

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 = 5 Points Jokers

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 One (1) 5-Point Obstacle (Tunnels, Panel Jump)

(Jokers)

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

Qualifying:

- a. Complete the "required obstacles".
- b. Earn enough points for your level (see below)
- c. Do so in the alotted 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 loose 1 point for every full second

Total Points Needed by Level

Regular and Veterans

19 Points L1 21 Points

L2

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.



















