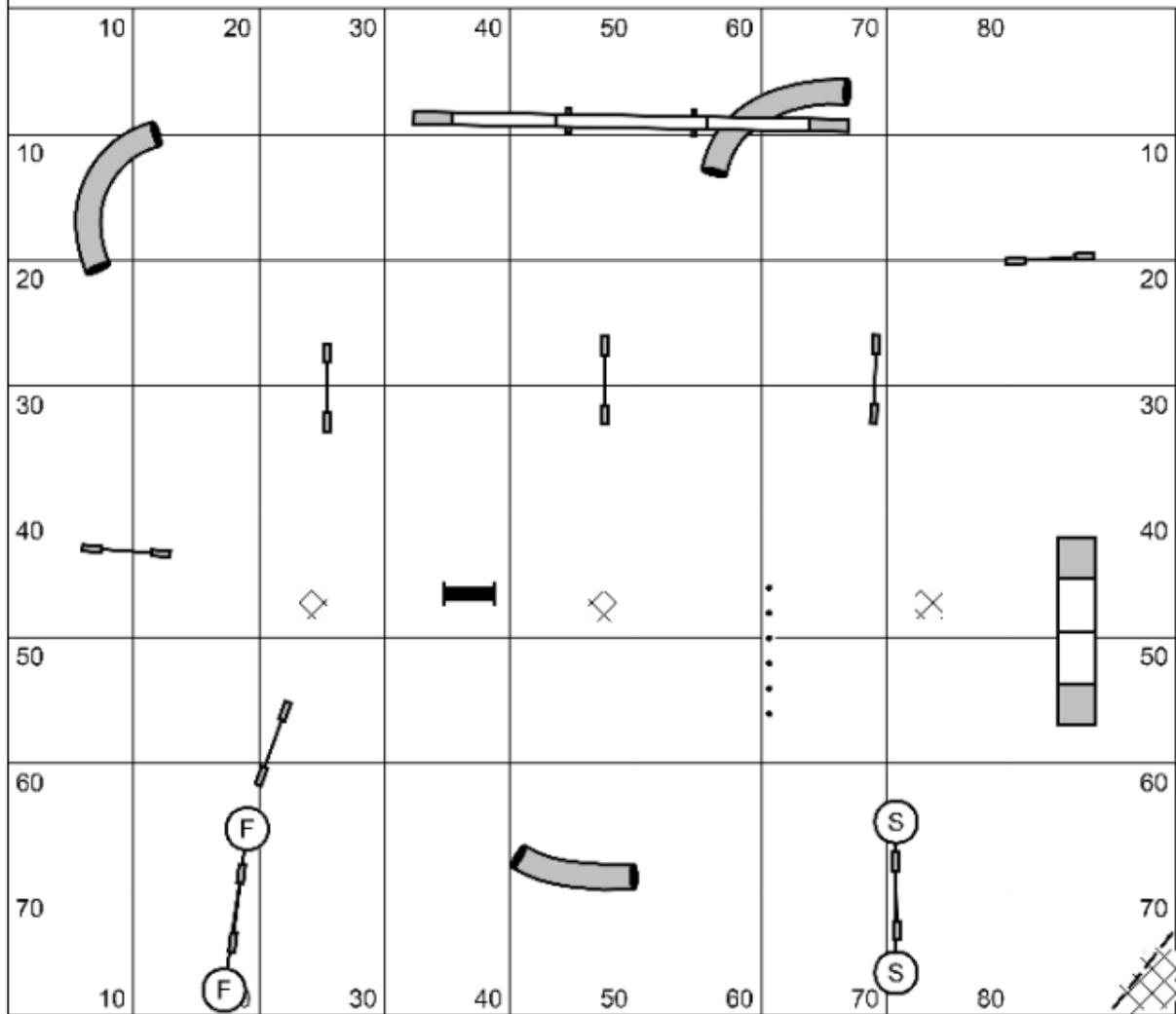


FullHouse All Levels



Objective
 Successfully accumulate required points for respective level

Opening
 Must collect minimum amount of points for level
 During point accumulation, must complete at least 3 one point obstacles, 2 three point obstacles, and 1 five point obstacle.
 Obstacles may only be taken twice for points, and may be taken back-to-back. For contacts, back-to-back is allowed, provided that the dog be given a proper and safe approach to the contact.

1 point obstacles: Single Jumps
 3 point obstacles: tunnels, panel jump
 5 point obstacles: A-Frame, Dogwalk, Weaves

Start line is bi-directional
 May only use each obstacle for points twice

Closing
 After first horn sounds, must immediately go to table
 Points may not be accumulated after first horn
 After 5 seconds have passed (following the first horn), a point will be deducted for every additional full second it takes to reach the table

Point Requirements
 Level 1: 19 Points
 Level 2: 21 Points
 Level 3: 23 Points
 Levels 5C: 25 Points
 * For enthusiast and specialist teams, 2 less points are needed to qualify

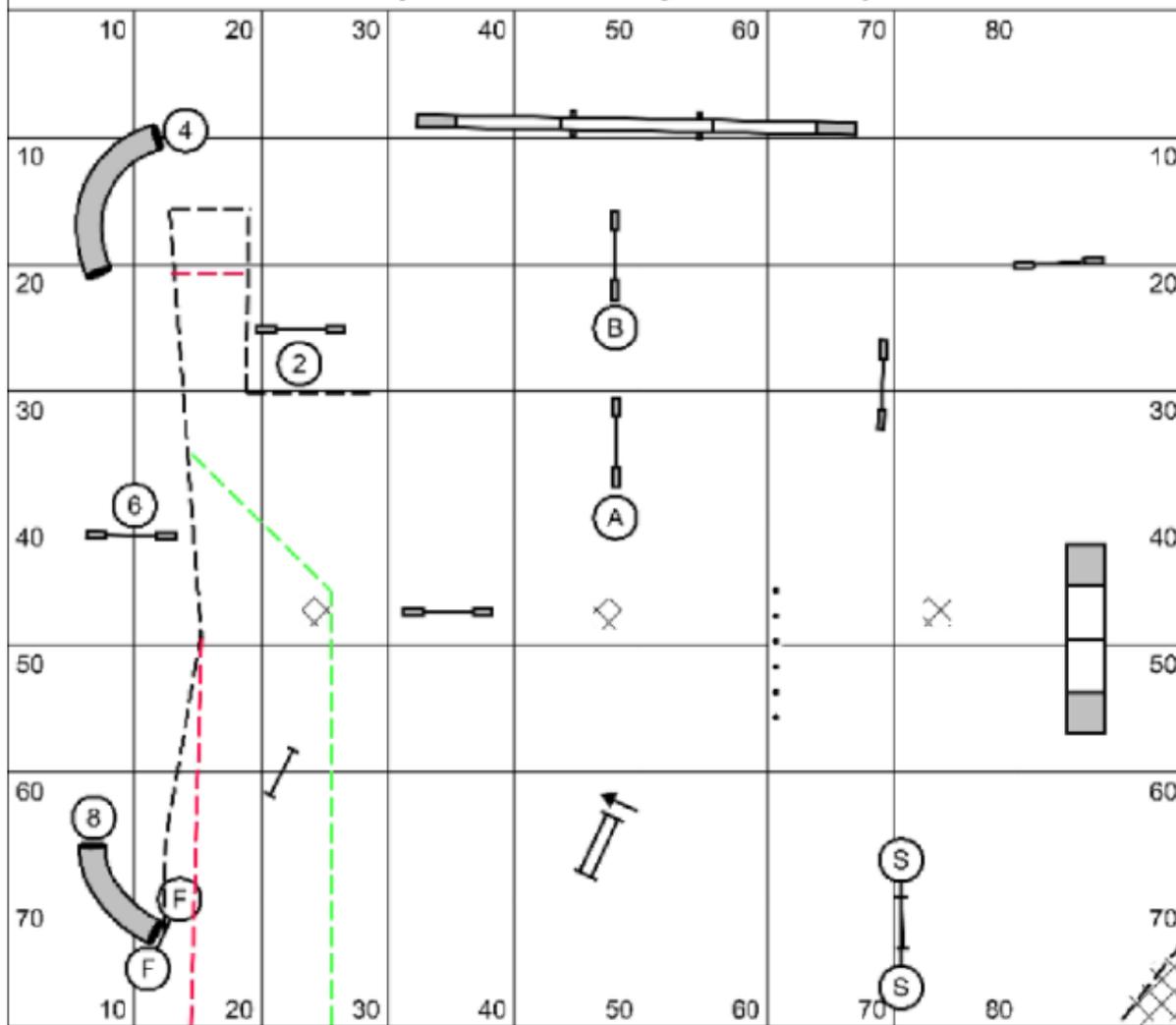
Exit

FullHouse All Levels
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 February 7, 2026
 Breakaway Action Dogs
 Frederick, MD

Entrance

Opening (Point Accumulation) Times
 Small Dogs - 40 seconds
 Big Dogs - 35 seconds

Jackpot All Levels (Traditional)



Opening

Team must accumulate at the least the minimum required points for level
 Back-to-back is permitted, provided a safe approach
 No two consecutive gamble obstacles may be performed in a row, doing so will negate the gamble
 Obstacles may be taken for points twice

- 1 Point: Single bar jumps
- 3 Point: Tunnels, Weaves, Double
- 5 Point: A-Frame, Dogwalk, Combo

Closing

After the first horn, the team must proceed to the "gamble"
 The dog must complete the gamble in the correct order, while the handler stays behind the line
 The gamble must be done in time in order to qualify

Minimum Opening Points

- Level 1 - 12 Points
- Level 2 - 16 Points
- Level 3 - 20 Points
- Levels 5,C - 24 Points

Enthusiast and Specialists need two less points in opening

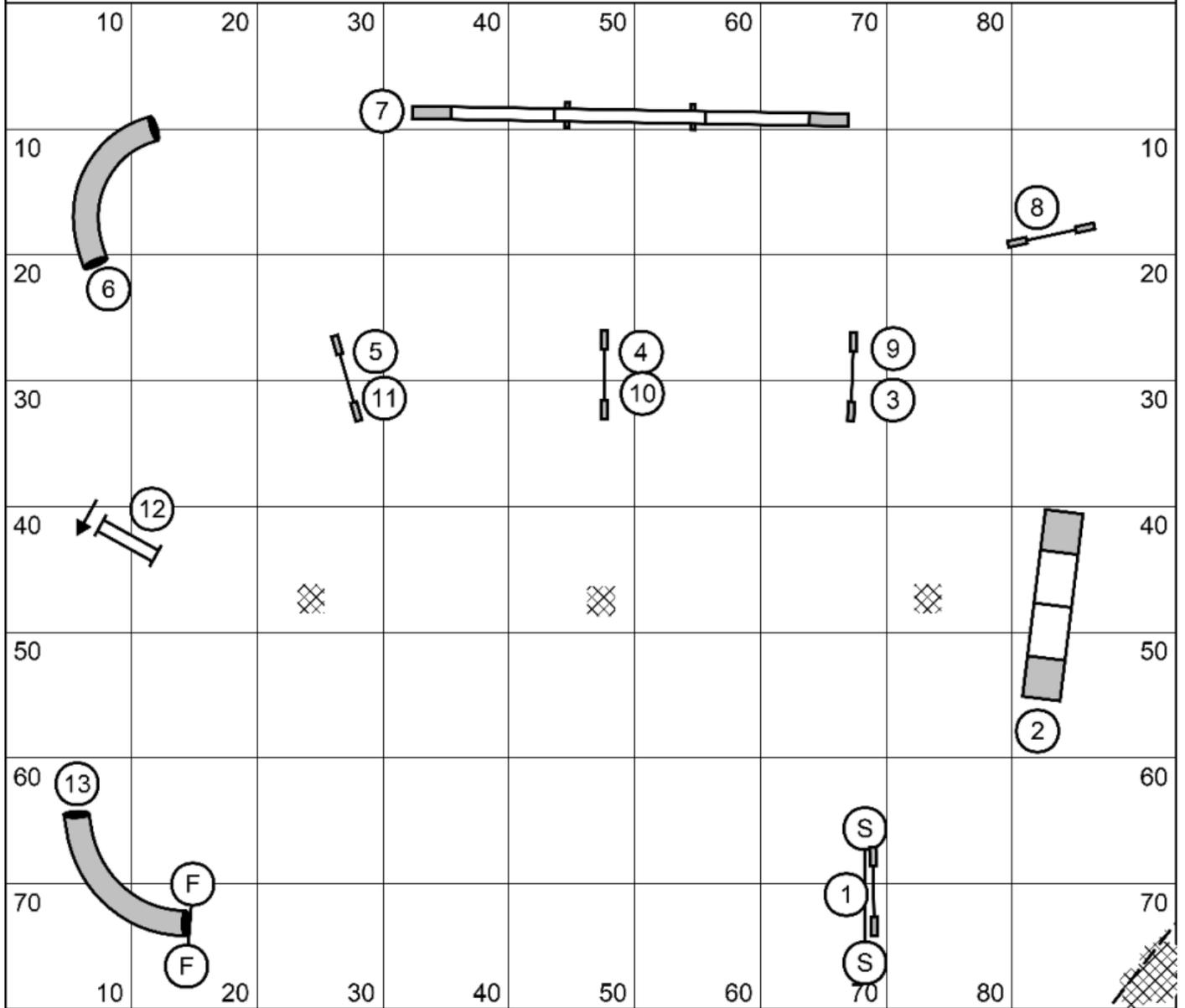
Gamble Lines

The following indicate the corresponding gamble lines for each level. The handler must stay behind the corresponding gamble line when completing the closing.

- Levels 5 & C:
 - Obstacles 2,4: Must stay behind black and red line
 - Obstacles 6,8: Must stay behind green line
- Level 3:
 - Obstacles 2,4: Must stay behind black and red line
 - Obstacles 6,8: Must stay behind black and red line
- Levels 1 & 2:
 - Obstacles 2,4: Must stay behind black line
 - Obstacles 6,8: Must stay behind black line

Outside Door Exit Jackpot All Levels (Traditional) Entrance
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Standard Level 1



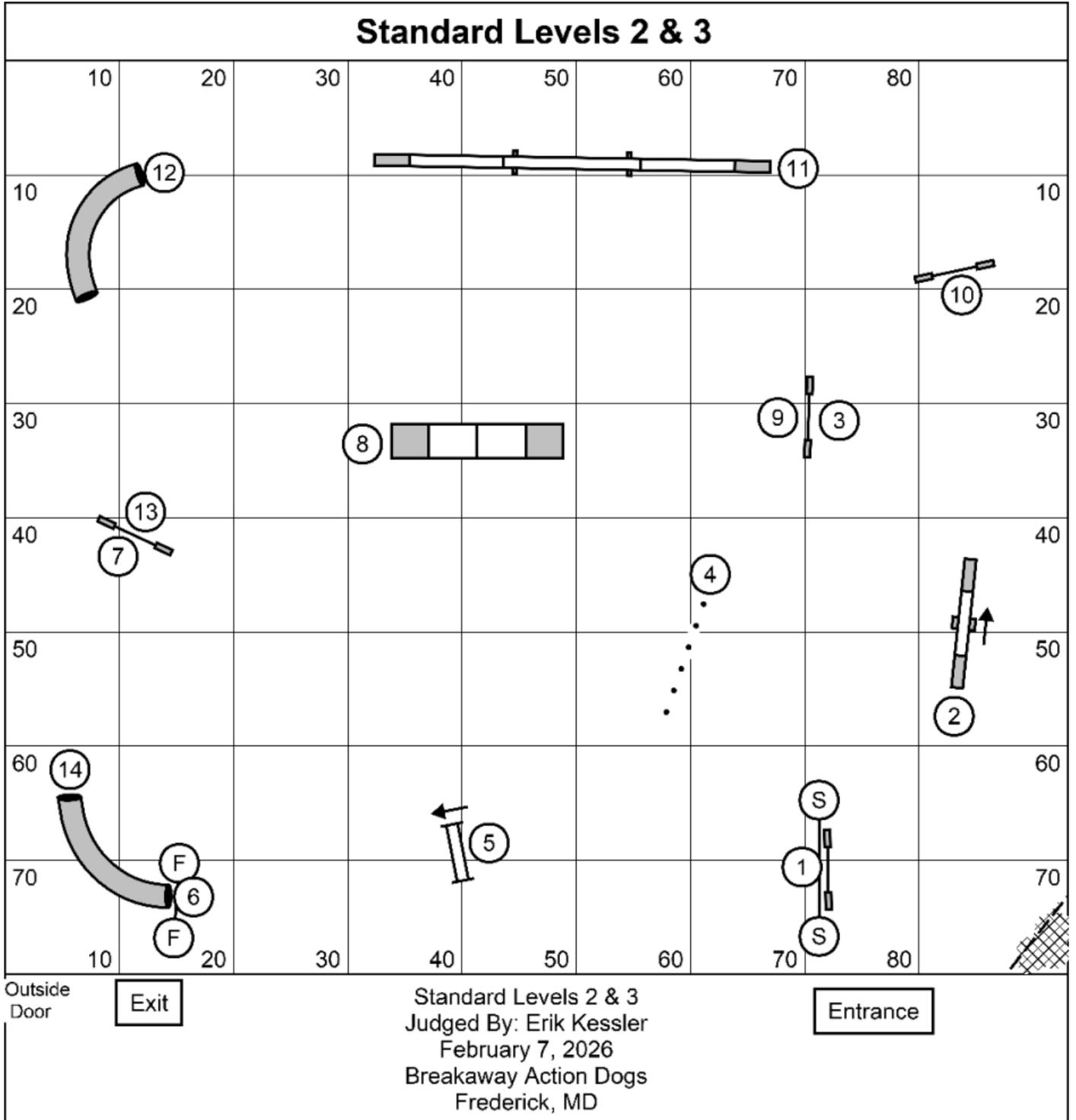
Outside Door

Exit

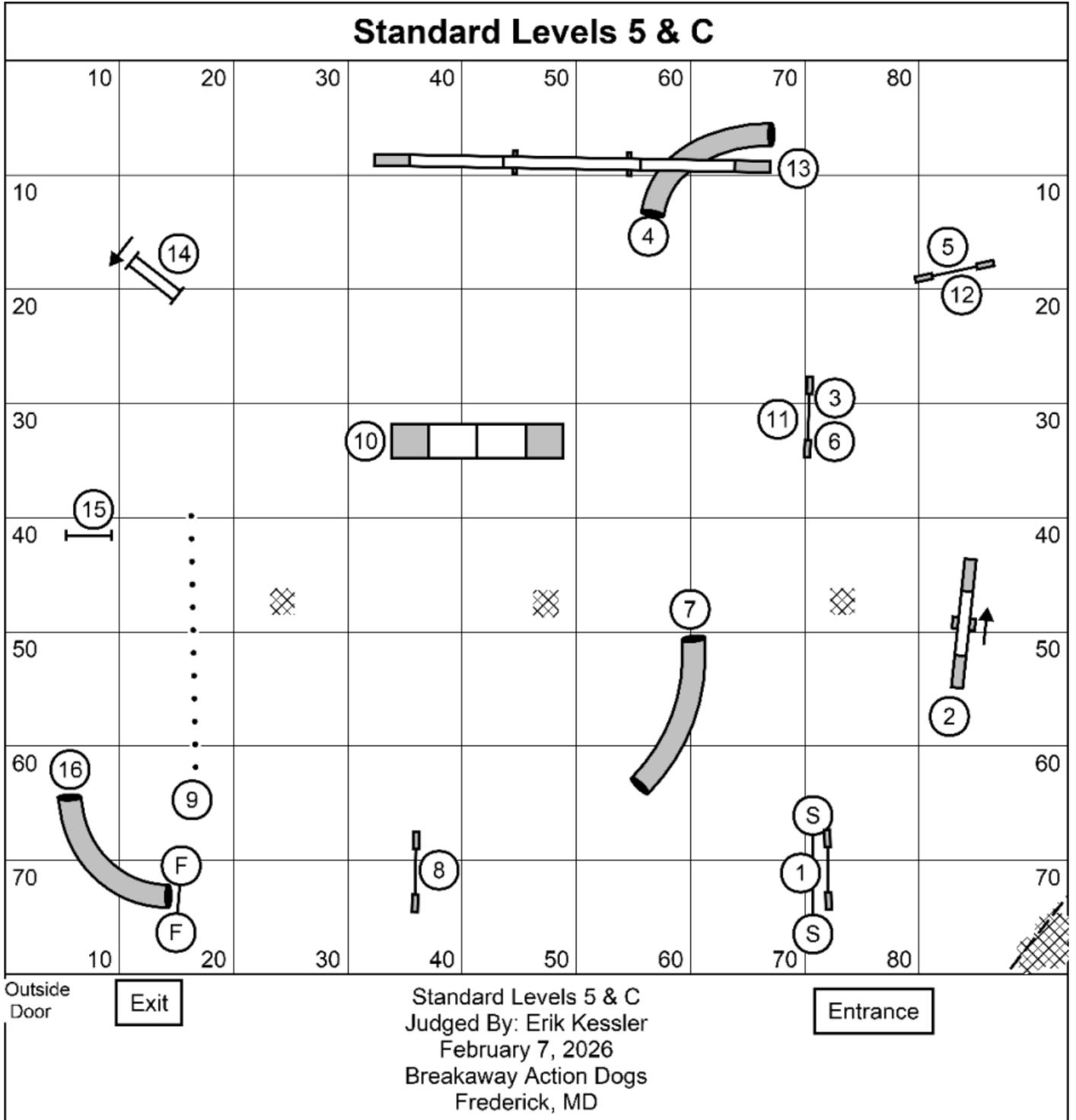
Standard Level 1
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Entrance

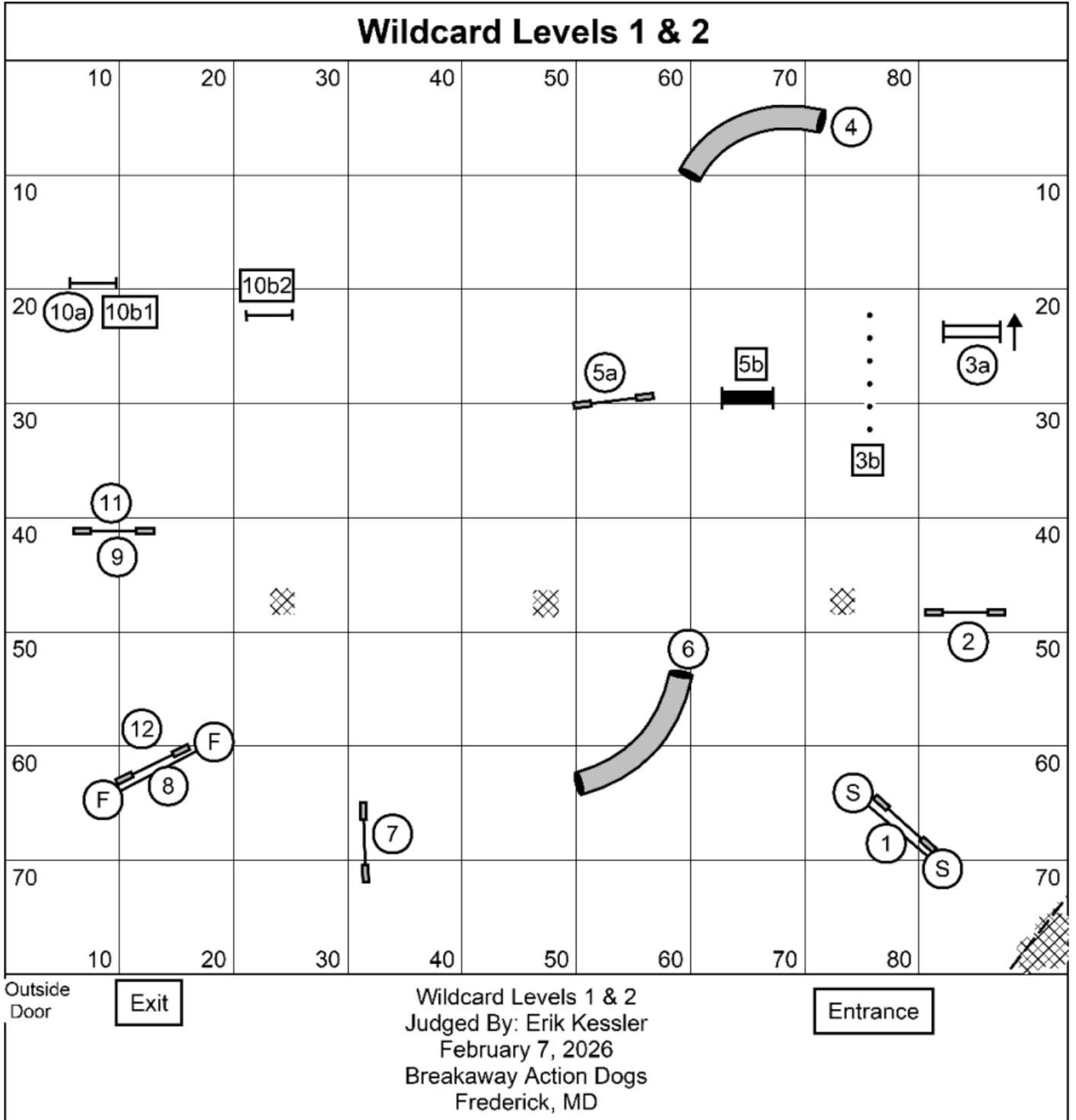
Standard Levels 2 & 3



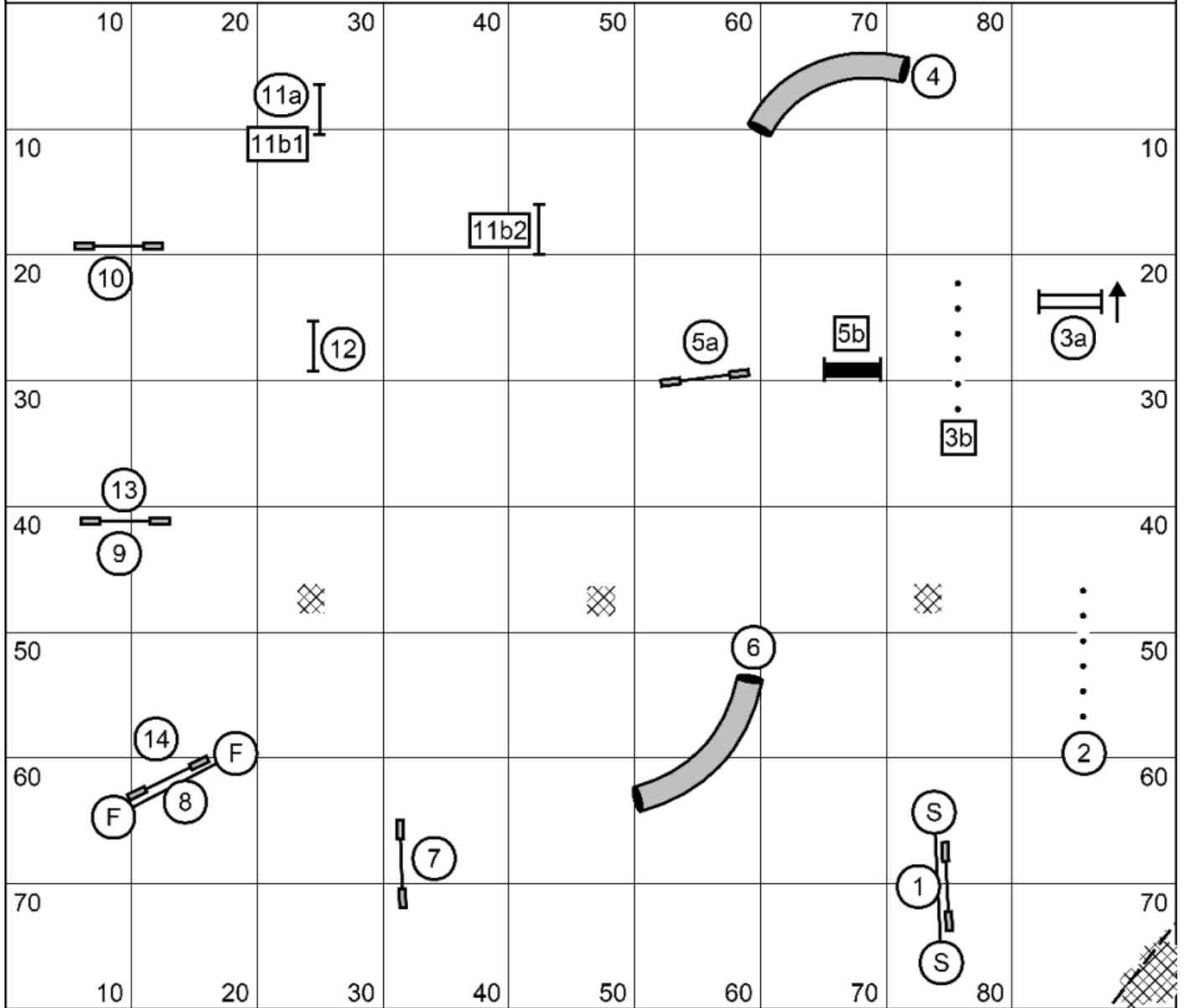
Standard Levels 5 & C



Wildcard Levels 1 & 2



Wildcard Levels 3, 5 & C



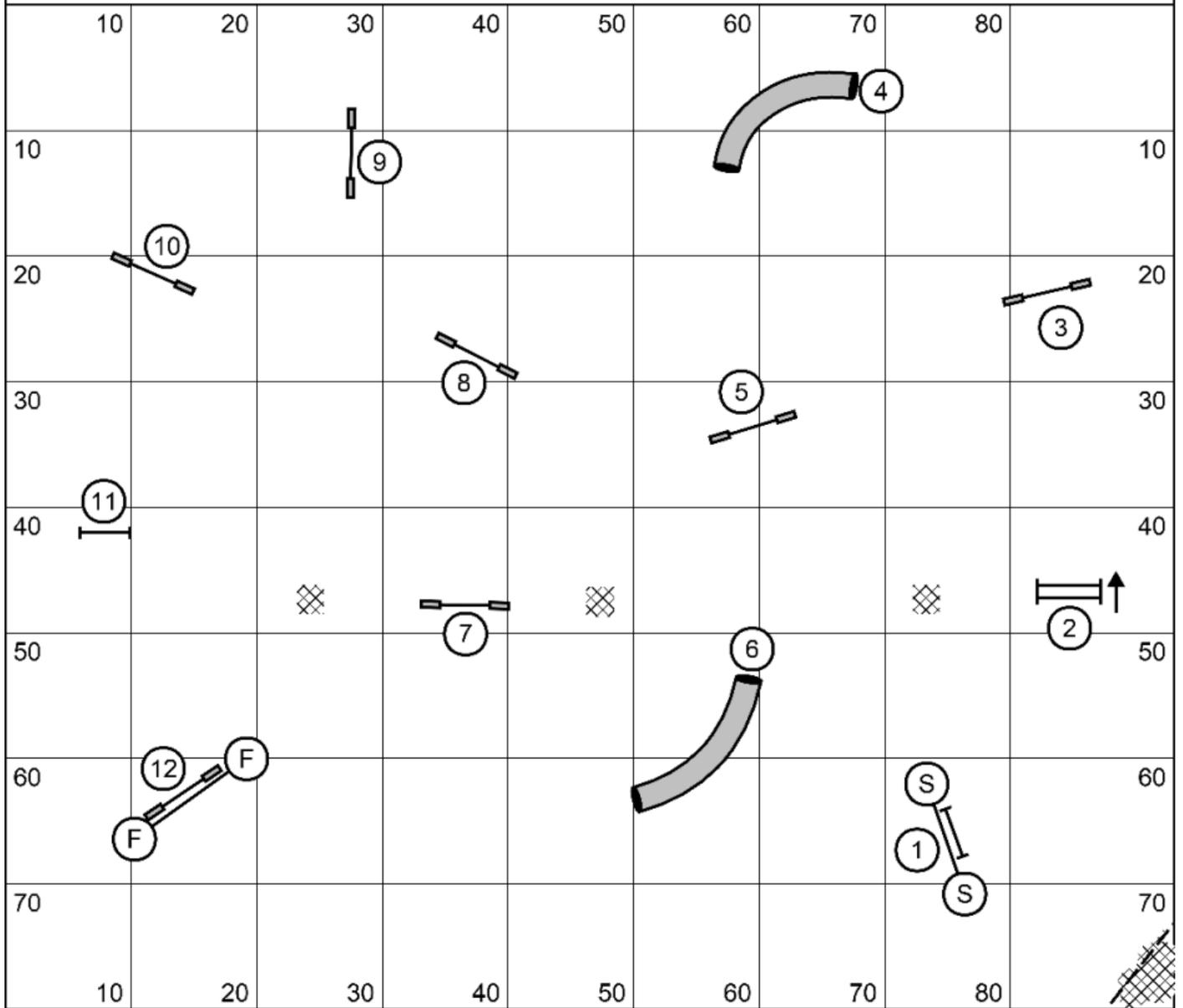
Outside Door

Exit

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Entrance

Jumpers Levels 1 & 2



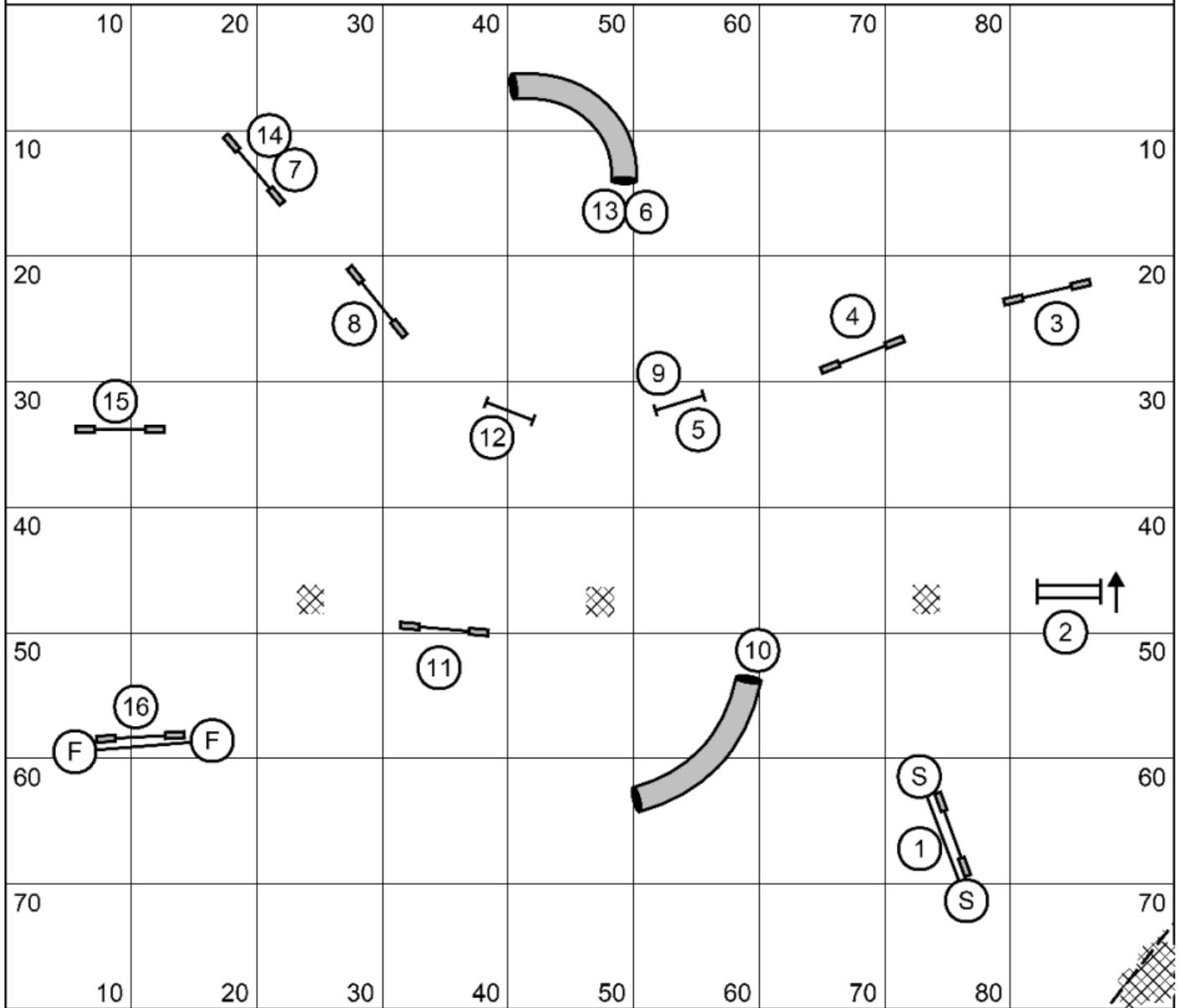
Outside Door

Exit

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Entrance

Jumpers Levels 3, 5 & C



Outside Door

Exit

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Entrance