

## FULLHOUSE

Fullhouse is a timed point game. The object is to accumulate the required points and required sets of obstacles within the time allowed. You must complete at least three Jumps, two Circles, and one Joker. Like Jackpot, it is a game in which you make up your own course through the obstacles.

The point values and types of obstacles are as follows:

Jumps – 1 point – single bar/panel jumps.

Circles – 3 points – tunnel, chute and tire.

Jokers – 5 points – Contacts, weaves, and broad, double, triple & combo jumps.

In order to Q, you need to do three Jumps, two Circles and one Joker and accumulate a total of 19 to 25 points, depending on your Level.

The total time allowed is 35 seconds for dogs jumping 16" and over and 40 seconds for smaller dogs. This includes a 5 second allowance after the whistle blows in order to get one paw on the table to stop the clock. One point is deducted for each full second over the allowable game time. If you have earned enough points and completed the required sets, you may proceed to the table at any time to stop the clock (even before the warning whistle). However, placement is based first on points, then time.

Back-to-back obstacles are allowed if done safely. Each obstacle may be used at most two times. All obstacles may be taken in either direction, except the teeter-totter, chute, triple jump, and ascending broad and double jumps. The table is "live" all the time, so if your dog inadvertently touches the table, you are done.

The rules of Fullhouse are fairly straight-forward, but you will want to plan in advance a course that will net you the required sets and points. One way to think about this is that the minimum set of obstacles (3 Jumps, 2 Circles, and 1 Joker) will earn you 14 points ( $3 \times 1 + 2 \times 3 + 5$ ). So you need to plan a course that includes the minimum sets, and for Level 1, at least 5 more points. This could be one Joker or a Circle and 2 Jumps, for example. If your dog takes the wrong obstacle, or you forget where you planned to go (that never happens!), then you will have to think on your feet. But it's always best to start with a good plan in mind at the beginning.

You will notice that in the example above, there are no numbers or letters on the obstacles. You must start with one of the three jumps on the start line and finish by touching the table. Other than that, your direction on the course is totally up to you. I've added the dashed line on this example to show one of many possible courses. (This line will not appear on the diagram you get at the trial.) In this example, the tunnel under the A-frame is done twice, once before and once after the A-frame. There are four Jumps (4 points), two Circles (tunnel twice: 6 points), and two Jokers (A-frame and triple jump: 10 points). This total of 20 points is enough to Q in Level 1. If you've just done the triple jump in this example, you may proceed to the table, stop the clock, and take your Q, even if the warning whistle hasn't blown. Or, if you're trying for first place, you may want to "hang out" near the table and accumulate more points. For example, time permitting, you could do the nearby tunnel, A-frame, jump, and triple jump for 14 more points. But be ready to break off and head to the table as soon as the whistle blows.

Catch Phrase: "Three Jumps, two Circles and one Joker."

All Levels Fullhouse Course with Sample Path Shown

