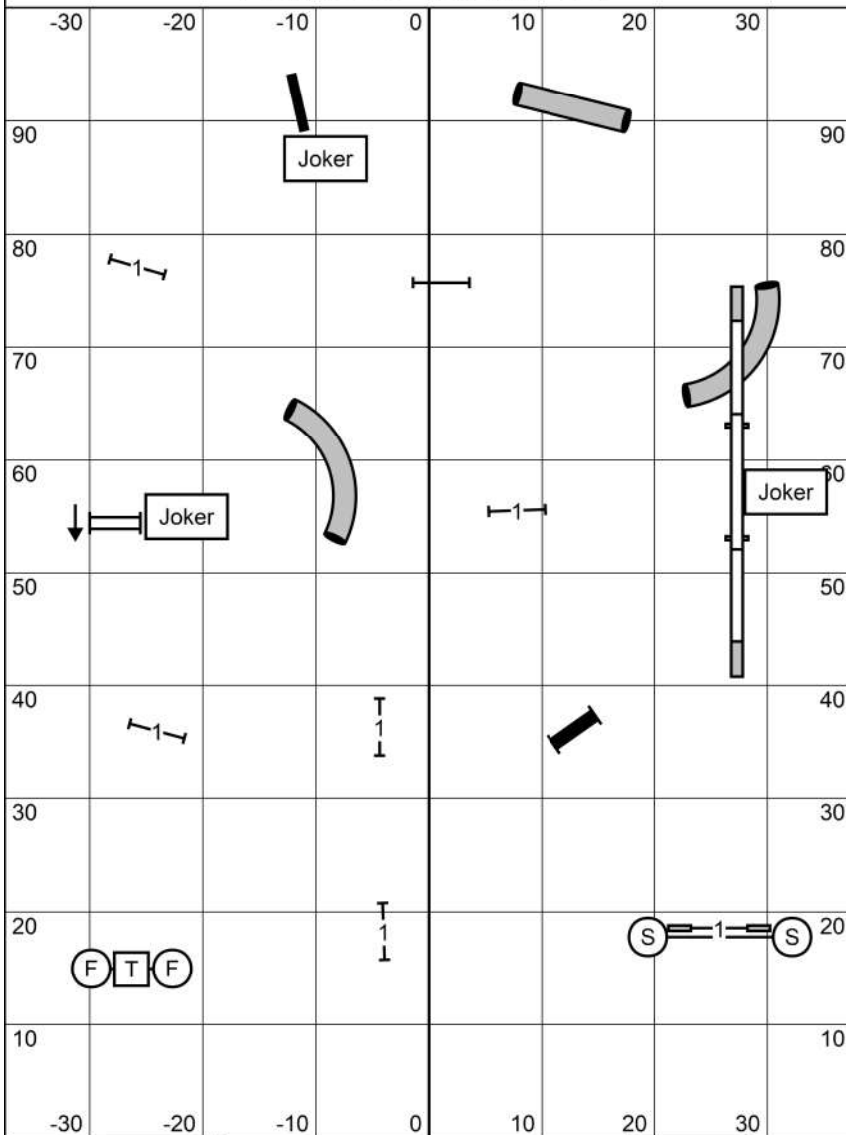


## FullHouse 1,2,3,4,5 & C



**BRIEFING:** The table 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.

To qualify, you must obtain the required obstacles, which are three (3) 1 point obstacles, two (2) 3 point obstacles and one (1) 5 point obstacle and the additional points to complete your level.

Once you complete your point accumulation, you may go to the table at any time. Once the horn blows, you have 5 seconds for your dog to touch the table to stop the clock, or lose one point per full second over time

- 1 Point: Single bar jumps
- 3 Point: Tunnels, Panel
- 5 Point Jokers: Dog walk, Wall, Double
- Times: Large Dogs: 30 seconds; Small Dogs: 35 seconds; 16" vets jumping 12" get big Dog time.
- Level 1      19 points
- Level 2      21 points
- Level 3      23 points
- Level 4, 5, C 25 points
- Specialists and Enthusiasts: Two points fewer

Enter/Exit      FullHouse 1,2,3,4,5 & C      Enter/Exit

FullHouse 1,2,3,4,5 & C  
 Judged by Darryl Warren  
 January 30, 2021  
 The Bella Rose Group  
 Lewisberry Pa

