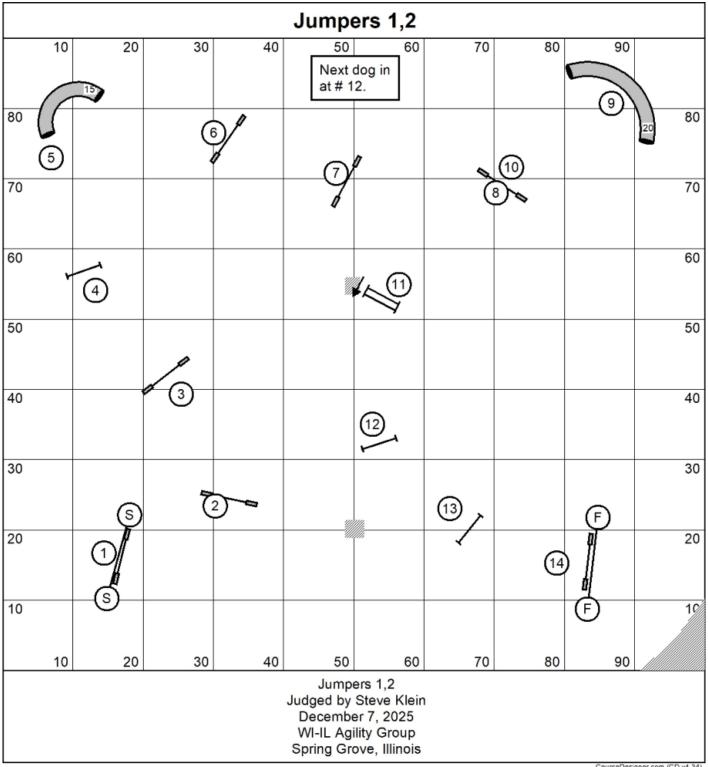
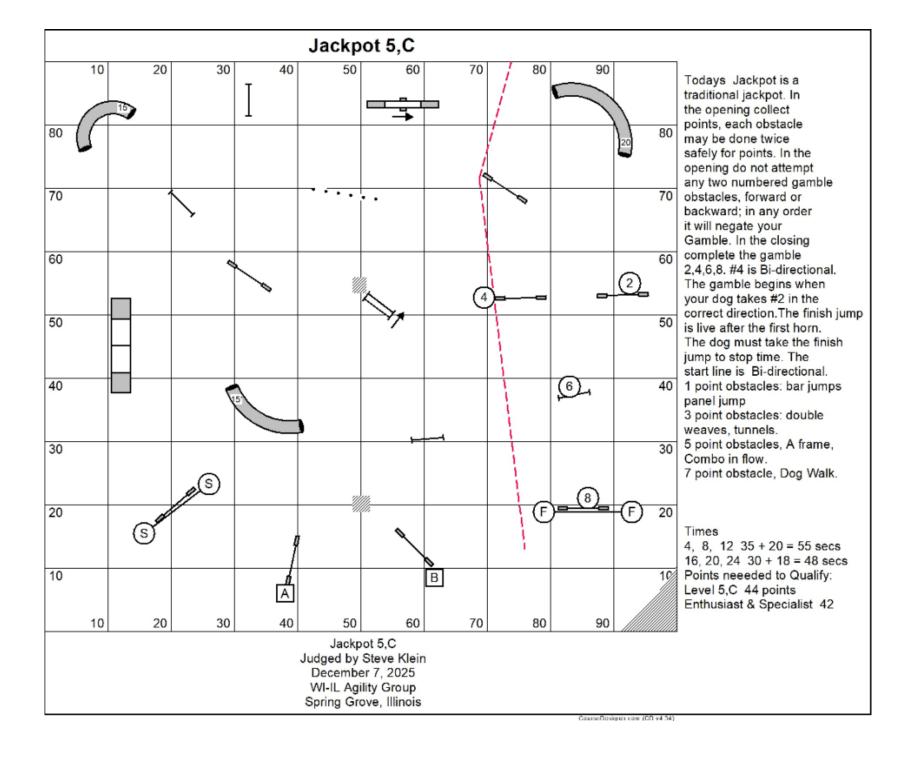
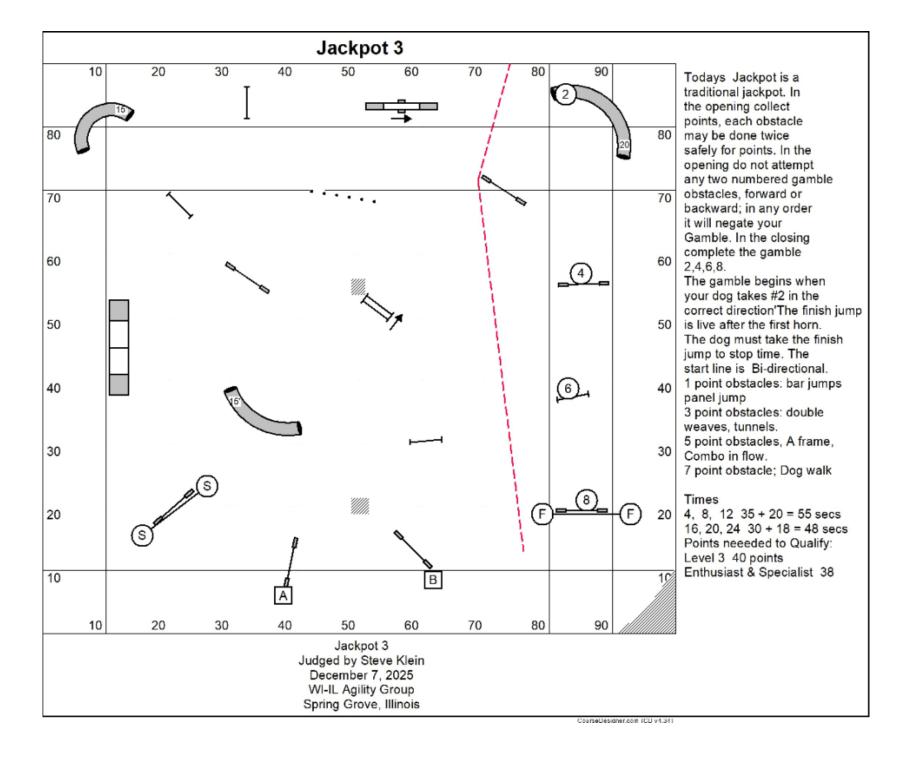


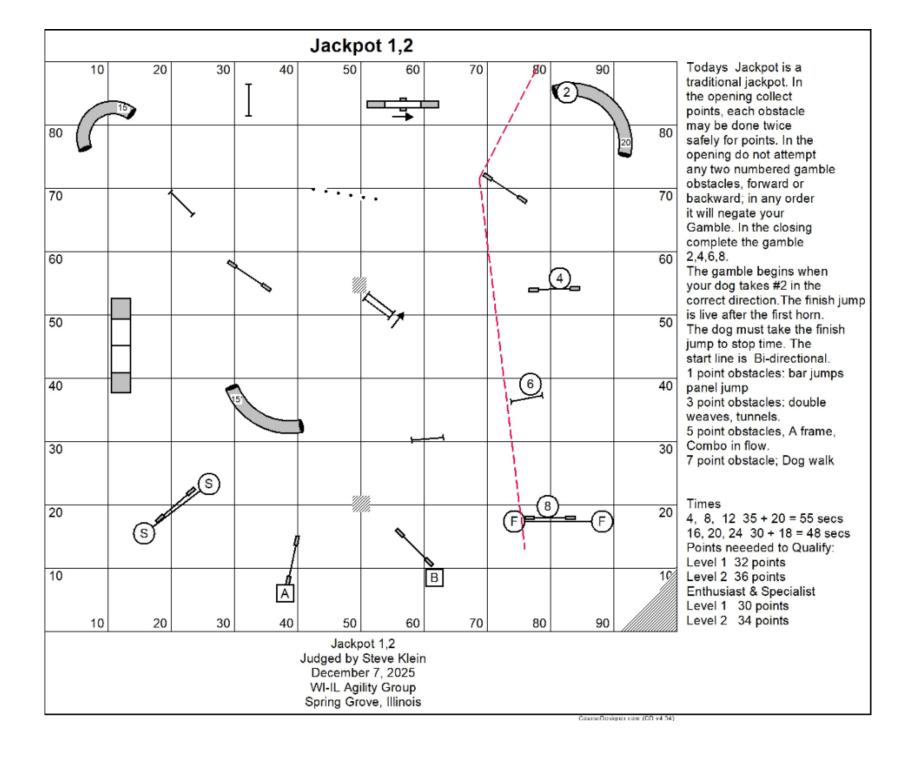
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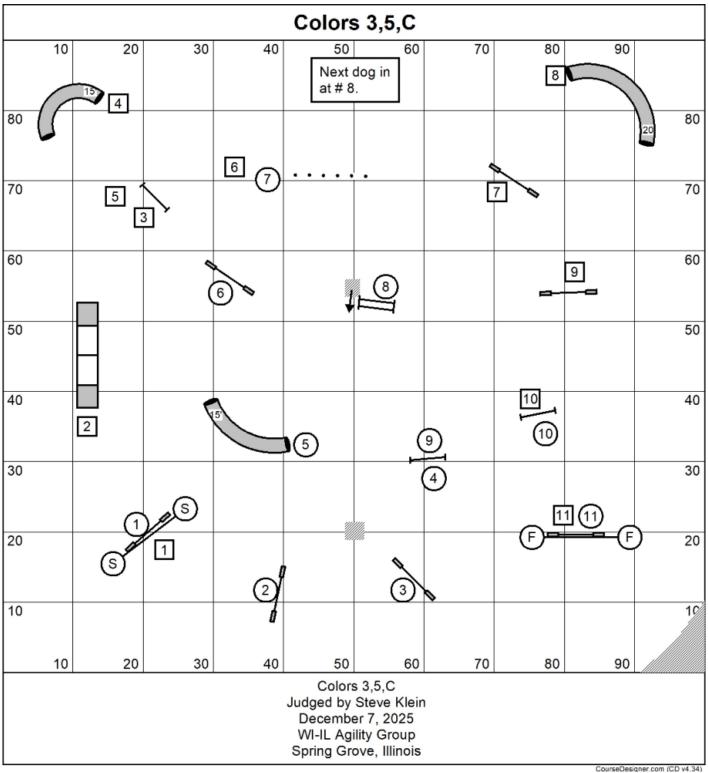


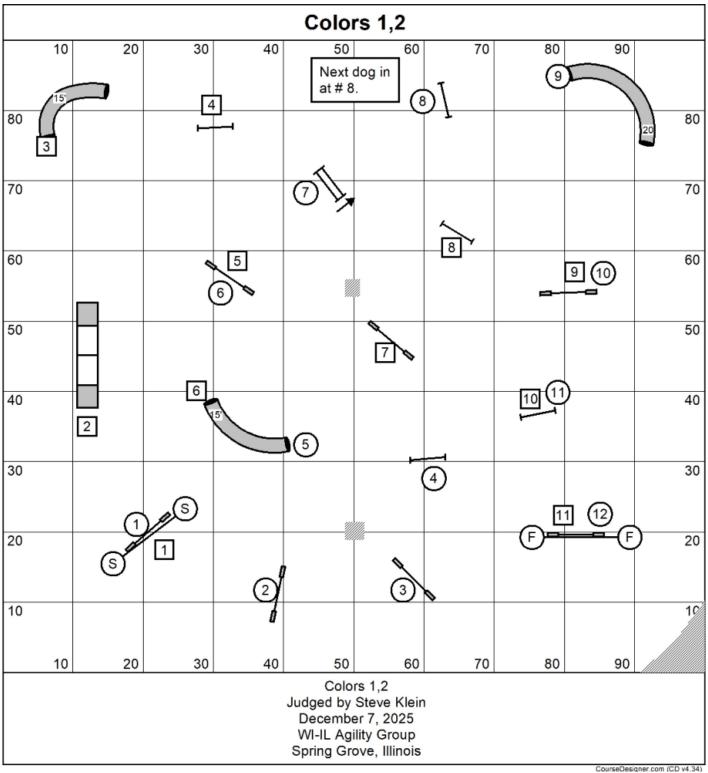
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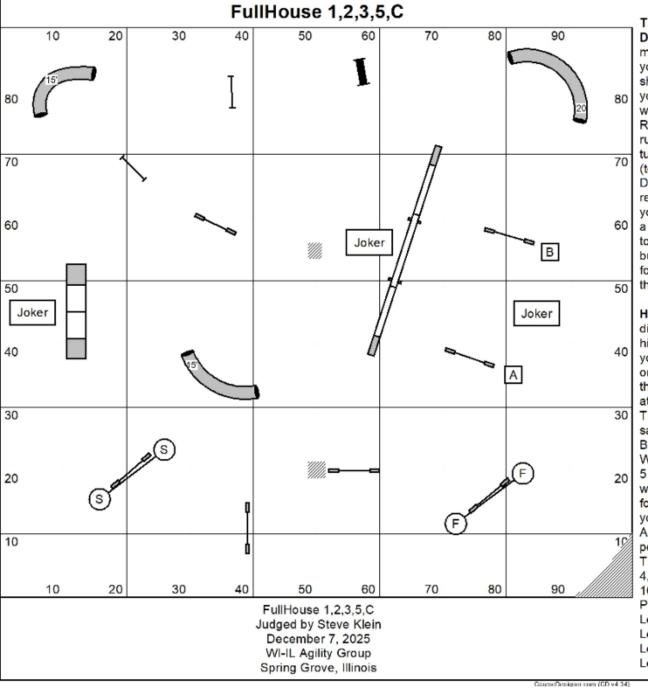












The Keys to FullHouse success. Dogs- Puppies your handlers have many hours and lots of money training you to run independently, feel free to show them how well they have trained you by ignoring them and taking whatever you feel the need to take. Remembering as you run you need 3 single jumps, two tunnels or panels, and one joker (todays jokers, A frame, Dog Walk, Double). Dogs please remember no matter what you think your handler does not count as 60 a Joker for points. If you happen to miss one of these you will not Q, but you may blame it on your handler for mis-directing you. You must take the start jump to start time.

Handlers - You may attempt to direct your dog, or he may run on his own ignoring you completely as you scream and yell their name or obstacle. Just remember to get them to take thew finish jump at the end of the run to stop time.

The table is live as soon as timer says go. The start line is Bi-directional.

When the horn sounds you have 5 secs to get to the finish jump., after which you will start losing 1 point for each full second over 5. Until your dog takes the finish jump.

After the horn there is no more point accumulation.

Times:

4, 8, 12, = 35 secs plus 5 to the table. 16,20,24 = 30 secs plus 5 to the table. Pts Needed to Qualify:

Level 1 19 pts

Level 2 21 pts

Level 3 23 pts

Level 5,C 25 Pts

