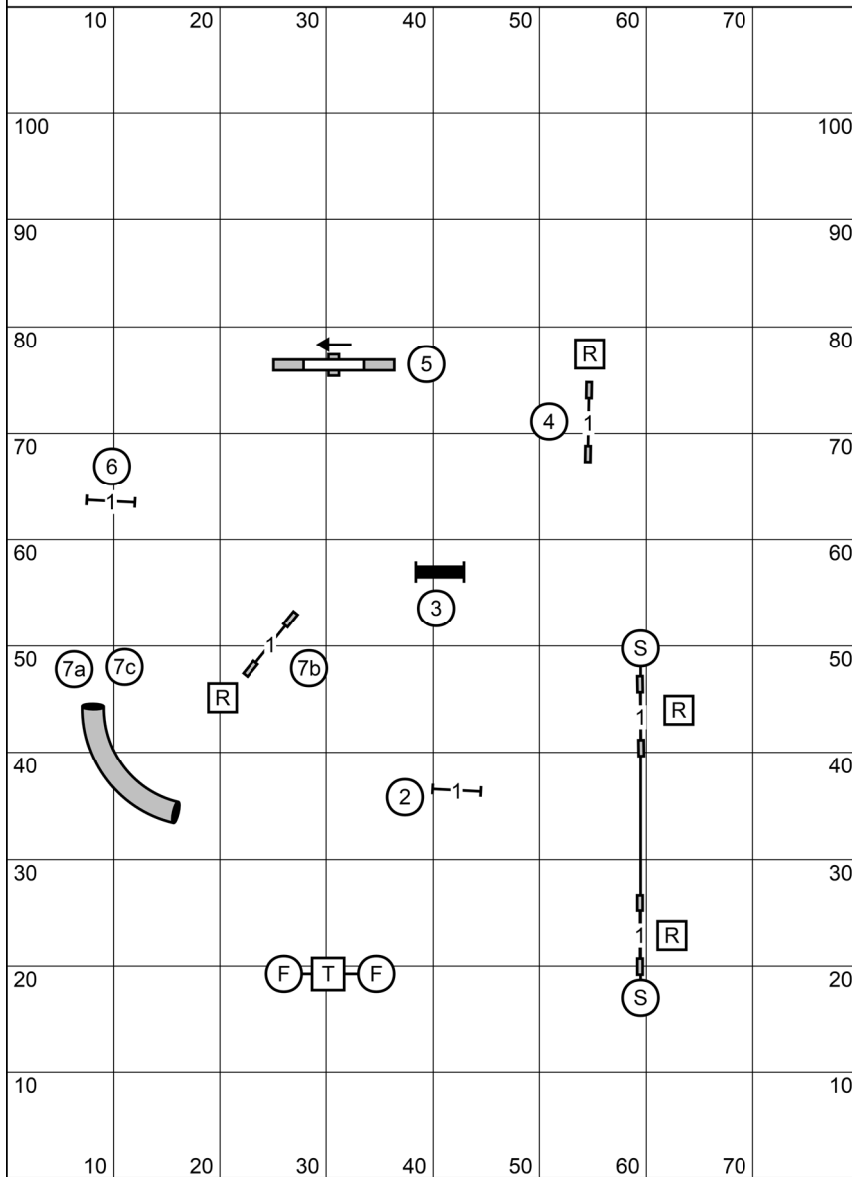


FRIDAY

Snooker Levels 3, 4, 5 & C



SNOOKER BRIEFING

Opening

- Do 3 Red/Number combinations - Red/Number, Red/Number, Red/Number
- There is a 4th Red in case you knock a Red
- All obstacles are bi-directional in the opening. The #7 combo may be done in any order. Once you start a combo then need to attempt all parts of the combo.
- The finish jump or table may be used to transition to other obstacles without fault.

Closing

- Do 2 through 7 in order, as labeled
- #2 is bi-directional
- Finish Obstacle is live and will end your run

If at any time you hear the judge's whistle or "thank you" then your run is over. Go do the finish obstacle to stop the clock.

LEVEL	POINTS NEEDED
Level 1	26
Level 2	28
Level 3	30
Level 45C	32

Enthusiast/Specialist - 2 points less at each level

TIMES:

Large dogs (16, 20, 24) - 50
 Small dogs (4, 8, 12) - 55
 * Note: 16 inch vets jumping 12 get big dog time.

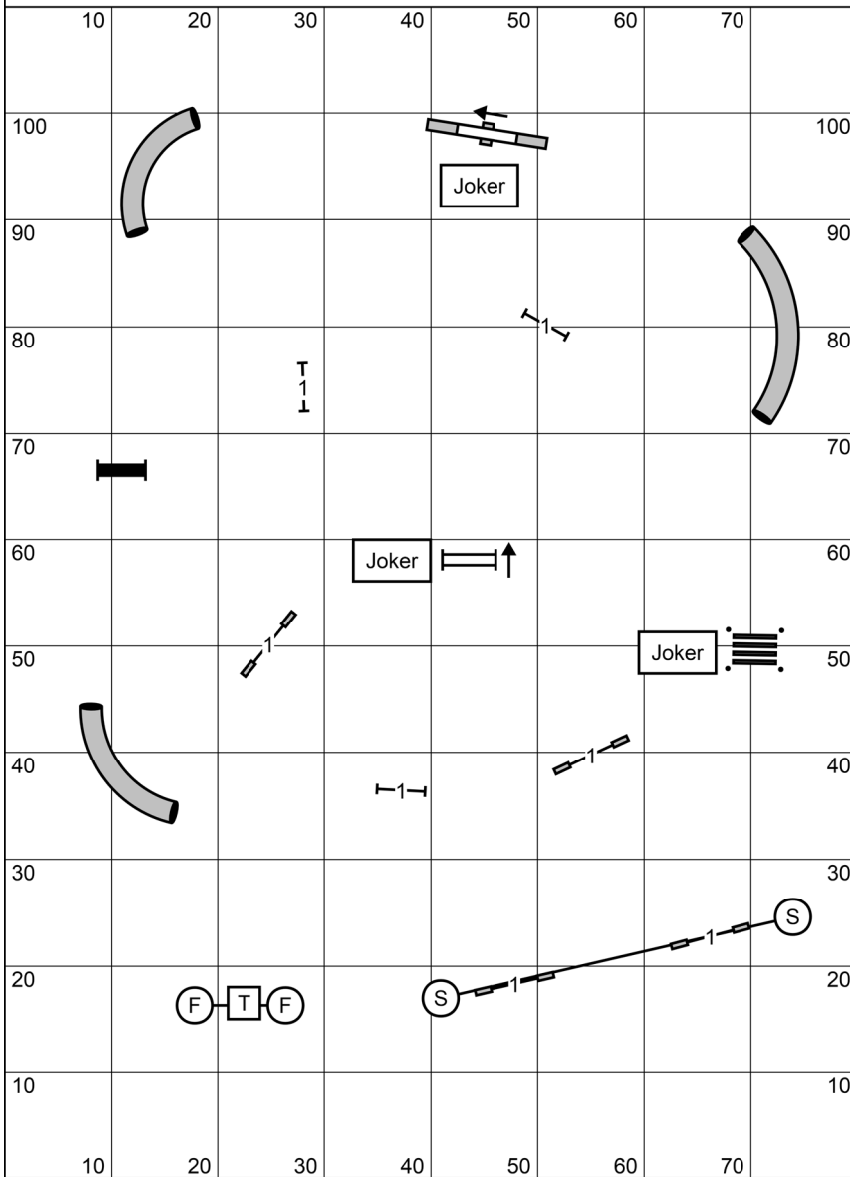
In/Out Gate

Snooker Levels 3, 4, 5 & C
 Judged by: Dan Roy
 Friday, January 21, 2022
 Haute Dawgs Agility Group
 Elk Grove, CA

In/Out Gate

FRIDAY

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



FULLHOUSE - BRIEFING

FullHouse is a point accumulation game. You earn points by successfully completing obstacles.

Point Values

- Single Bar Jumps = 1 Point
- Panel Jump, Tunnels = 3 Points
- Jokers = 5 Points

In addition to earning the minimum points for your Level, teams must also do the following "required obstacles":

- Three (3) 1-Point Obstacles (Single Bar Jumps)
- Two (2) 3-Point Obstacles (Tunnels, Panel Jump)
- One (1) 5-Point Obstacle (Jokers)

* Note: Obstacles can be taken twice for points. Doing an obstacle back to back is allowed, but must be done safely.

Qualifying:

- a. Complete the "required obstacles".
- b. Earn enough points for your level (see below)
- c. Do so in the allotted time (see below)

* Note: The Table is live at all times and will end your run, even if your dog accidentally goes to it. You can also go to table at any time to stop the clock. Point accumulation will stop after the horn sounds. Teams then have 5 seconds to get to the table, after which time you will lose 1 point for every full second over time.

Total Points Needed by Level

- Regular and Veterans
- L1 19 Points
- L2 21 Points
- L3 23 Points
- L45C 25 Points

Enthusiast Specialist - 2 points less at each level

TIMES:	
Large dogs (16, 20, 24)	- 30 sec
Small dogs (4, 8, 12)	- 35 sec
* Note: 16 inch vets jumping 12 get big dog time.	

In/Out Gate FullHouse Levels 1, 2, 3, 4, 5 & C In/Out Gate
 Judged by: Dan Roy
 Friday, January 21, 2022
 Haute Dawgs Agility Group
 Elk Grove, CA