gamble obstacles may be performed in a row, doing so will negate the gamble  
 Obstacles may be taken for points twice  
 Start line is bi-directional

1 Point: Single bar jumps  
 3 Point: Tunnels, Weaves, Double  
 5 Point: A-Frame, Teeter, Combo

### Closing

After the first horn, the team must proceed to the "gamble"  
 The dog must complete the gamble in the correct order, while the handler stays behind the line  
 The gamble must be done in time in order to qualify

### Minimum Opening Points

Level 1 - 12 Points  
 Level 2 - 16 Points  
 Level 3 - 20 Points  
 Levels 5, C - 24 Points

Enthusiast and Specialists need two less points in opening

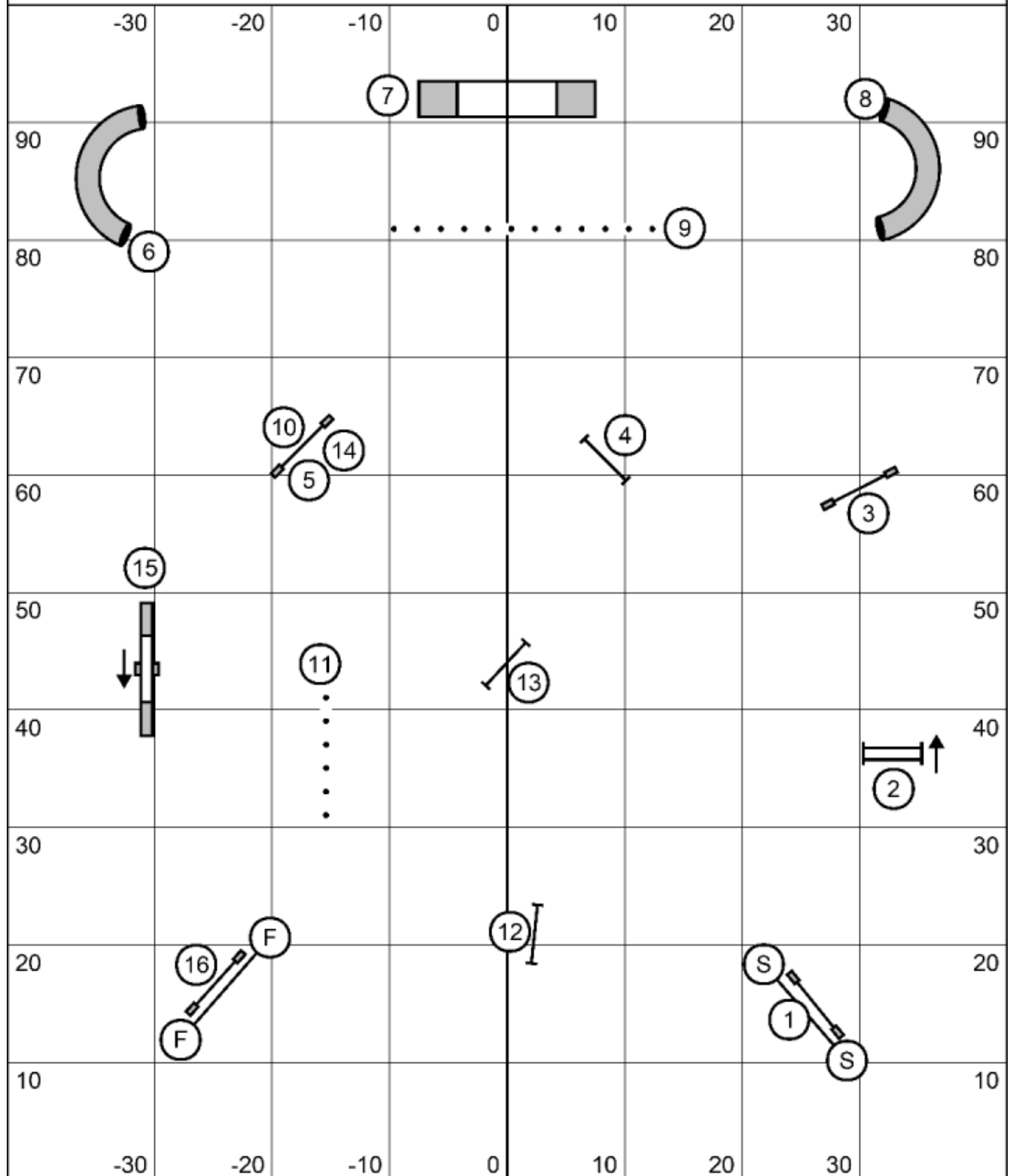
### Gamble Lines

The following indicate the corresponding gamble lines for each level. The handler must stay behind the corresponding gamble line when completing the closing.

Levels 5 & C:  
 Must stay behind green line  
 Level 3:  
 Must stay behind red line  
 Levels 1 & 2:  
 Must stay behind black line

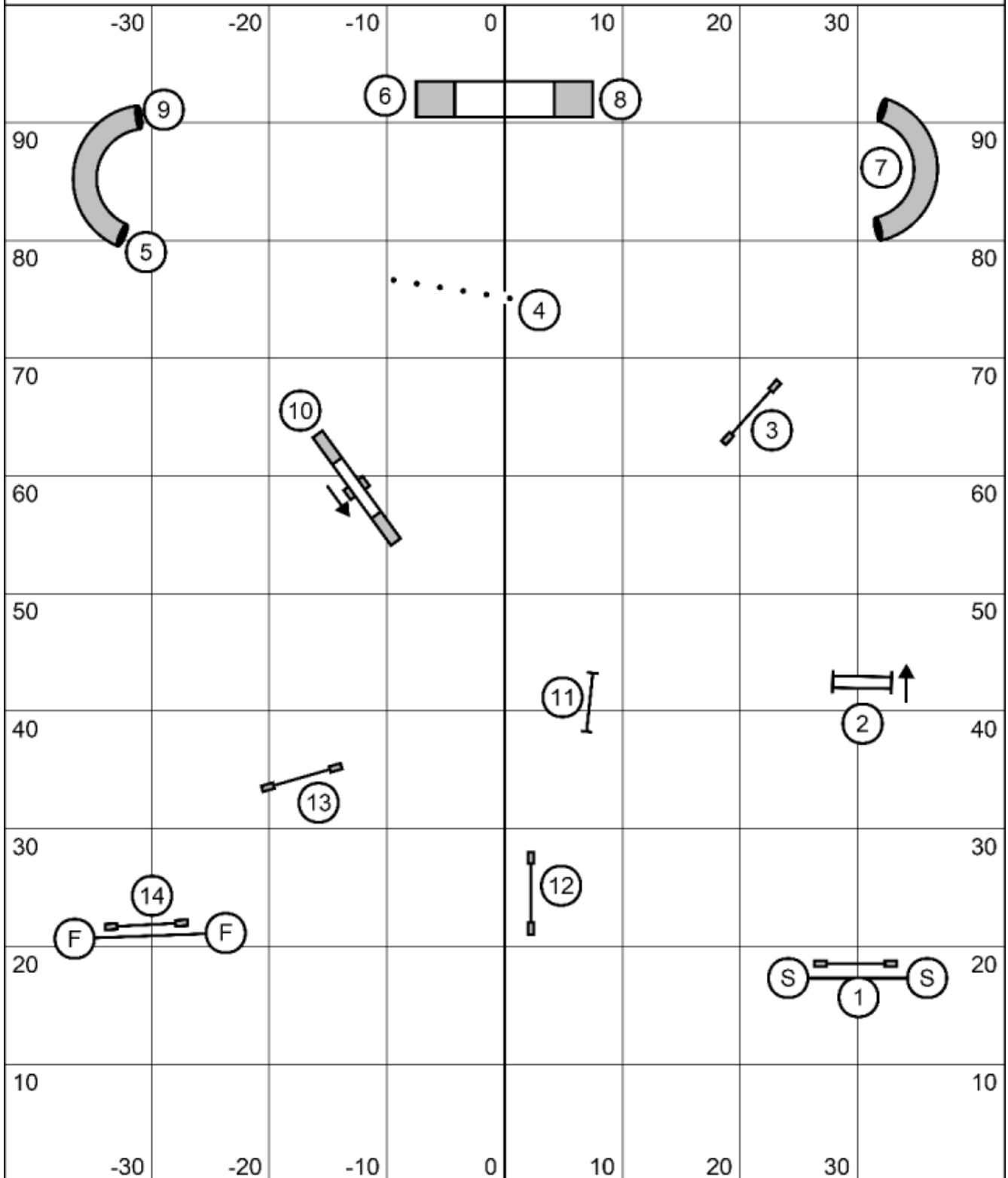
Jackpot All Levels (Traditional)  
 Judged By: Erik Kessler  
 August 9, 2026  
 All Dogs Gym  
 Manchester, NH

# Standard Levels 5 & C



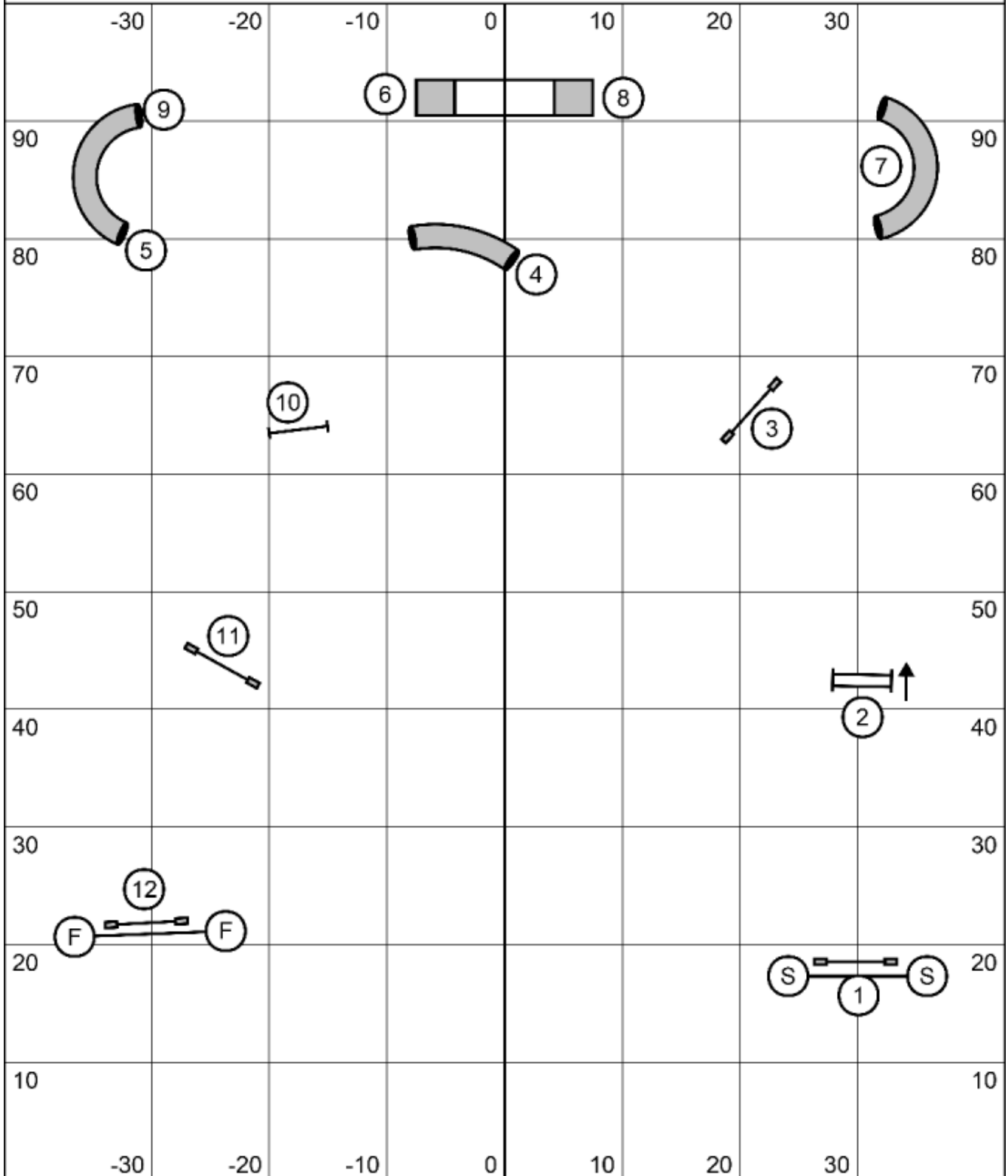
Standard Levels 5 & C  
 Judged By: Erik Kessler  
 August 9, 2026  
 All Dogs Gym  
 Manchester, NH

## Standard Levels 2 & 3



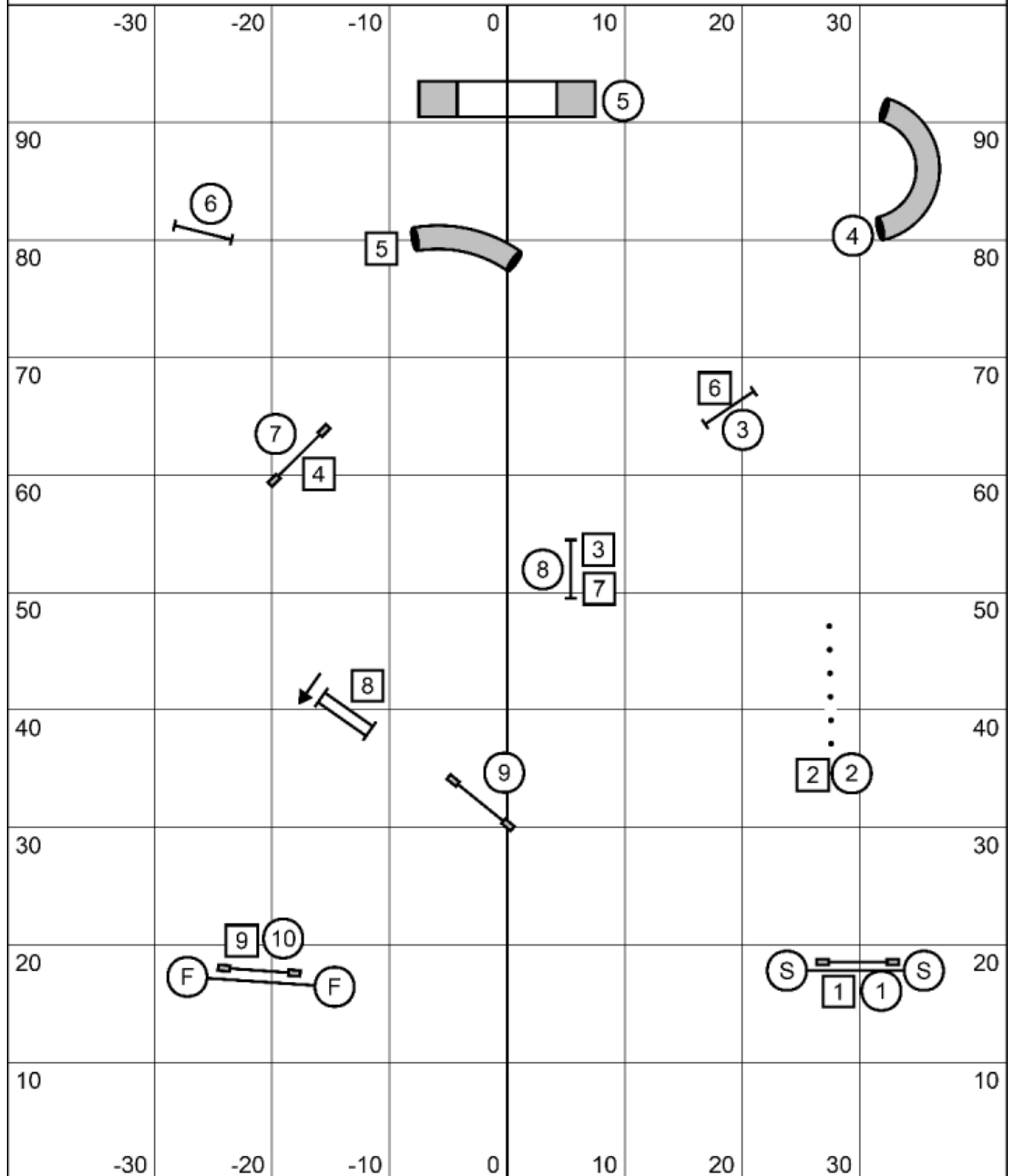
Standard Levels 2 & 3  
 Judged By: Erik Kessler  
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# Standard Level 1



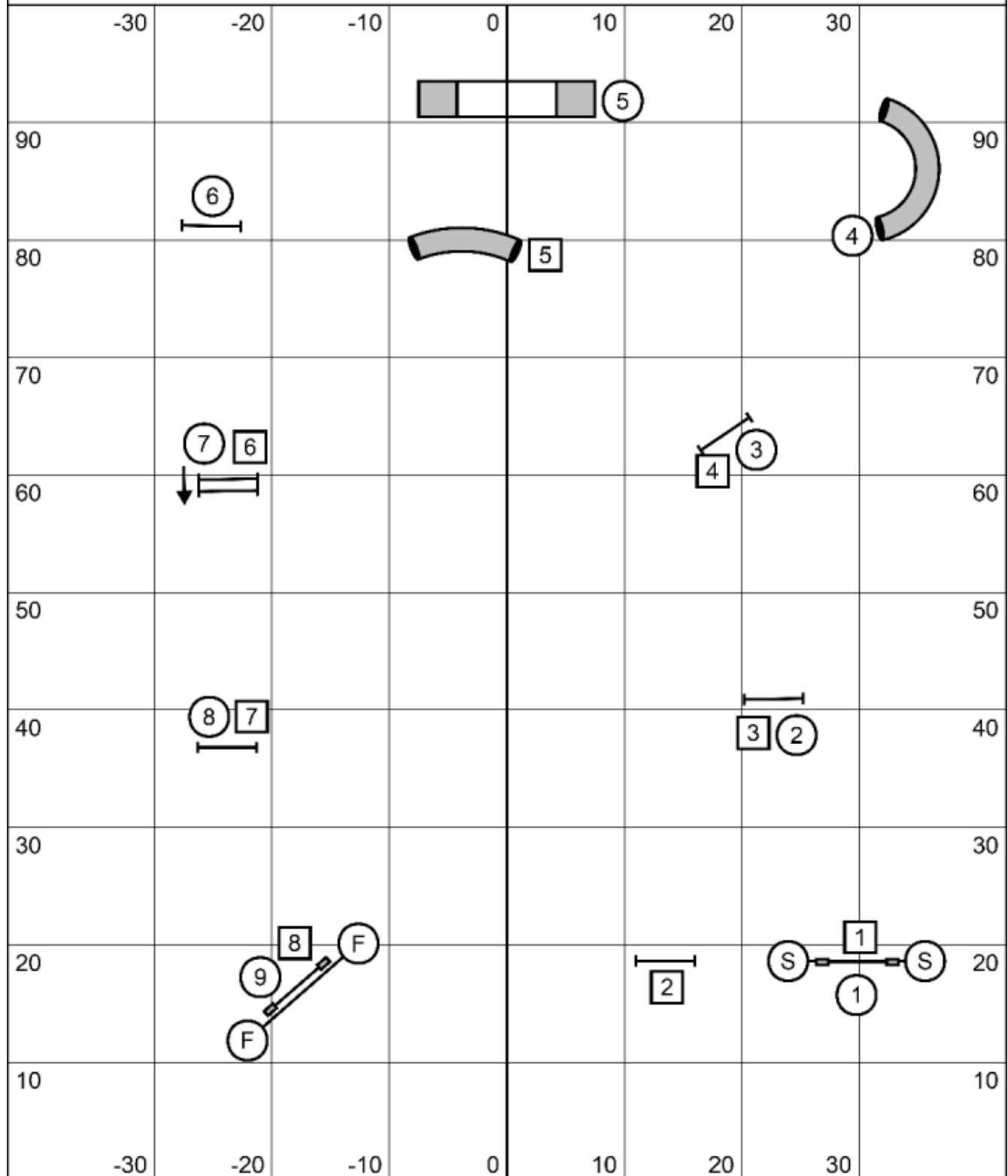
Standard Level 1  
 Judged By: Erik Kessler  
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# Colors Levels 3, 5 & C



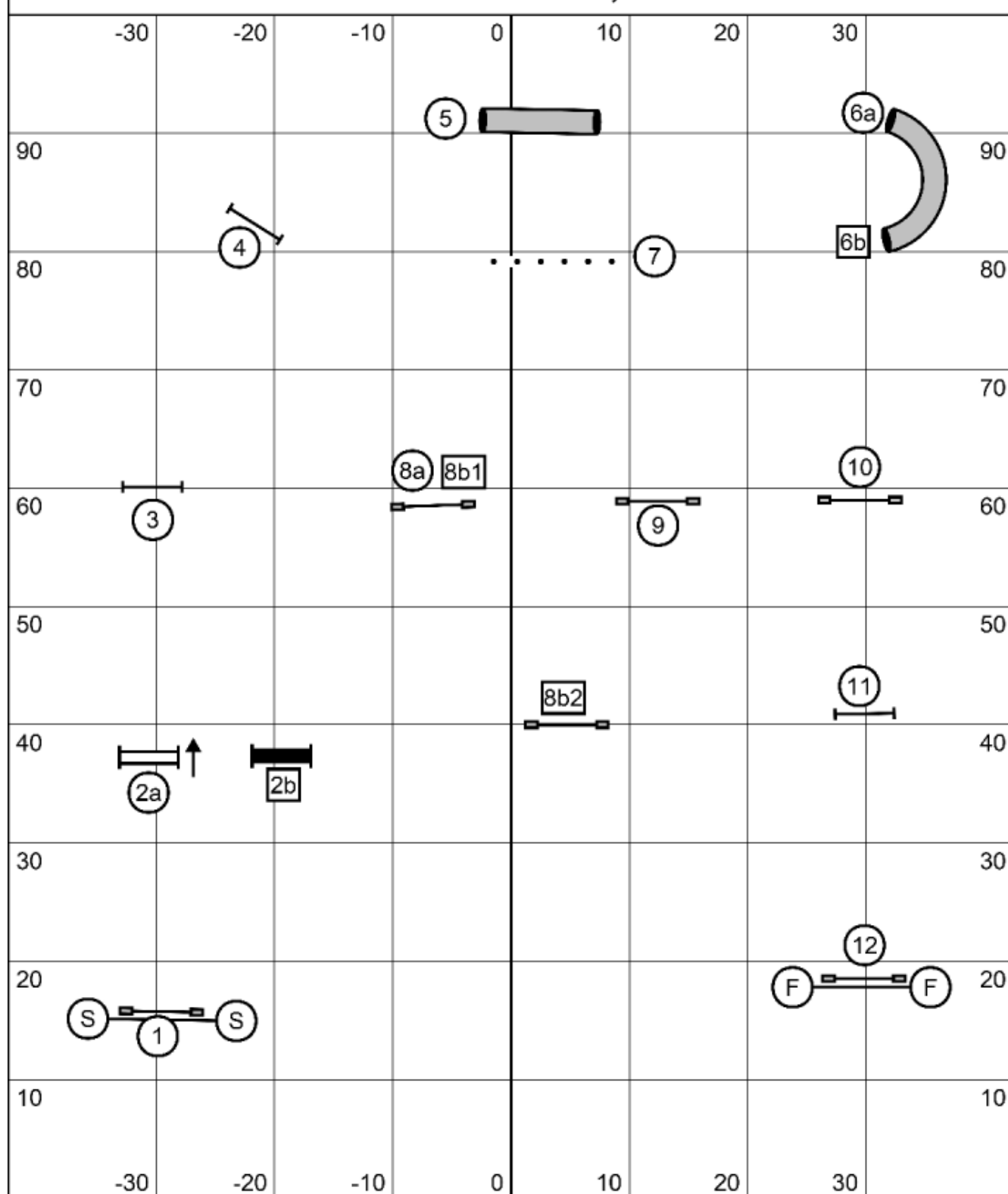
Colors Levels 3, 5 & C  
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## Colors Levels 1 & 2



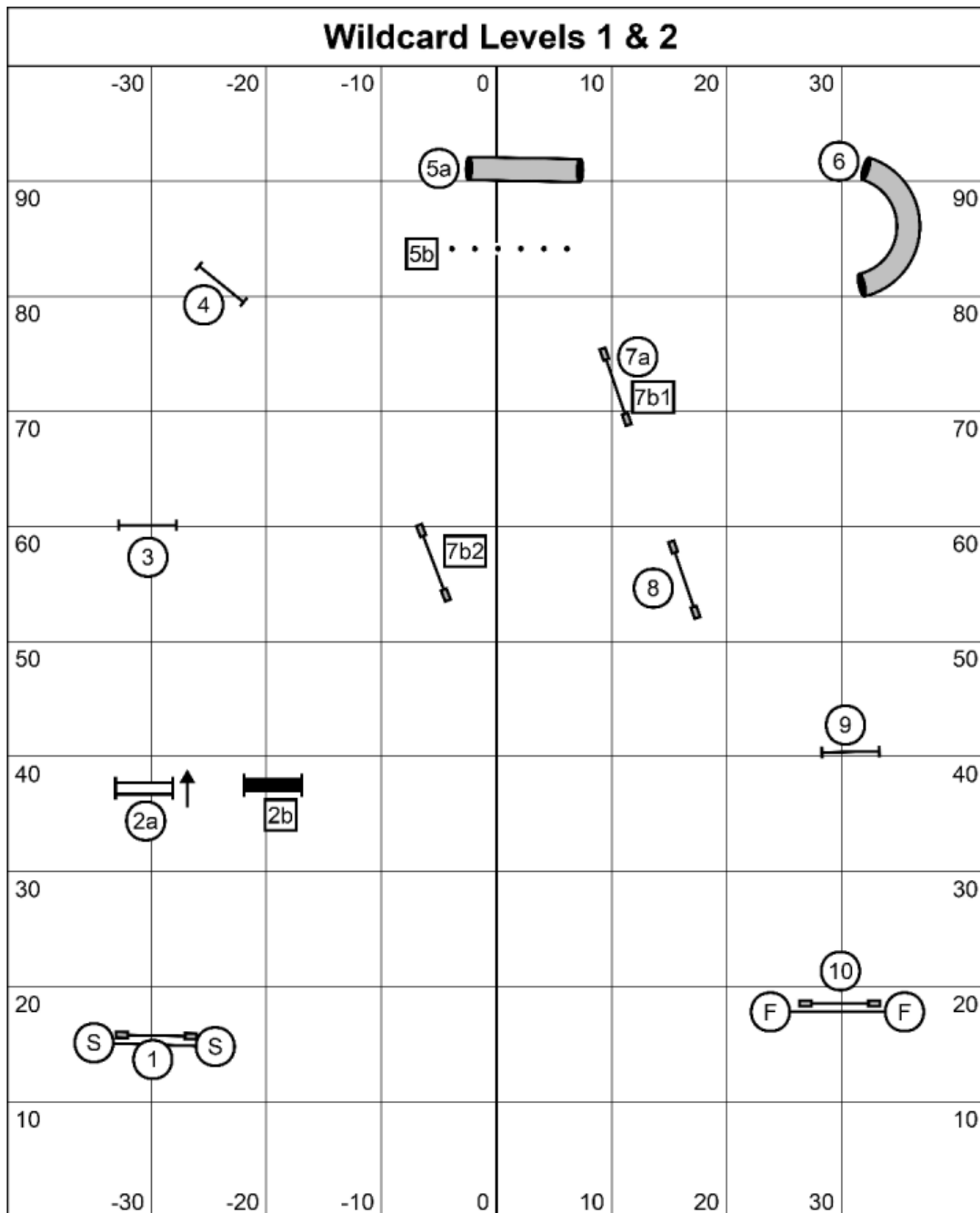
Colors Levels 1 & 2  
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# Wildcard Levels 3, 5 & C



Wildcard Levels 3, 5 & C  
 Judged By: Erik Kessler  
 August 9, 2026  
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# Wildcard Levels 1 & 2



Wildcard Levels 1 & 2  
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