

FullHouse All Levels

Start line is bi-directional. Finish Jump is live at all times.
Jokers = 5-points---tunnels and panel jump = 3-points ---
single jumps = 1-point

Required obstacles to Q
1 5 pt
2 3 pt
3 1 pt

Total points needed:
Level 1: 19
Level 2: 21
Level 3: 23
Level 5, C: 25

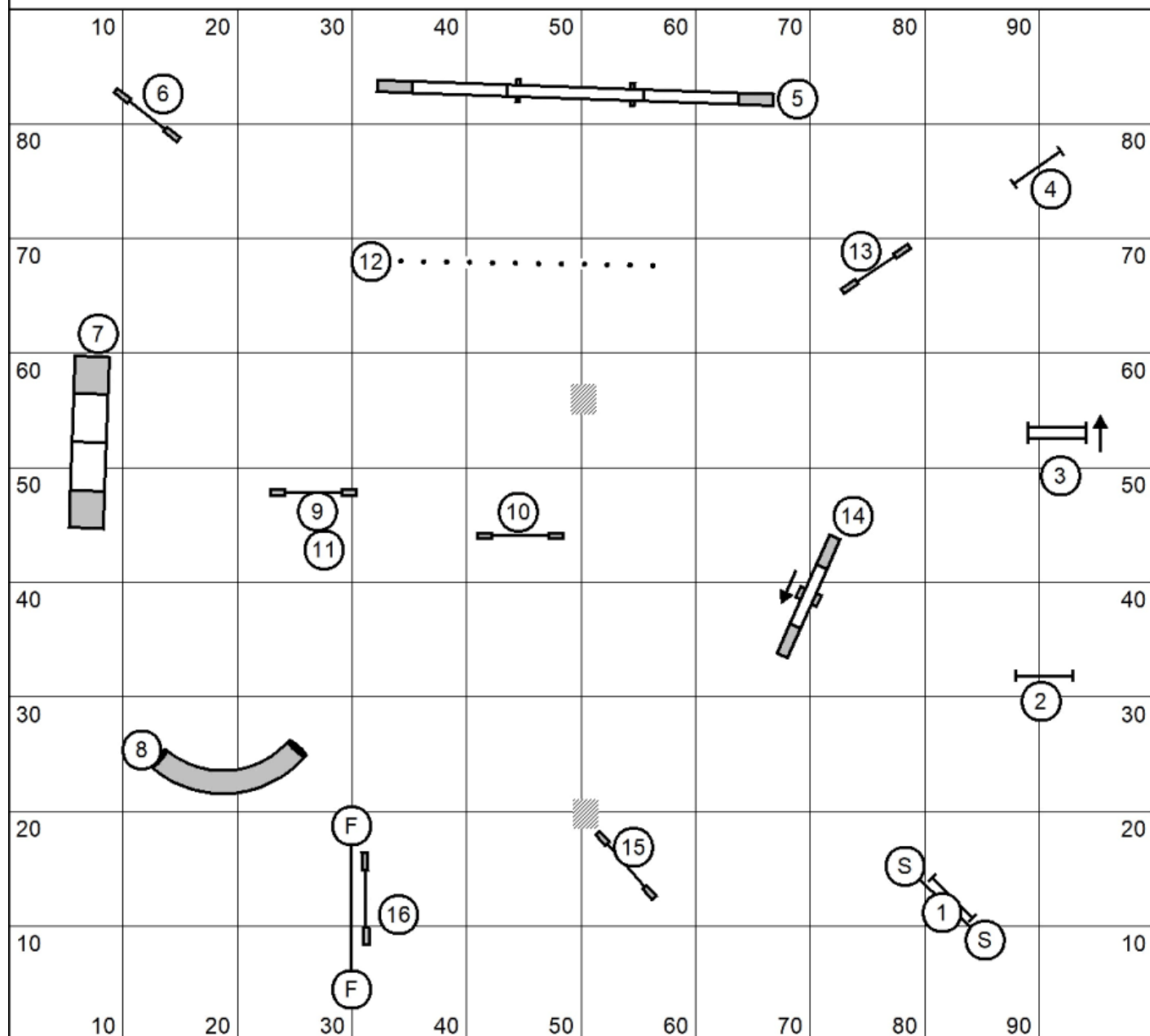
Enthusiast and Specialist 2 points less

Time: 4", 8", 12": 40s+5s
16", 16", 20", 24": 35s+5s

Standard Level 1
Judged by: Wayne Van Deusen
RACE Agility
10-10-2026
Spring Grove IL

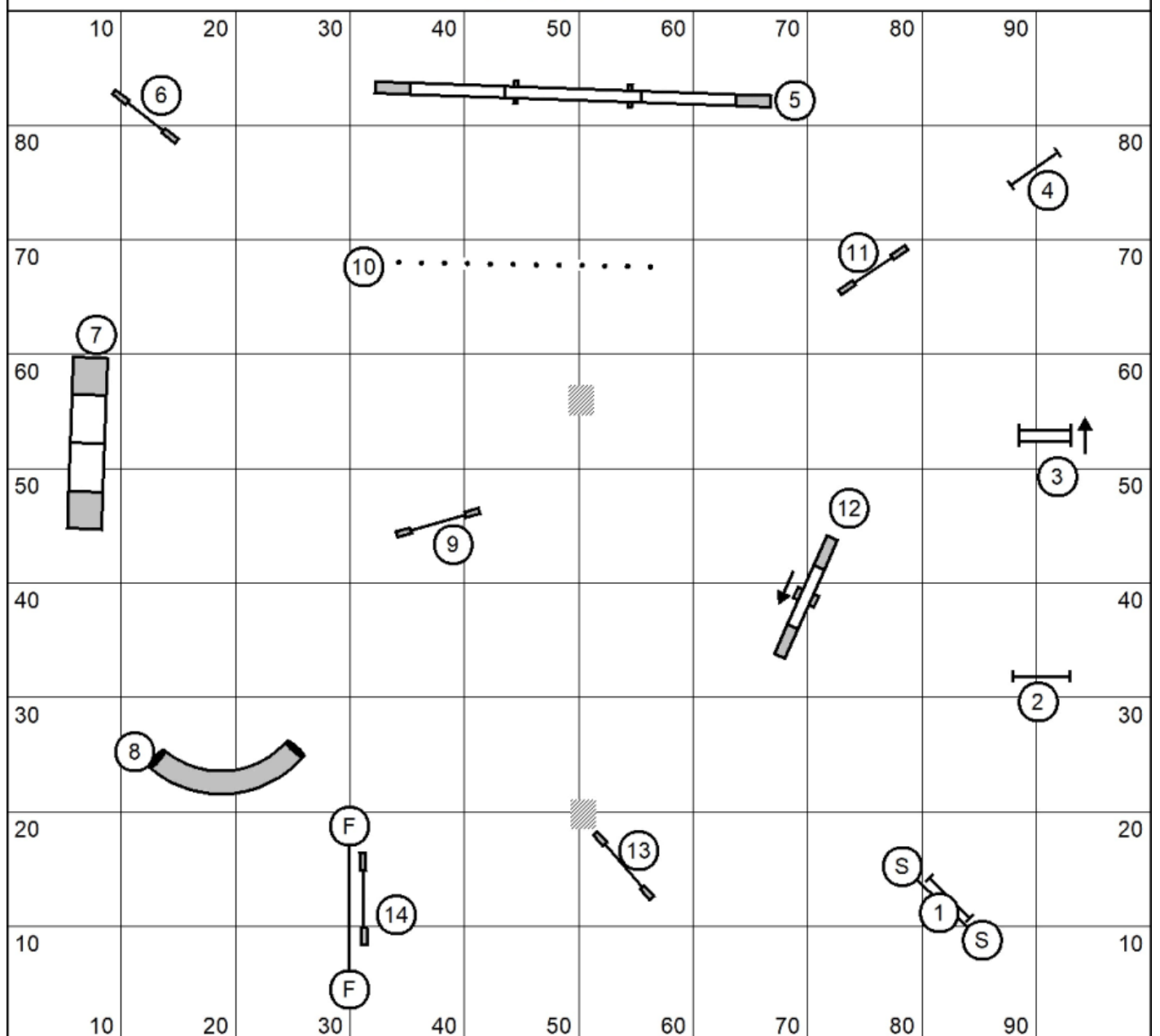
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Standard Level 5 & C



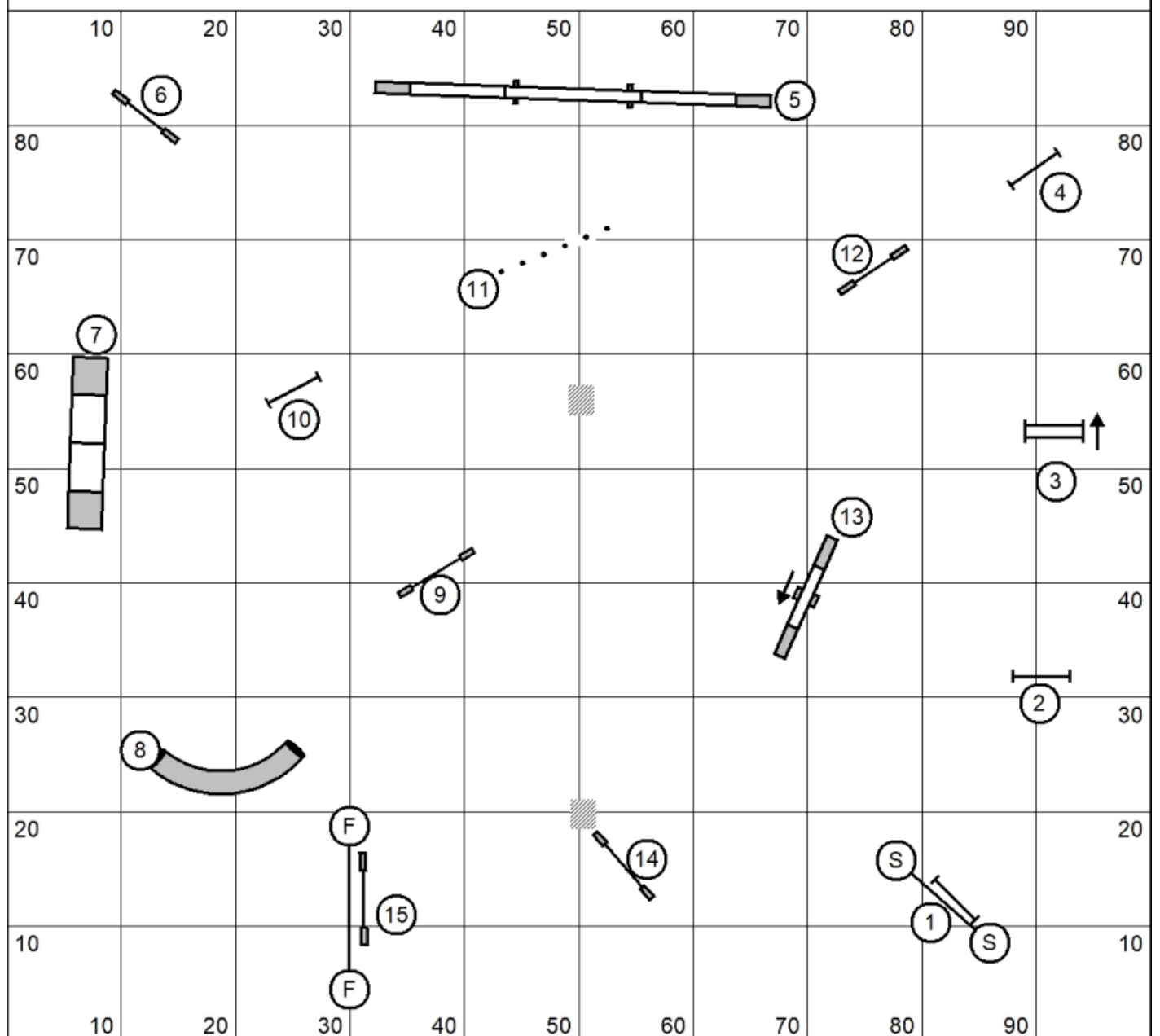
Standard Level 5 & C
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Standard Level 3



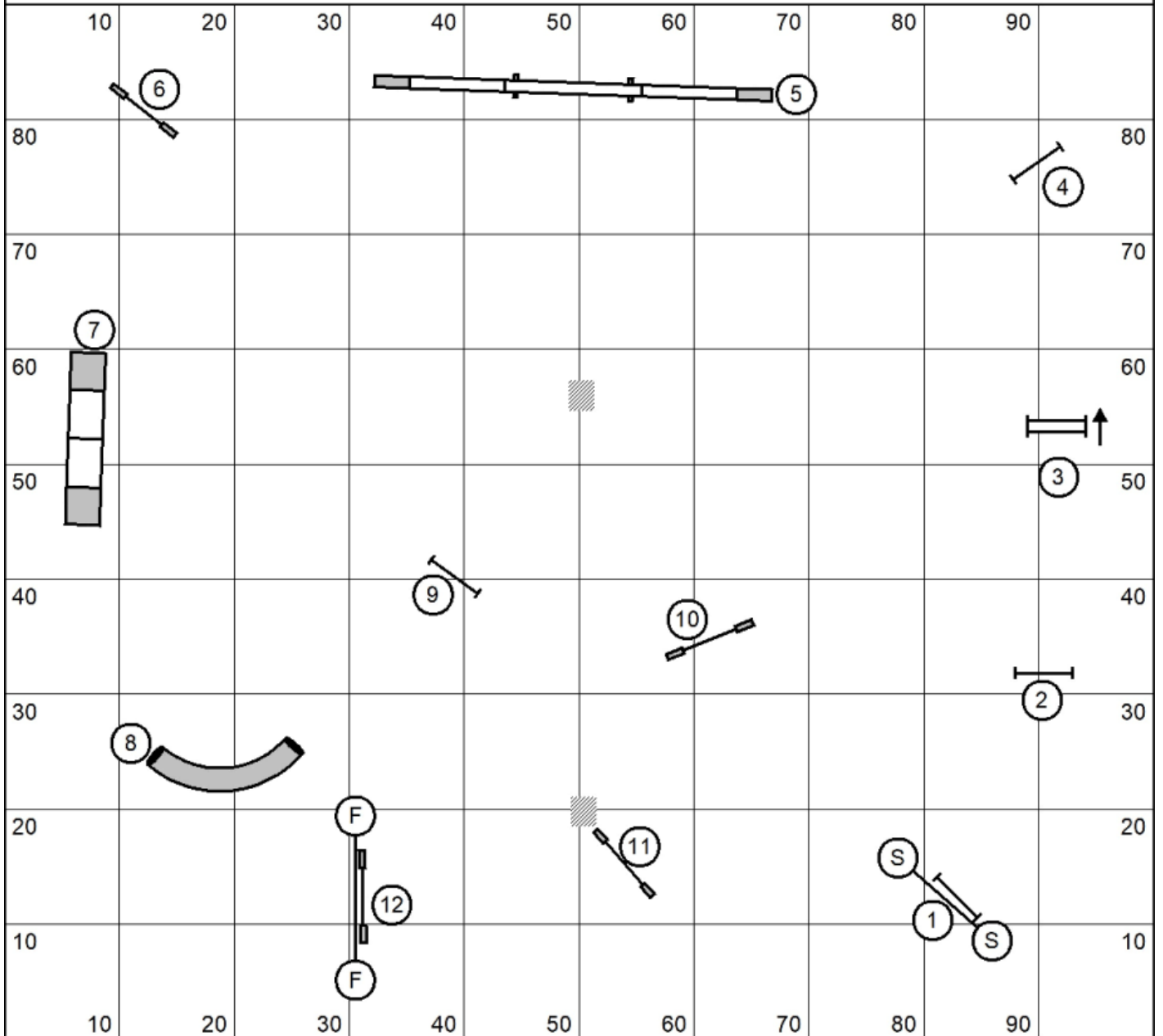
Standard Level 3
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Standard Level 2



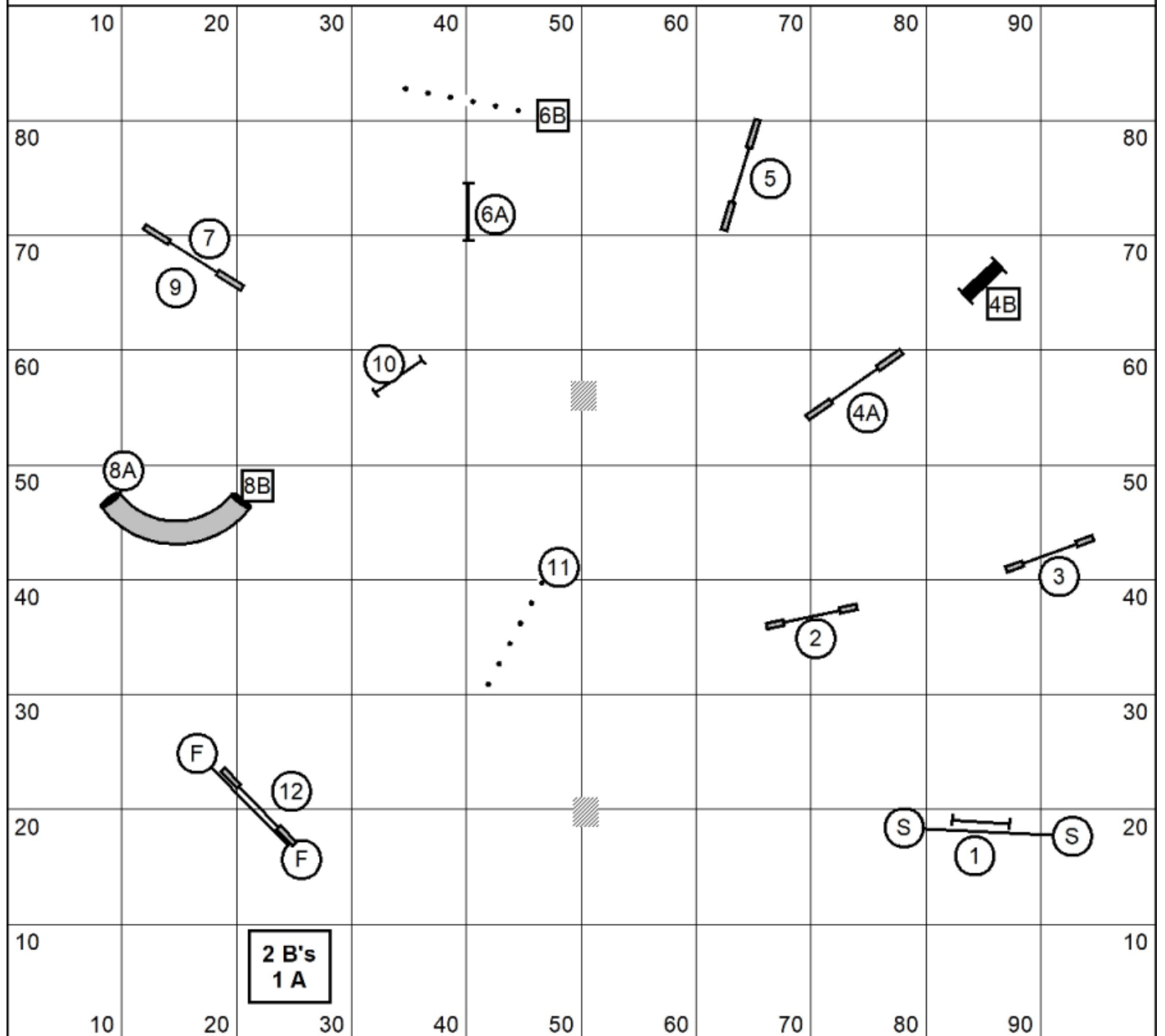
Standard Level 2
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Standard Level 1



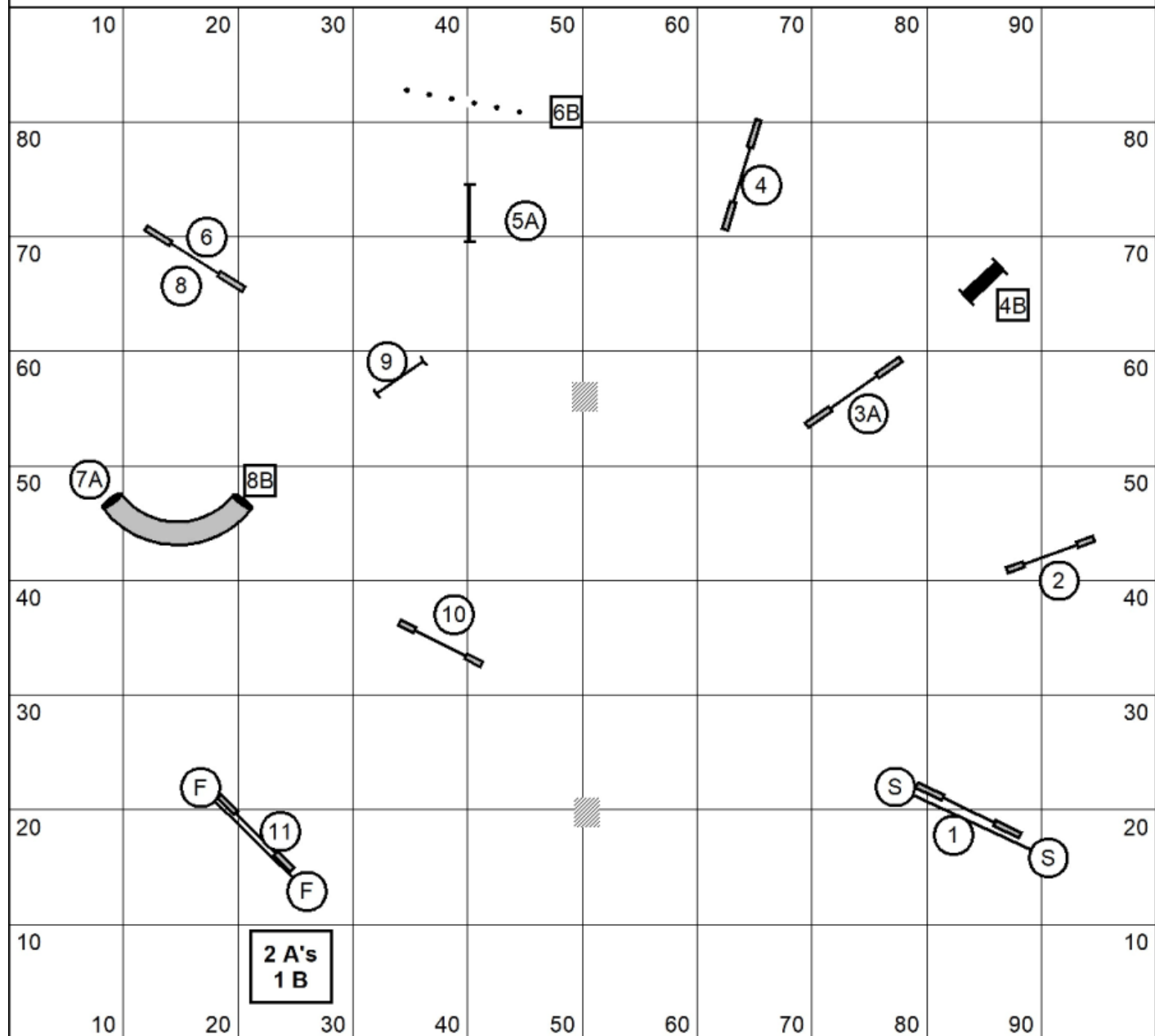
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WildCard Levels 3, 5 & C



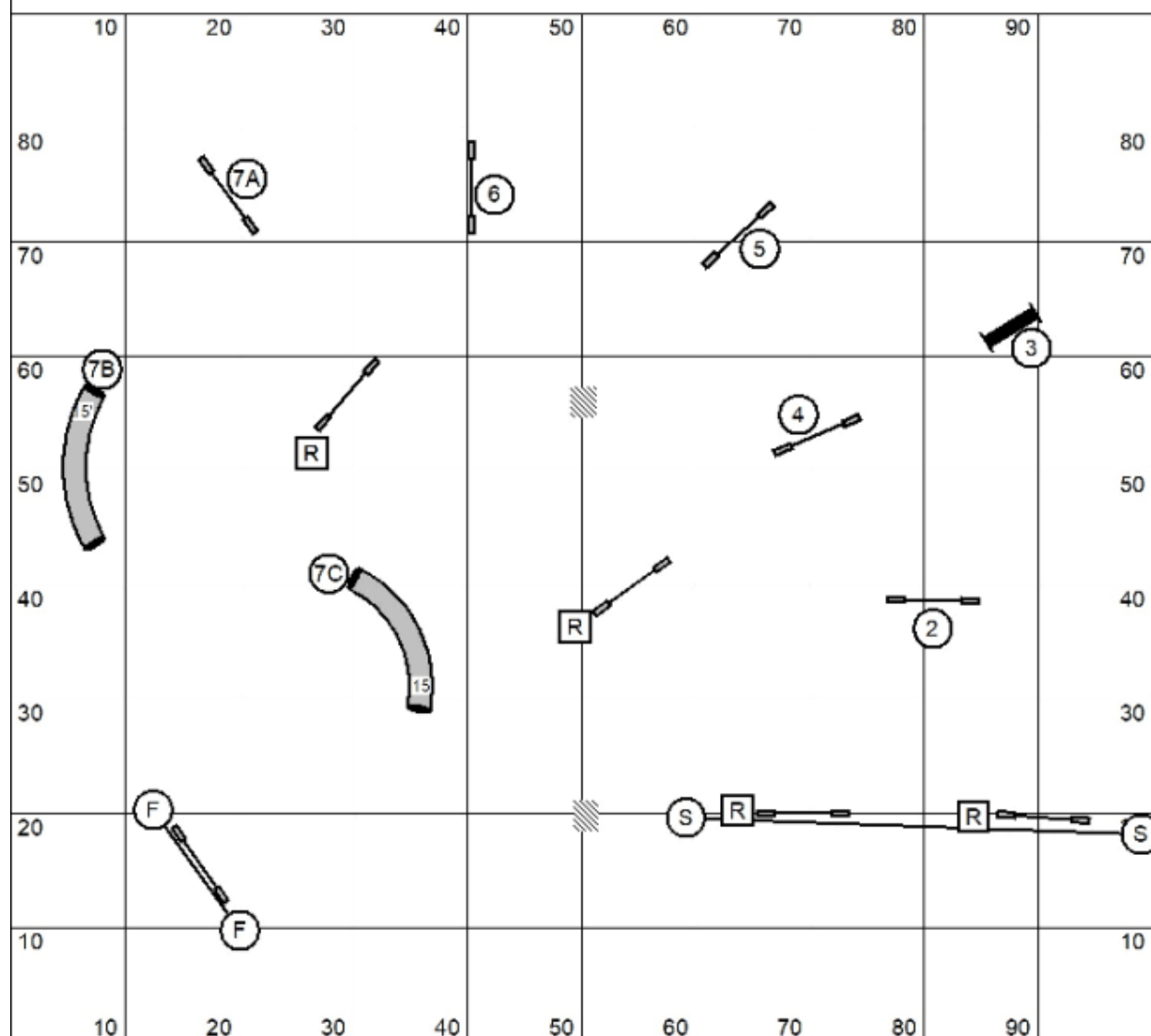
WildCard Levels 3, 5 & C
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WildCard Levels 1 & 2



WildCard Levels 1 & 2
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Snooker Levels 3, 5 & C



Opening:

All obstacles are bi-directional
Finish jump is live at end of opening

Closing

All obstacles must be taken in direction numbered

If bar is dropped in the Opening and the dog goes thru the jump it will count as zero. The team continues to the closing and goes thru that jump it is scored zero and the team continues to complete the closing..

At completion of run or at horn the dog must take the finish jump to receive points and time

Failure to take finish jump is recorded as NT

A knocked bar on finish jump does not matter.
Finish jump is bi-directional.

Thank You

If you hear "thank you" go immediately to finish jump.
Two reds taken back to back
Two colors taken back to back
Red bar knocked and color taken
Failure to attempt all of a combo
Closing taken out of order

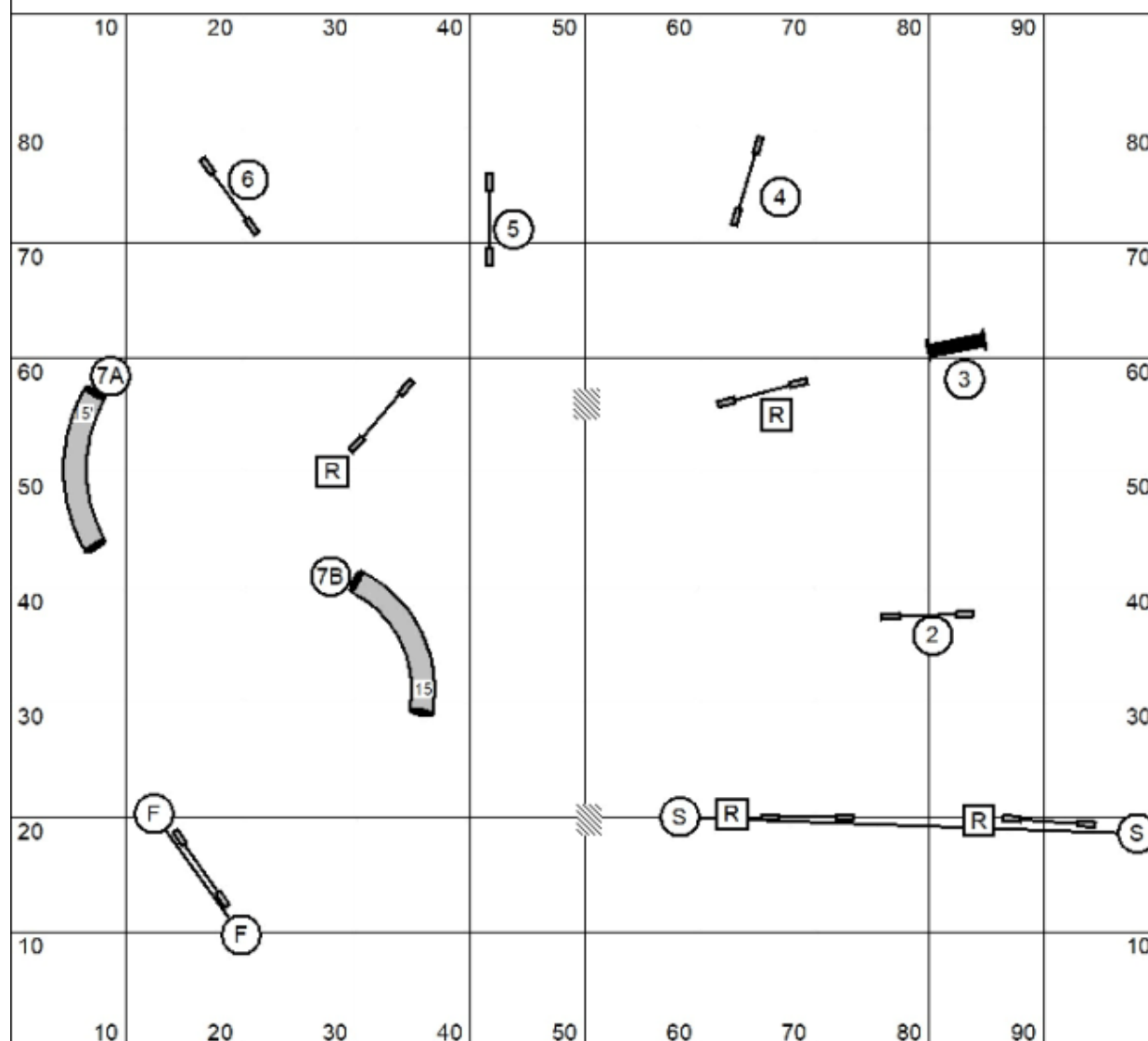
Qualify

Level 5,C 32 points
Level 3: 30 points
Level 2: 28 points
Level 1: 26 points

Enthusiast & Specialist 2 points less respectively

Snooker Levels 3, 5 & C
Judged by: Wayne Van Deusen
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Snooker Levels 1 & 2



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Jumpers Levels 3, 5 & C

Judged by: Wayne Van Deusen

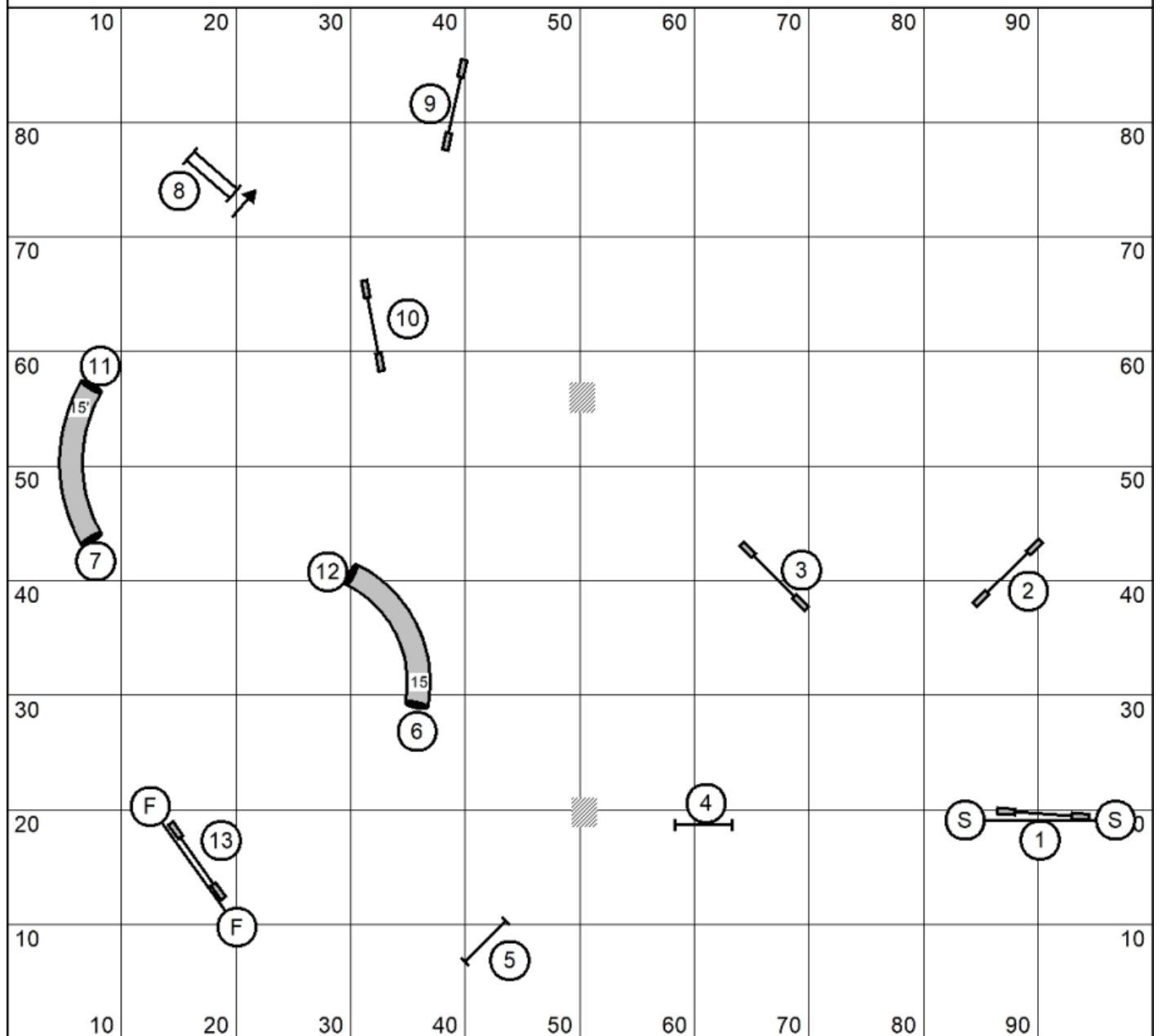
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CourseDesigner.com (CD v4.34)

Jumpers Levels 1 & 2



Jumpers Levels 1 & 2
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