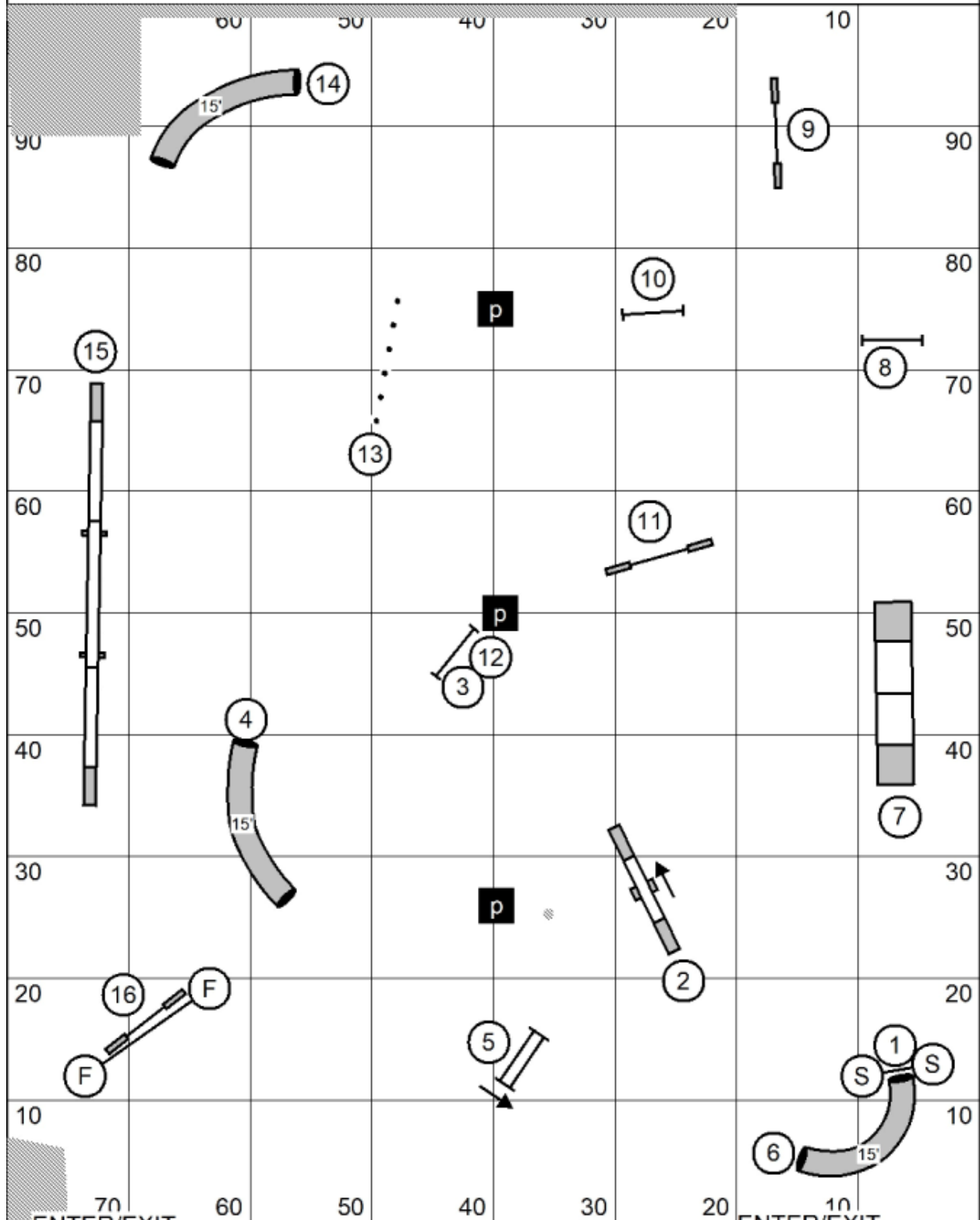


Standard 5, C DD

Judged by: Jim Murrin
July 11, 2026
Dog Agility Club of NY and Long Island
Bay Shore NY

Standard 3 DD



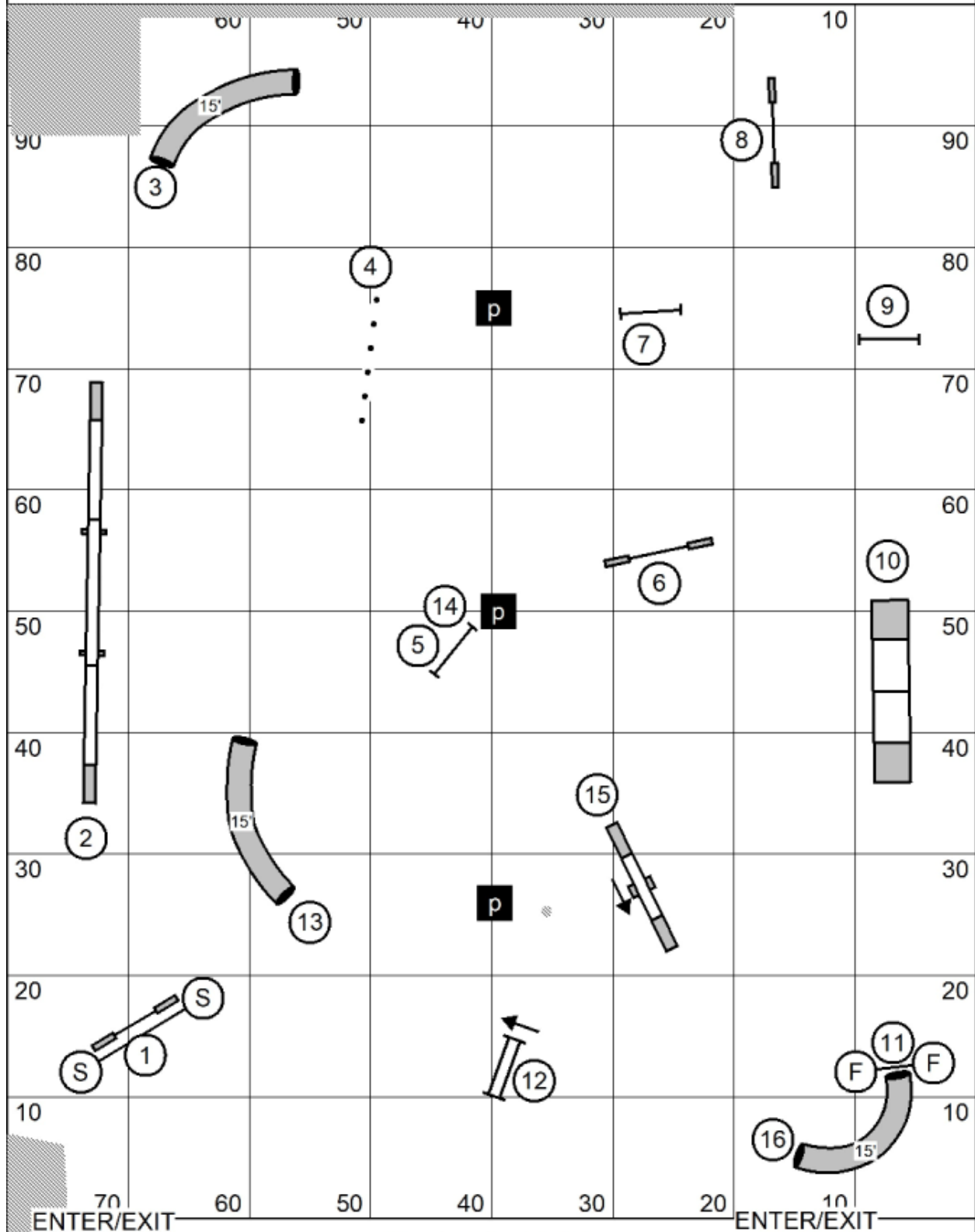
ENTER/EXIT

ENTER/EXIT

Standard 3 DD
Judged by: Jim Murrin
July 11, 2026

Dog Agility Club of NY and Long Island
Bay Shore NY

Standard 2 DD



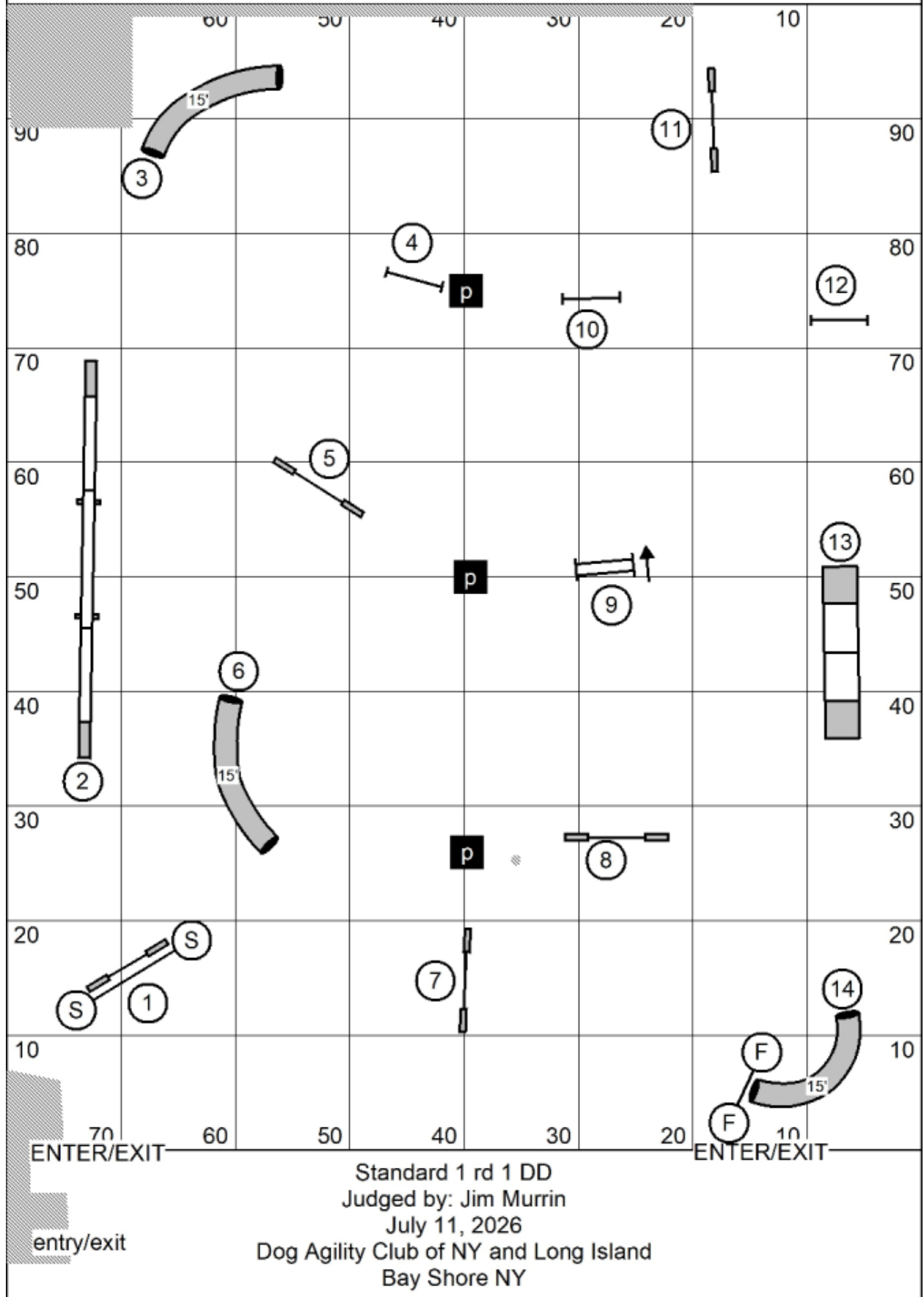
ENTER/EXIT

ENTER/EXIT

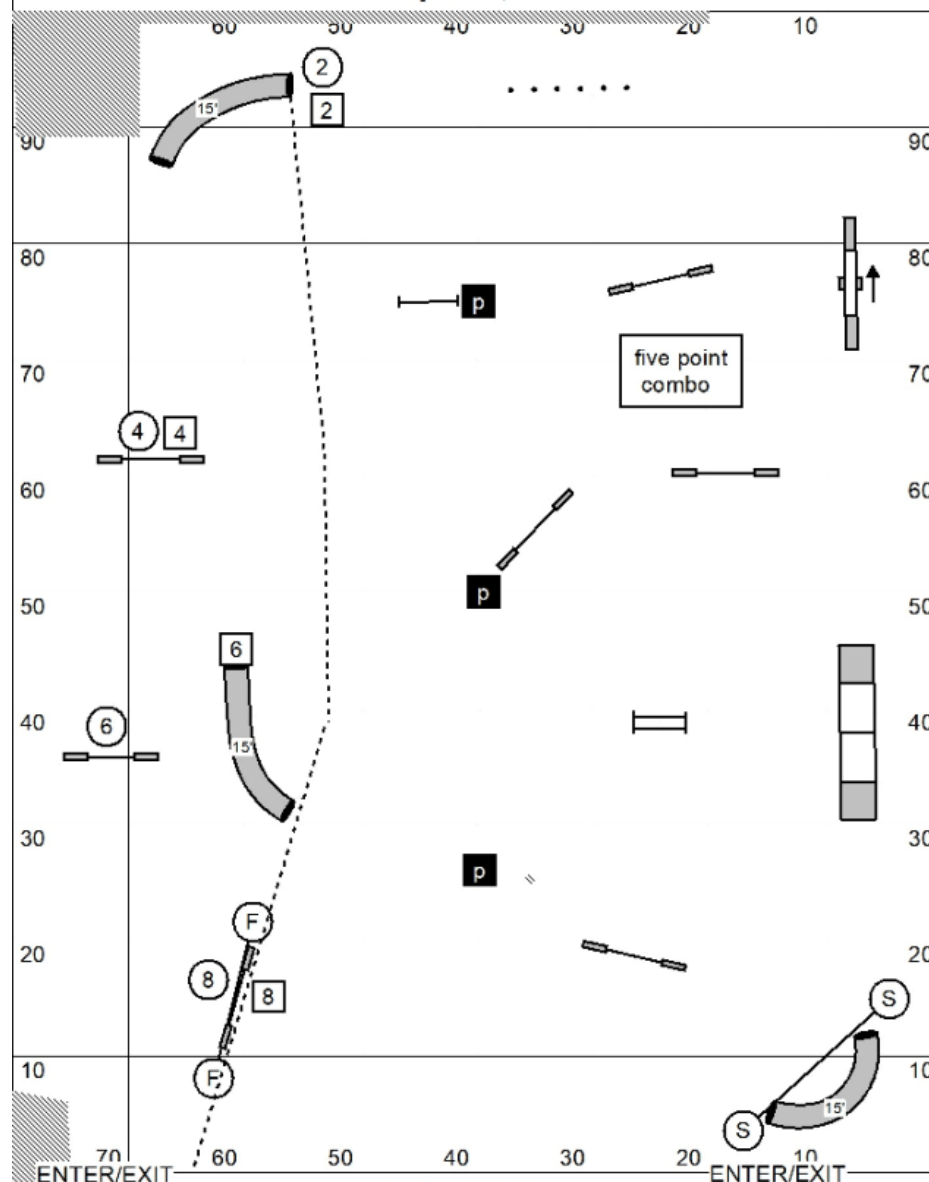
entry/exit

Standard 2 rd 1 DD
 Judged by: Jim Murrin
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 Bay Shore NY

Standard 1 DD



Jackpot 5, C & 3



Combined Traditional Jackpot:

There is one line. You must announce your level prior to the start of your run. Level 5C dogs must follow the circle numbered course. Level 3 must do the square lettered course.

Opening: All obstacles can be performed twice for points during the opening time period. The teeter is worth 7 points the first time completed. The two jump combo must be done in flow. No two sequentially numbered gamble obstacles can be taken back to back or you negate your gamble. The double is bi-directional. When the first horn blows, you will stop collecting points. Please proceed to the closing.

Closing: Once the first horn sounds, you must successfully complete the gamble to earn your Q. The Gamble begins when you attempt the first gamble obstacle. The second horn will sound if you are six seconds over time.

Big dog time 16"V, 16", 20", 24"
30 second opening 20 sec closing.
Small dogs 4", 8", 12", 35 second opening, 22 sec closing.

Points needed to qualify
(Includes gamble points)
Level 1 - 32
Level 2 - 36
Level 3 - 40
Level 5C - 44
Enthusiast and Specialist
2 points less

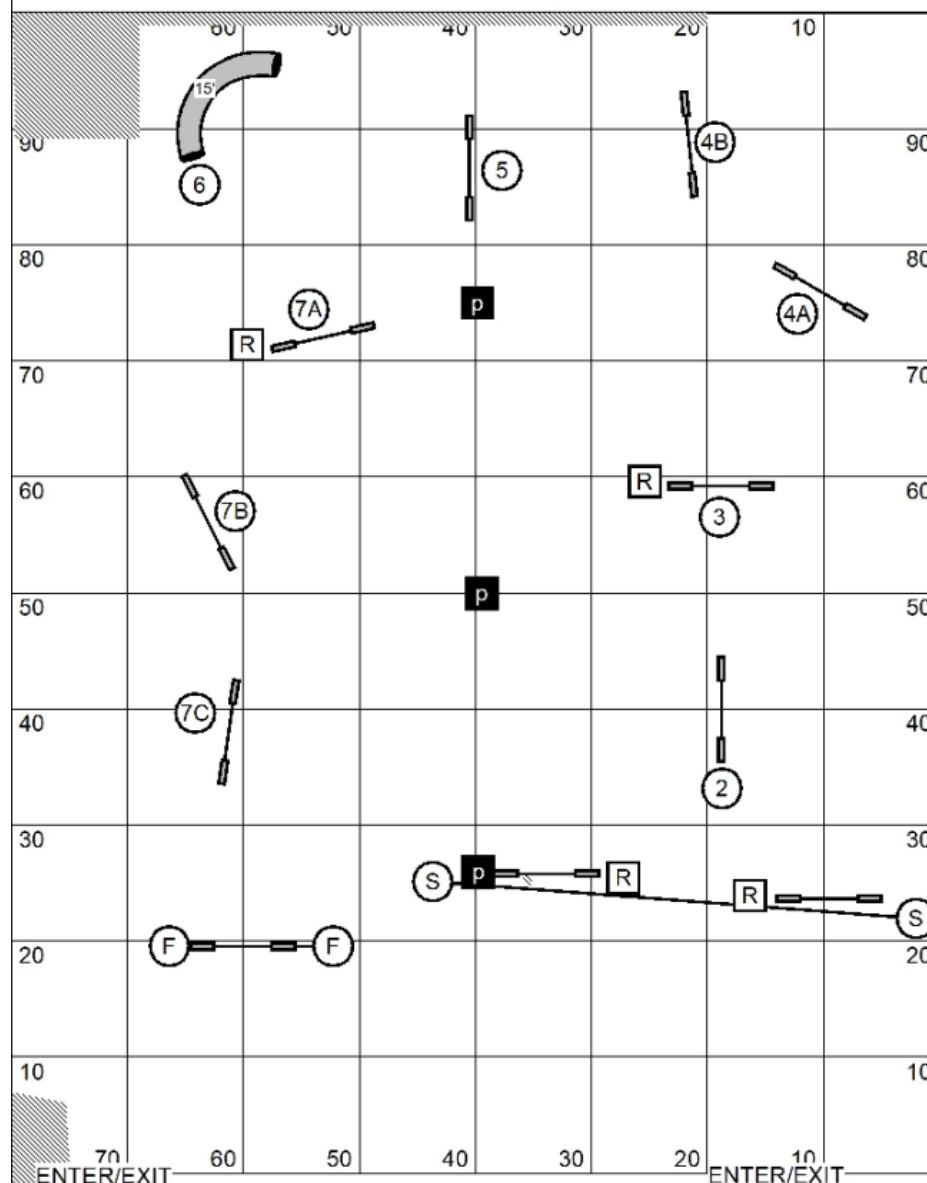
5 points - Teeter, A-frame and jump combo
3 points - tunnels, double, weaves
1 point - single bar jumps

The 5 point combo must be done in flow.

Jackpot 5C & 3
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Bay Shore NY

Snooker 3, 5, C

4



IN THE OPENING:

Everything is bi-directional including the start line. There are two combos. 4A/4B & 7A/7B/7C. They can be done in any order. You need to complete all parts even if the dog knocks the bar. There are 4 reds but you can only do three. All of the colors can be done multiple times.

IN THE CLOSING:

Everything must be taken as numbered. Except number two is bi-directional. If you hear the horn, whistle or I say thank you, please proceed to the finish jump.

PLEASE NOTE: The finish jump becomes live at the completion of the opening. It does not have a point value so if its knocked it does not NQ you. It is bi-directional.

Points needed to qualify:

Level 1 26 points
Level 2 28 points
Level 3 30 points
Level 5C 32 points
Enthusiast/Specialist needs 2 fewer at each level.

TIMES:

4/8/12 = 50 seconds
16v/16/20/24 = 45 seconds

Snooker 3, 5, C
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July 11, 2026

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Everything is bi-directional including the start line. There is one combo. 7A/7B/7C.

IN THE CLOSING:

Except number two is bi-directional.

PLEASE NOTE: The finish jump becomes live at the completion of the opening. It does not have a point value so if its knocked it does not NQ you. It is bi-directional.

Level 1	26 points
---------	-----------

Level 1	25 points
Level 2	28 points

Level 2	28 points
---------	-----------

Level 3	30 points
---------	-----------

Level 3	30 points
Level 4	35 points

Level 5C 32 points
Enthusiast/Specialist needs 2 fewer at each level.

$$4/8/12 = 50 \text{ seconds}$$
$$16v/16/20/24 = 45 \text{ seconds}$$

TABLE 1

ENTER/EXIT

entry/exit

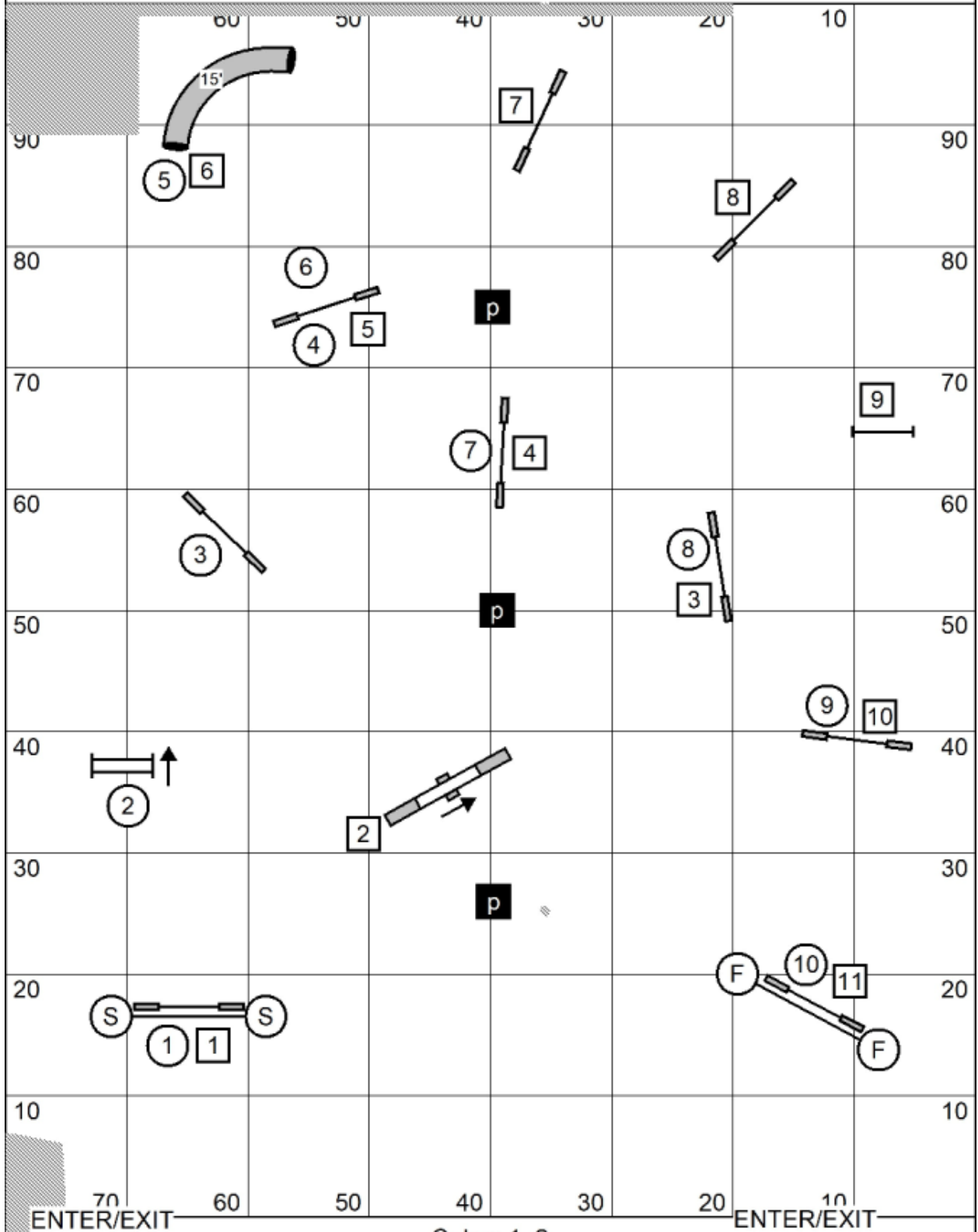
Snooker 1, 2
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Colors 3, 5, C

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CourseDesigner.com (CD v4.34)

Colors 1, 2



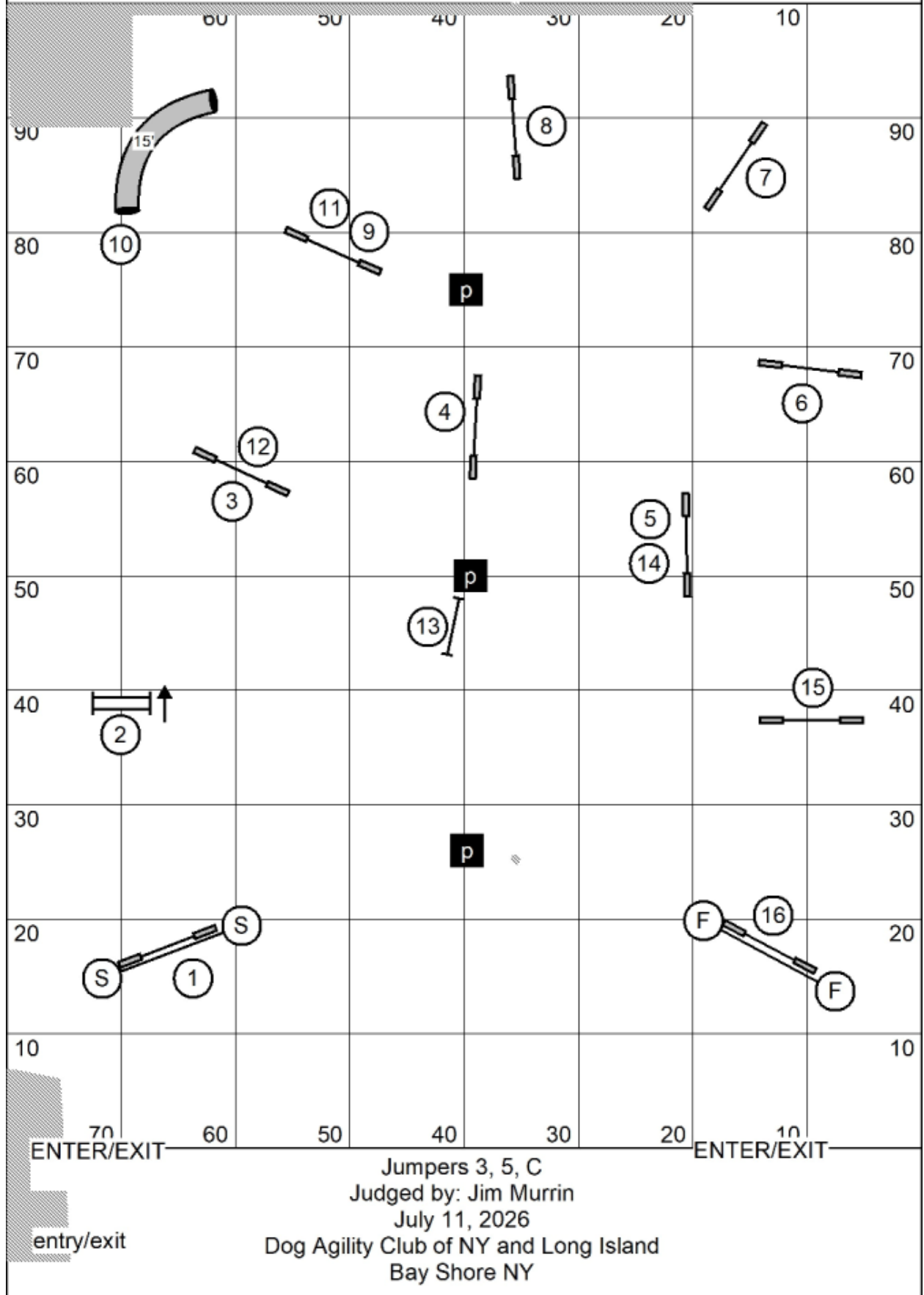
Colors 1, 2

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July 11, 2026

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Jumpers 3, 5, C



Jumpers 1, 2

