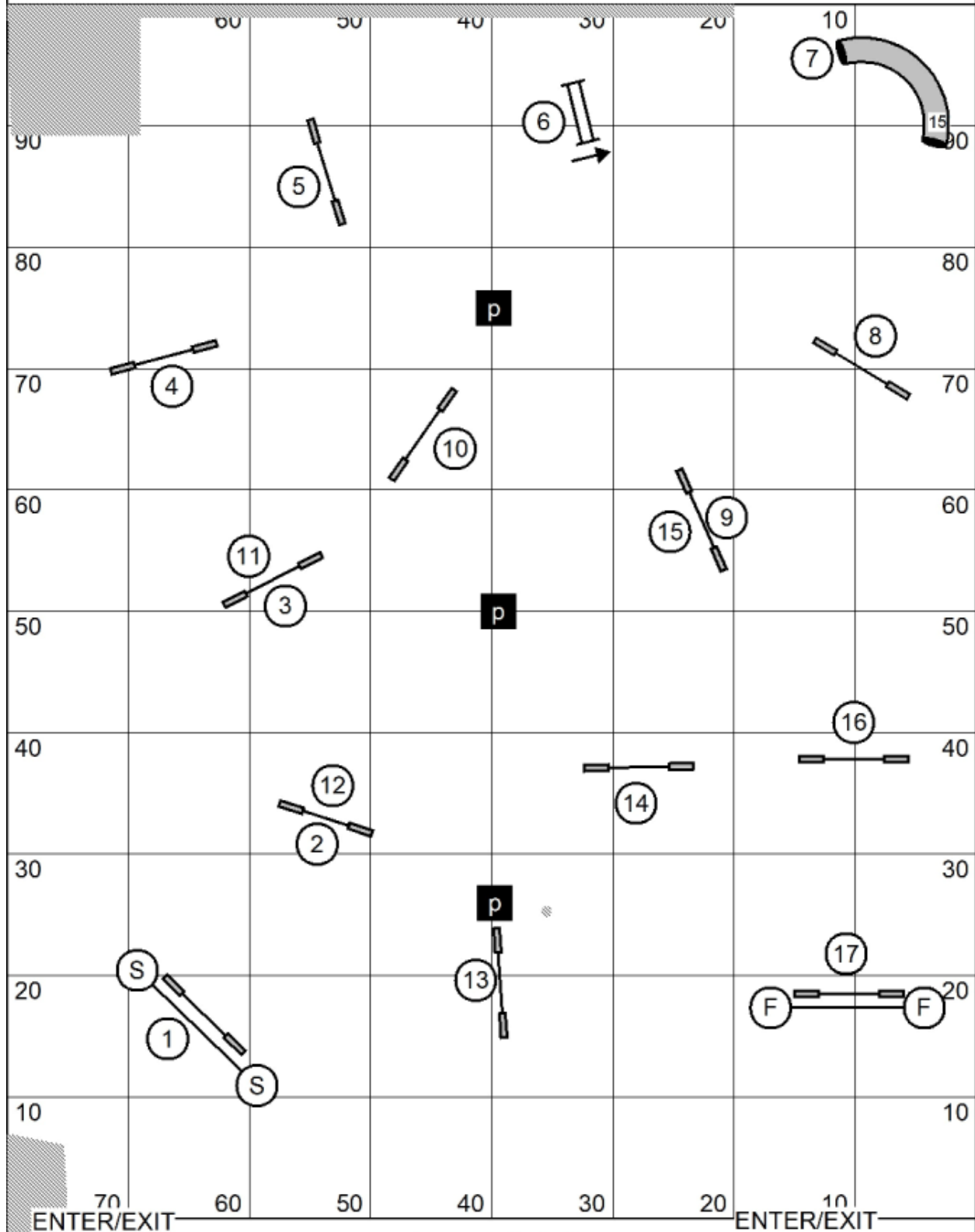


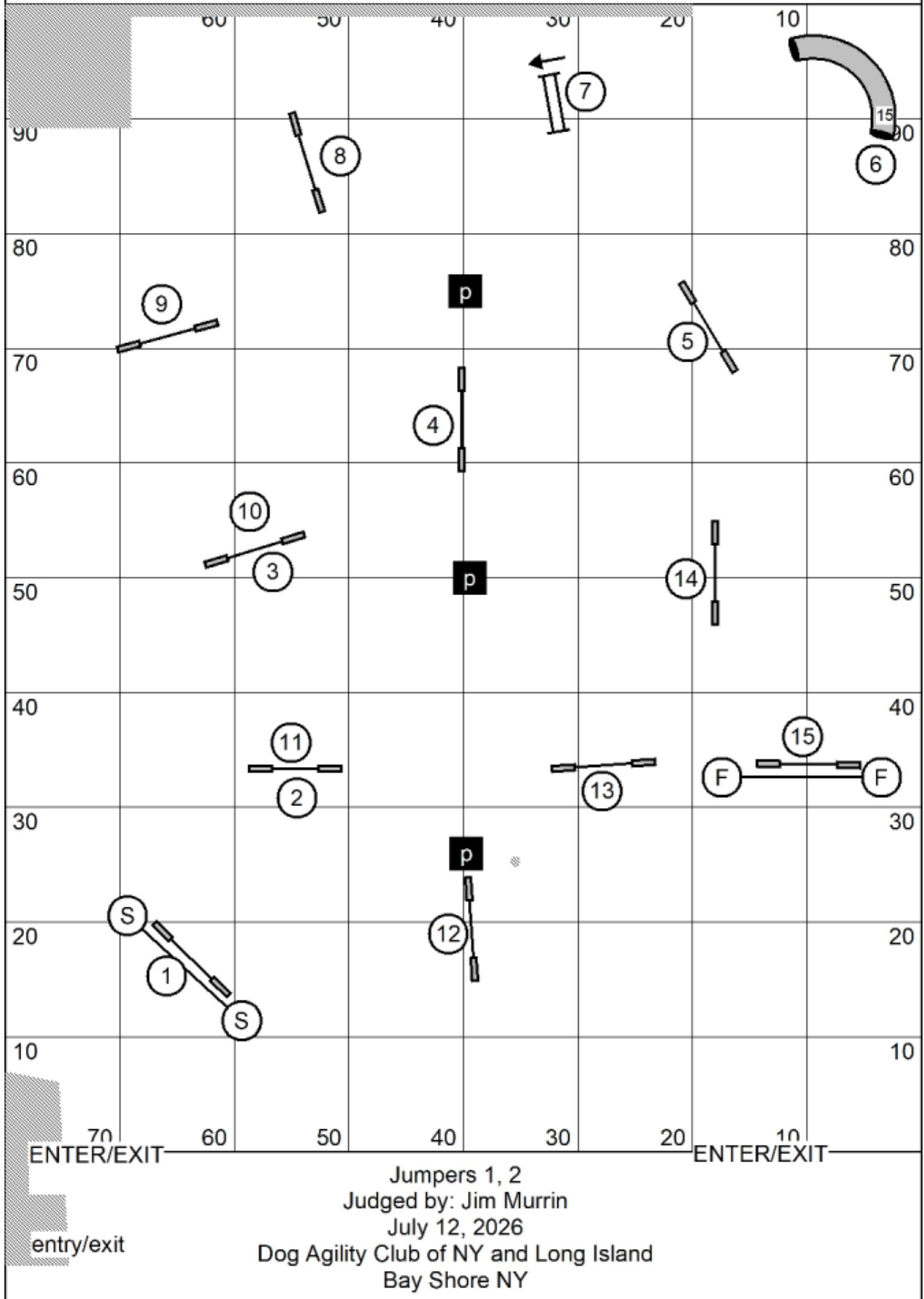
Jumpers 3, 5, C



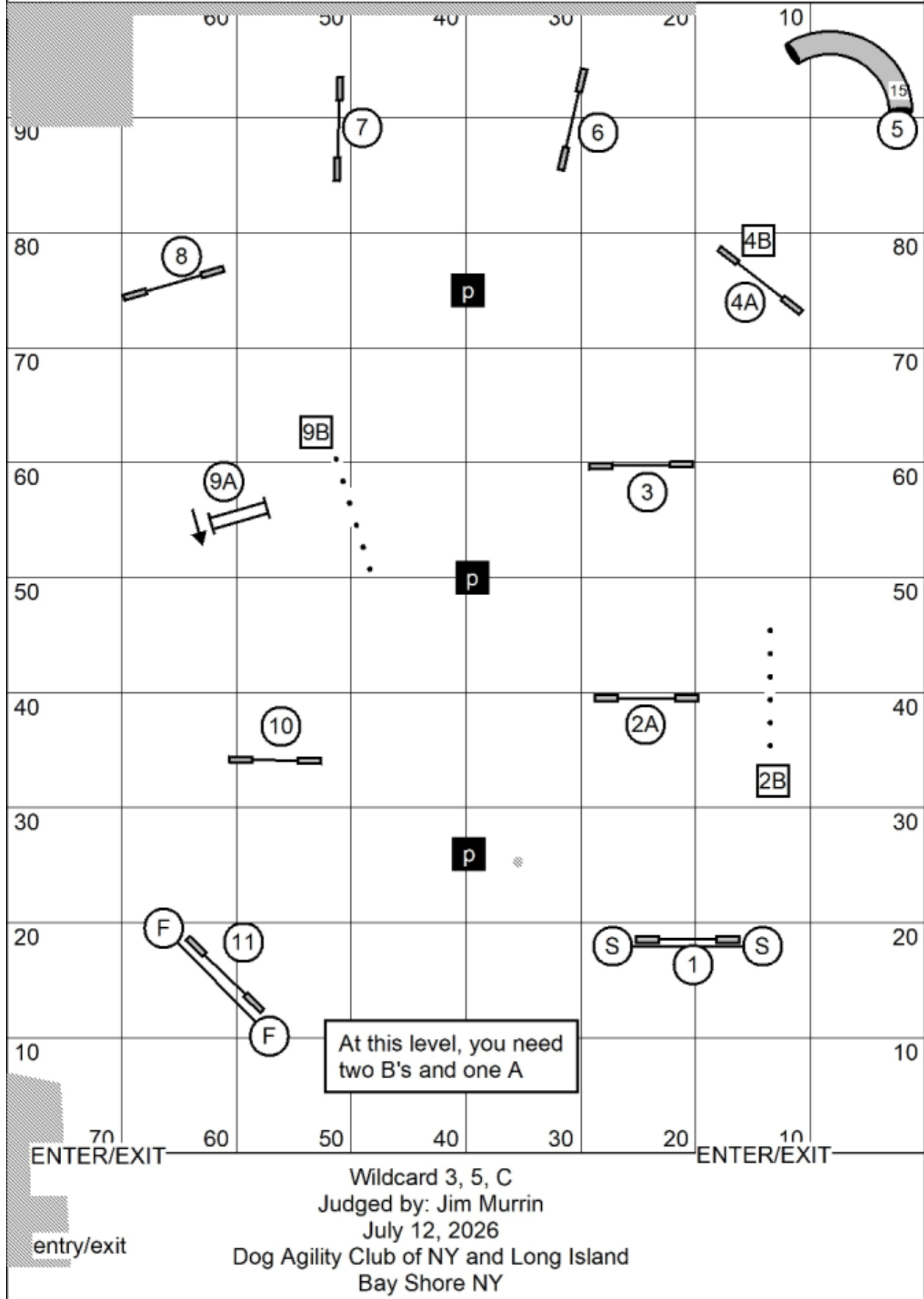
entry/exit

Jumpers 3, 5, C
 Judged by: Jim Murrin
 July 12, 2026
 Dog Agility Club of NY and Long Island
 Bay Shore NY

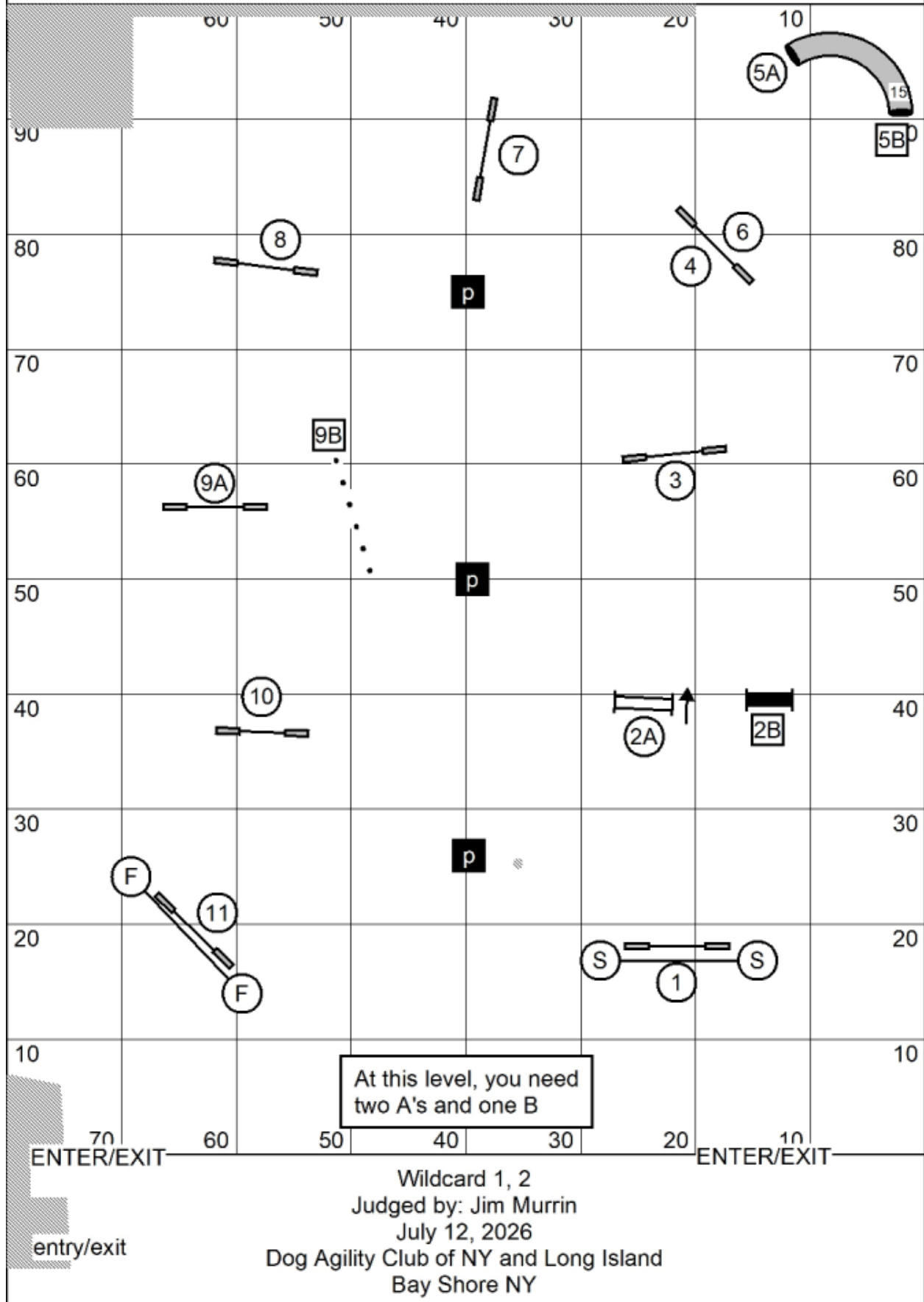
Jumpers 1, 2



Wildcard 3, 5, C



Wildcard 1, 2



Everything is bi-directional including the start line. There are two combos. 6A/6B & 7A/7B. 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.

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.

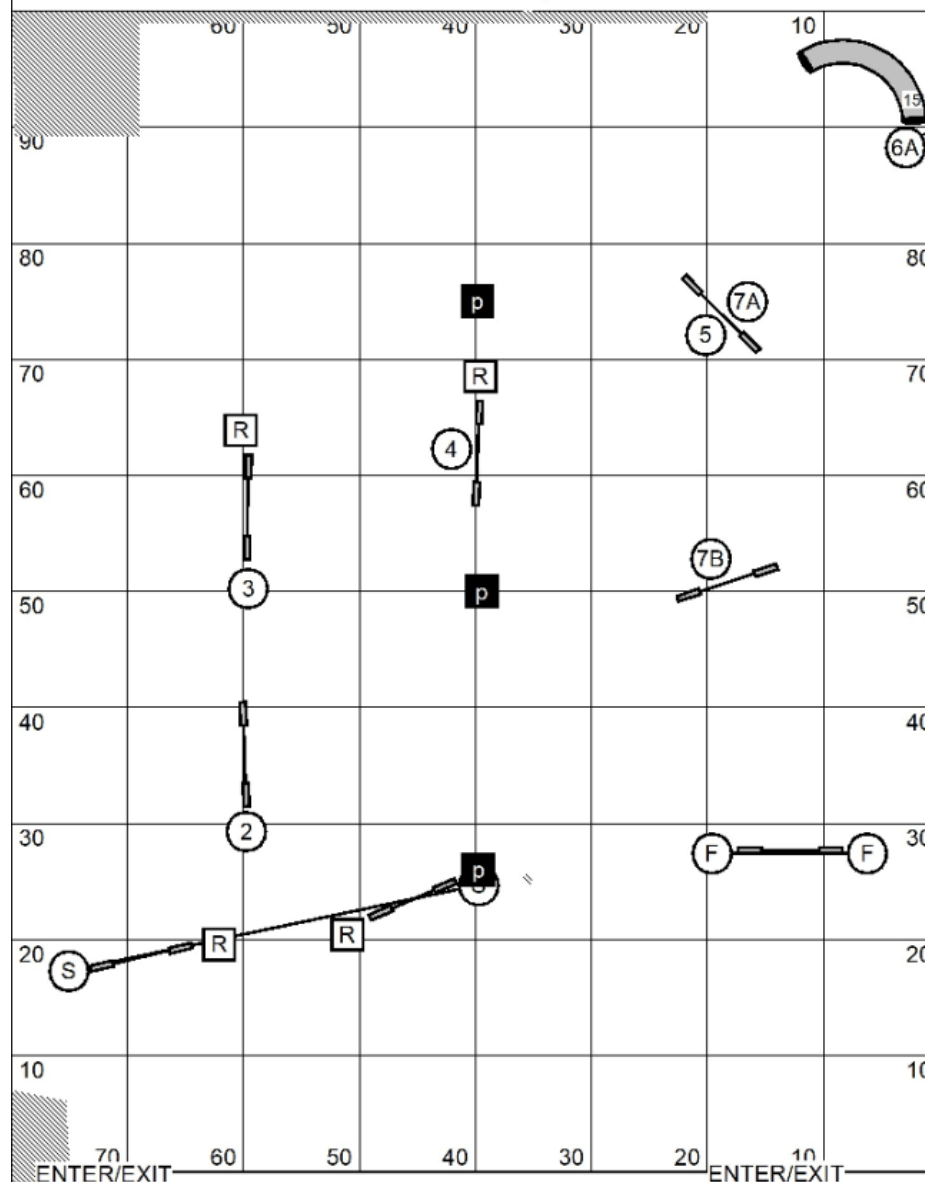
Level 1	26 points
Level 2	28 points
Level 3	30 points
Level 5C	32 points

Enthusiast/Specialist needs 2 fewer at each level.

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

entry/exit

Snooker 1, 2



IN THE OPENING:

Everything is bi-directional including the start line. There are two combos, 6A/6B & 7A/7B. 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 2 and 3 are 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.	

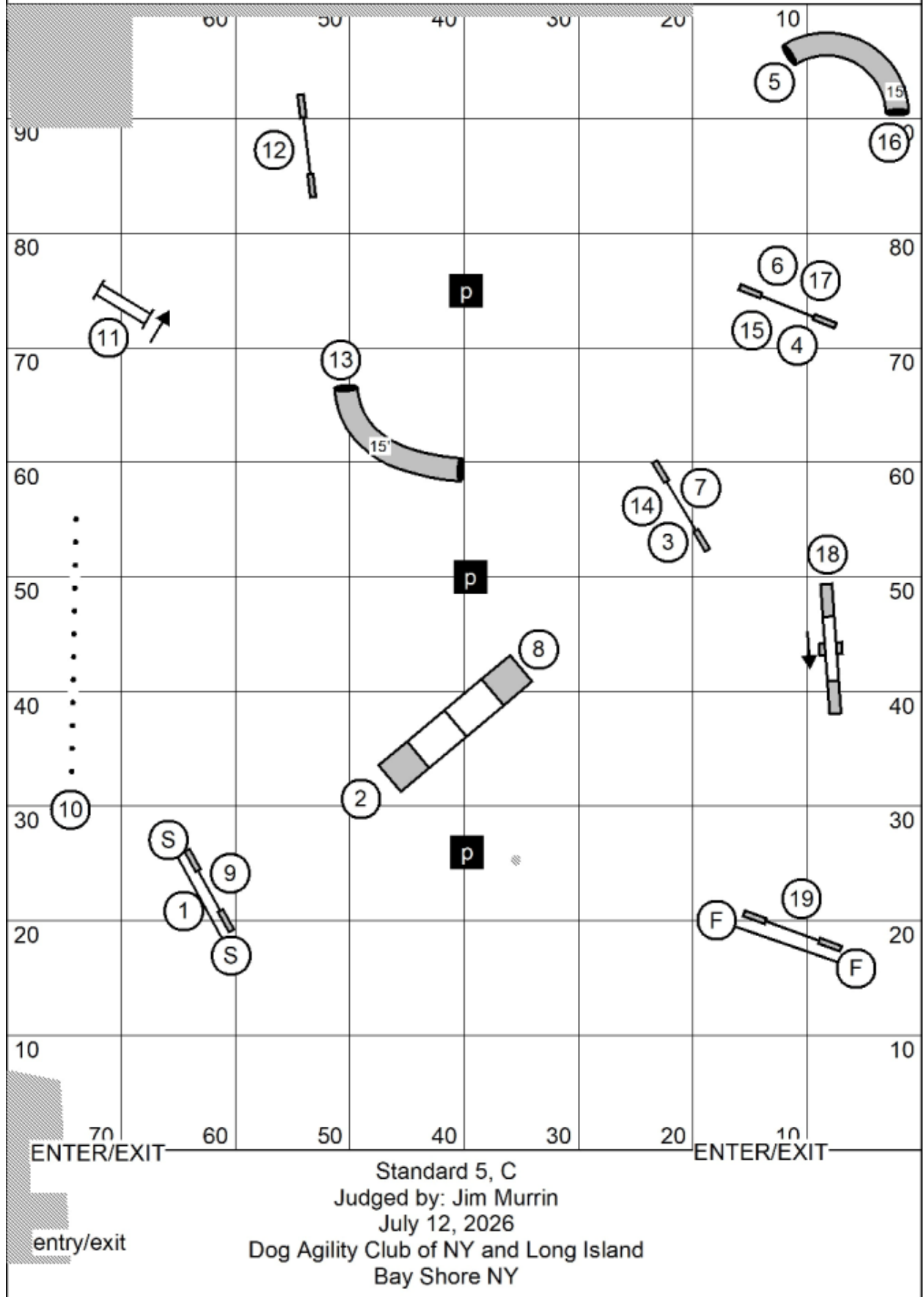
TIMES:

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

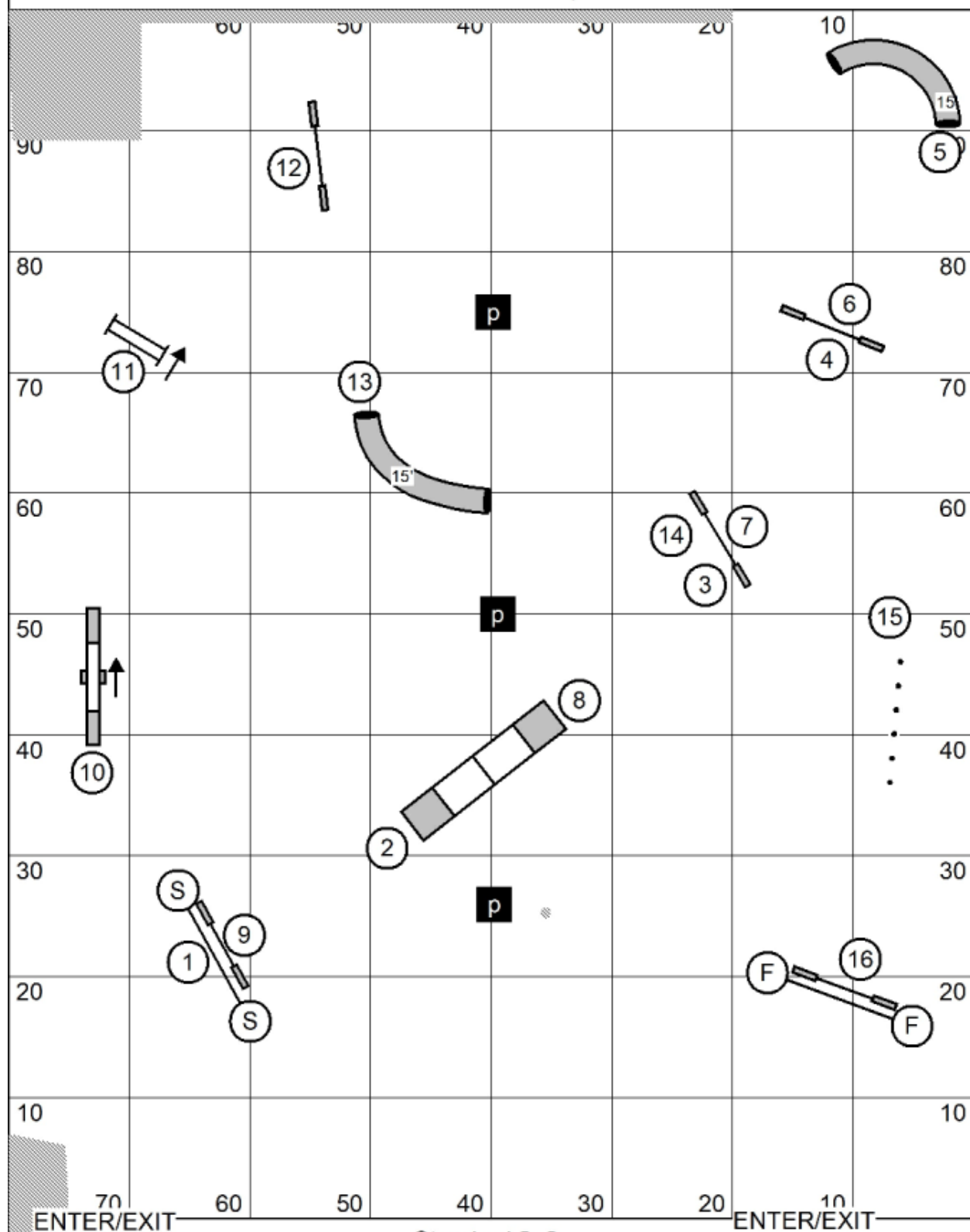
Snooker 1, 2
Judged by: Jim Murrin
July 12, 2026

Dog Agility Club of NY and Long Island
Bay Shore NY

Standard 5, C



Standard 2, 3



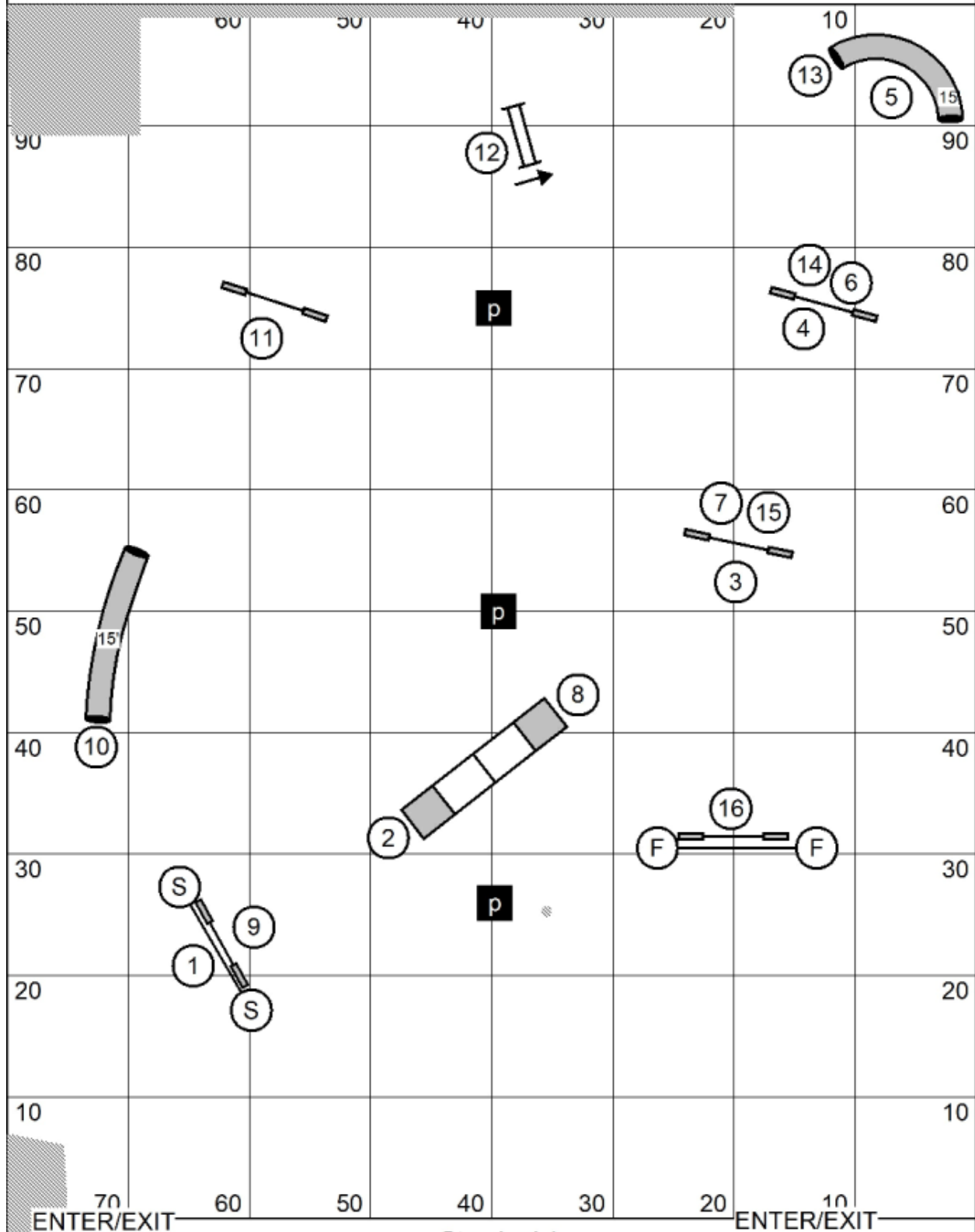
Standard 2, 3

Judged by: Jim Murrin

July 12, 2026

Dog Agility Club of NY and Long Island
Bay Shore NY

Standard 1



Standard 1

Judged by: Jim Murrin

July 12, 2026

Dog Agility Club of NY and Long Island

Bay Shore NY

FullHouse 1, 2, 3, 5, C

All obstacles may be taken twice for points.
Back to back are ok but must be done safely.

To qualify you must successfully complete 3 one point jumps 2 three point obstacles and one 5 point or "Joker" obstacle. Plus the additional points needed for your level.

You may go to the finish jump whenever you've completed your point accumulation. After the horn you have 5 full seconds for your dog to attempt the finish jump. It doesn't have a value so it can be knocked. You'll lose a point for each full second over time

1 point: single bar jumps
3 point: tunnels, panel jump
5 point Jokers: A-frame, double
and two jump combo.

Small dogs 40 seconds. Large dogs 35 seconds.
16" veterans jumping 12" get big dog time.

Level 1	19 points
Level 2	21 points
Level 3	23 points
Level 5, C	25 points

Specialists and enthusiasts need two less points

ENTER/EXIT

entry/exit

FullHouse 1, 2, 3, 5, C

Judged by: Jim Murrin

July 12, 2026

Dog Agility Club of NY and Long Island
Bay Shore NY