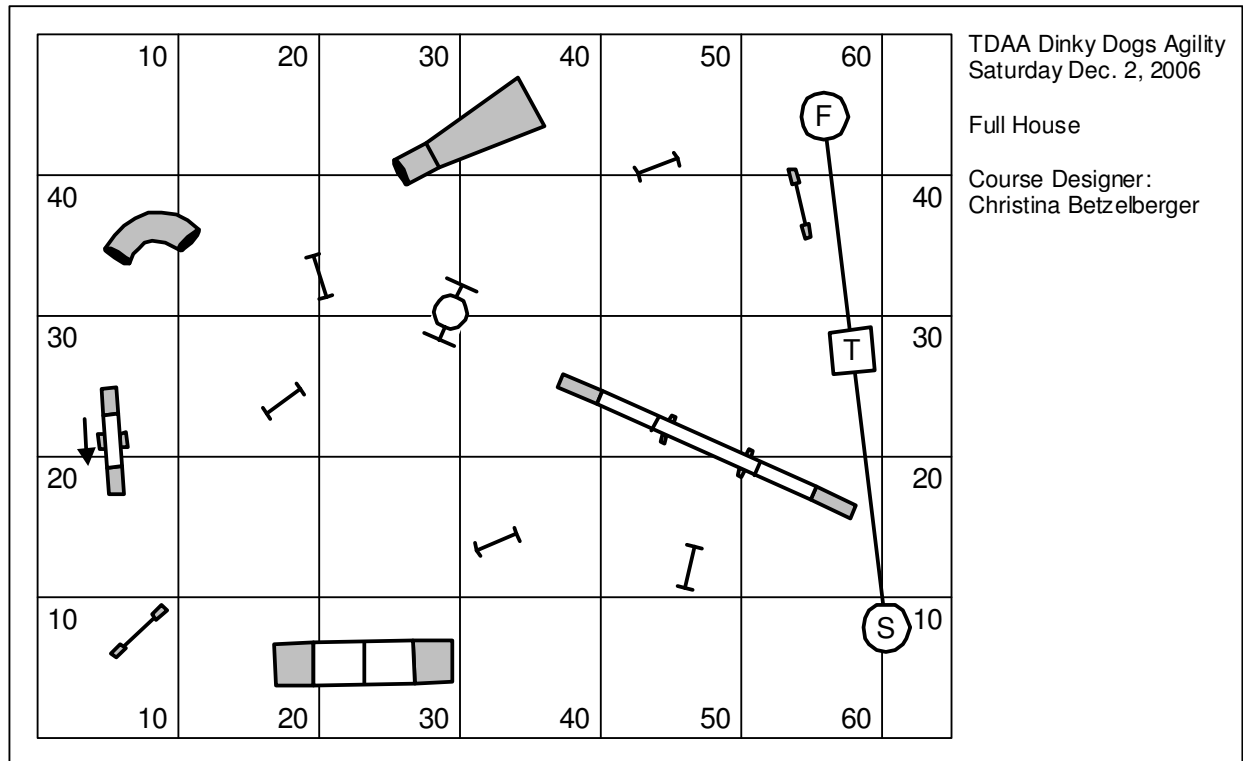


## Full House



## Briefing

The objective of Full House is to successfully accumulate required points and before the expiration of time gather the elements of the Full House: **three-of-a-kind** – 3 single bar jumps; **twosome** – 2 "circles" (tunnel, collapsed tunnel, or tire); **Joker** – 1 contact.

All obstacles may performed only twice for points. Back-to-back performances are allowed. At the expiration of time, the team has up to five seconds to stop the clock by going to the table or crossing the finish line. Point accumulation time differs by jump height:

- 4" and 8", whistle at 40 seconds, total game time, 45 seconds
- 12" and 16" whistle at 35 seconds, total game time, 40 seconds

Full House is scored points then time. Points for obstacles are on a 1-3-5 system:

- 1 point for Jumps
- 3 points for "Circles" (tunnel, collapsed tunnel, tire, window)
- 5 points for "Joker" (contacts, weaves, broad jump, double, and triple)
- 0 points for the table; stops the clock and is live at all times

## Qualifying

Games 1 – 19 points

Games 2 – 22 points

Games 3 – 25 points