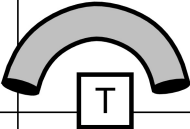


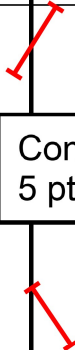





-20	-10	0	10	20		<p>FullHouse (CPE titling game)</p> <p>Small dogs have 35 seconds, big dogs have 30 seconds to gather points.</p> <p>jumps are worth 1 point tunnels, tire are worth 3 points dogwalk, teeter and combo jumps (taken in flow) are worth 5 points.</p> <p>Each obstacle may be taken up to twice for points.</p> <p>In any level, must perform at least (3) 1 point obstacles, (2) 3 pt obstacles, and (1) 5 pt obstacle. Also need a minimum total # of points: Level 1 - 19 pts Level 2 - 21 pts Level 3 - 23 pts Levels 4/5/C - 25 pts</p> <p>After time is up the dog has 5 seconds to get to the table. If it takes more than 5 seconds to get to the table 1 point is subtracted for each additional second.</p> <p>The table is live at all times.</p>
70					70	
60					60	
50					50	
40					40	
30					30	
20					20	
10					10	
-20	-10	0	10	20		
CDAFG - FullHouse December 18, 2021 AgileDogs at JAZZ						