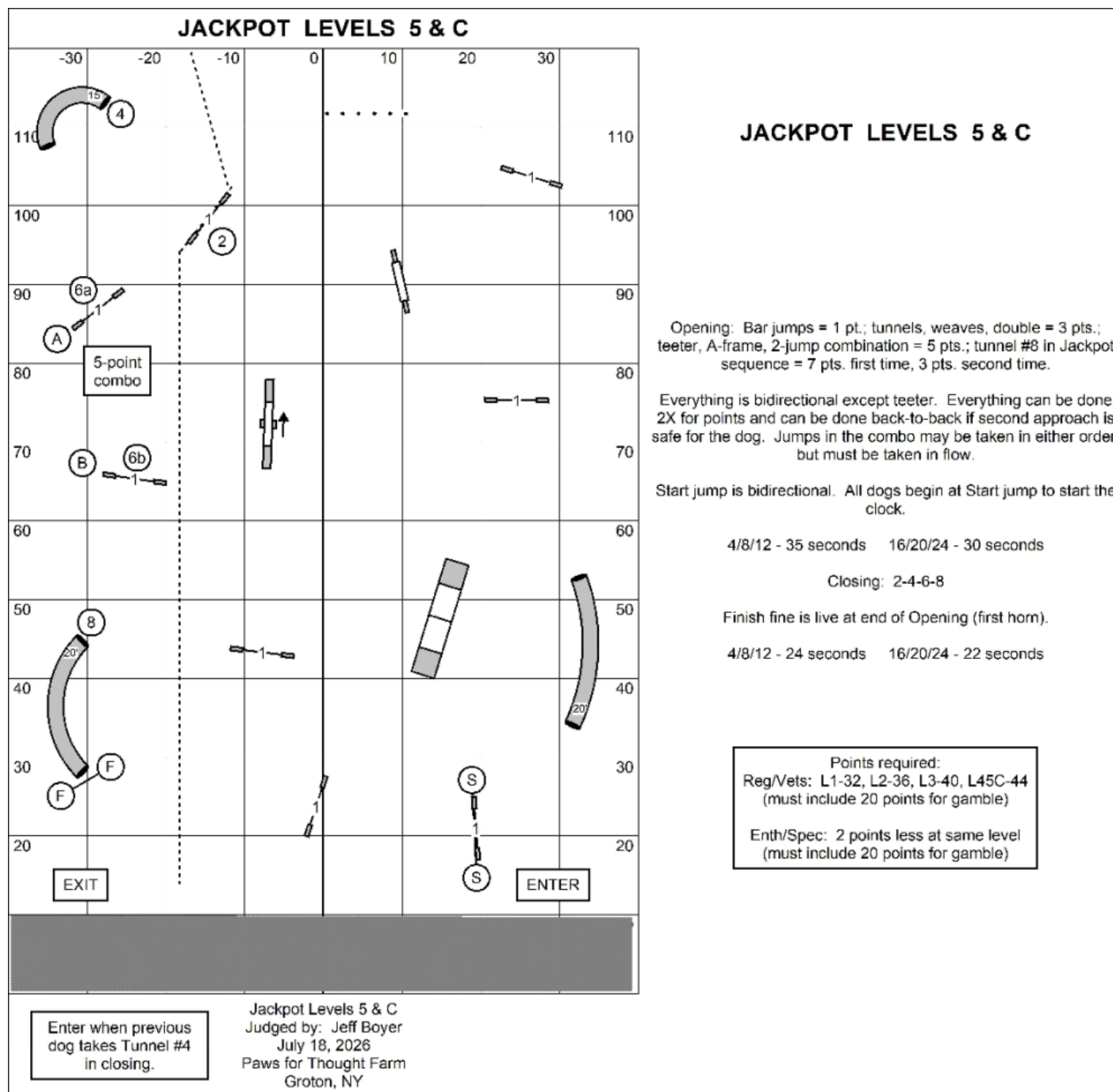




JACKPOT LEVEL 3

The diagram shows a 10x10 grid for 'JACKPOT LEVEL 3'. The horizontal axis is labeled from -30 to 30 in increments of 10. The vertical axis is labeled from 20 to 110 in increments of 10. A dashed line runs vertically at x = -20. Various game elements are placed on the grid: a curved grey bar with a '15' label and a circled '2' is at (-25, 105); a circled '4' with a '1' label is at (-25, 90); a circled '6' with a '1' label is at (-20, 65); a circled '8' with a '20' label and an 'F' label is at (-25, 45); a '5-point combo' box is at (-10, 35); a circled 'B' with a '1' label is at (-10, 45); a circled 'A' with a '1' label is at (-5, 30); a circled 'S' with a '1' label is at (10, 25); a circled 'S' with a '1' label is at (10, 20); a circled '1' with a '1' label is at (25, 105); a circled '1' with a '1' label is at (15, 90); a circled '1' with a '1' label is at (25, 75); a circled '1' with a '1' label is at (15, 55); a circled '20' with a '1' label is at (30, 45). An 'EXIT' button is at (-25, 20) and an 'ENTER' button is at (25, 20).

Opening: Bar jumps = 1 pt.; tunnels, weaves, double = 3 pts.;
teeter, A-frame, 2-jump combination = 5 pts.; tunnel #8 in Jackpot
sequence = 7 pts. first time, 3 pts. second time.

Start line is bidirectional. All dogs begin at Start jump to start the clock.

Closing: 2-4-6-8

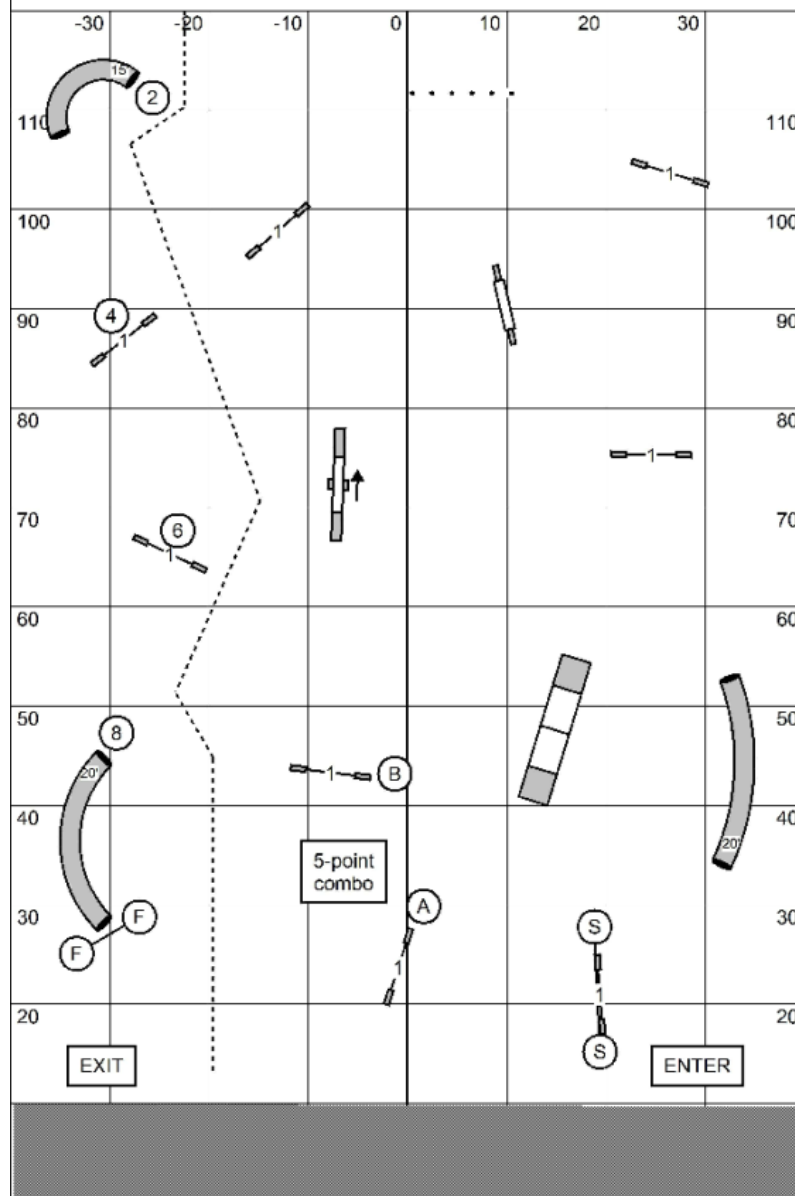
4/8/12 - 22 seconds 16/20/24 - 20 seconds

Points required:
Reg/Vets: L1-32, L2-36, L3-40, L45C-44
(must include 20 points for gamble)

Enth/Spec: 2 points less at same level
(must include 20 points for gamble)

Jackpot Level 3
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JACKPOT LEVELS 1 & 2



JACKPOT LEVELS 1 & 2

Opening: Bar jumps = 1 pt.; tunnels, weaves, double = 3 pts.; teeter, A-frame, 2-jump combination = 5 pts.; tunnel #8 in Jackpot sequence = 7 pts. first time, 3 pts. second time.

Everything is bidirectional except teeter. Everything can be done 2X for points and can be done back-to-back if second approach is safe for the dog. Jumps in the combo may be taken in either order, but must be taken in flow.

Start line is bidirectional. All dogs begin at Start jump to start the clock.

4/8/12 - 35 seconds 16/20/24 - 30 seconds

Closing: 2-4-6-8

Finish line is live at end of Opening (first horn).

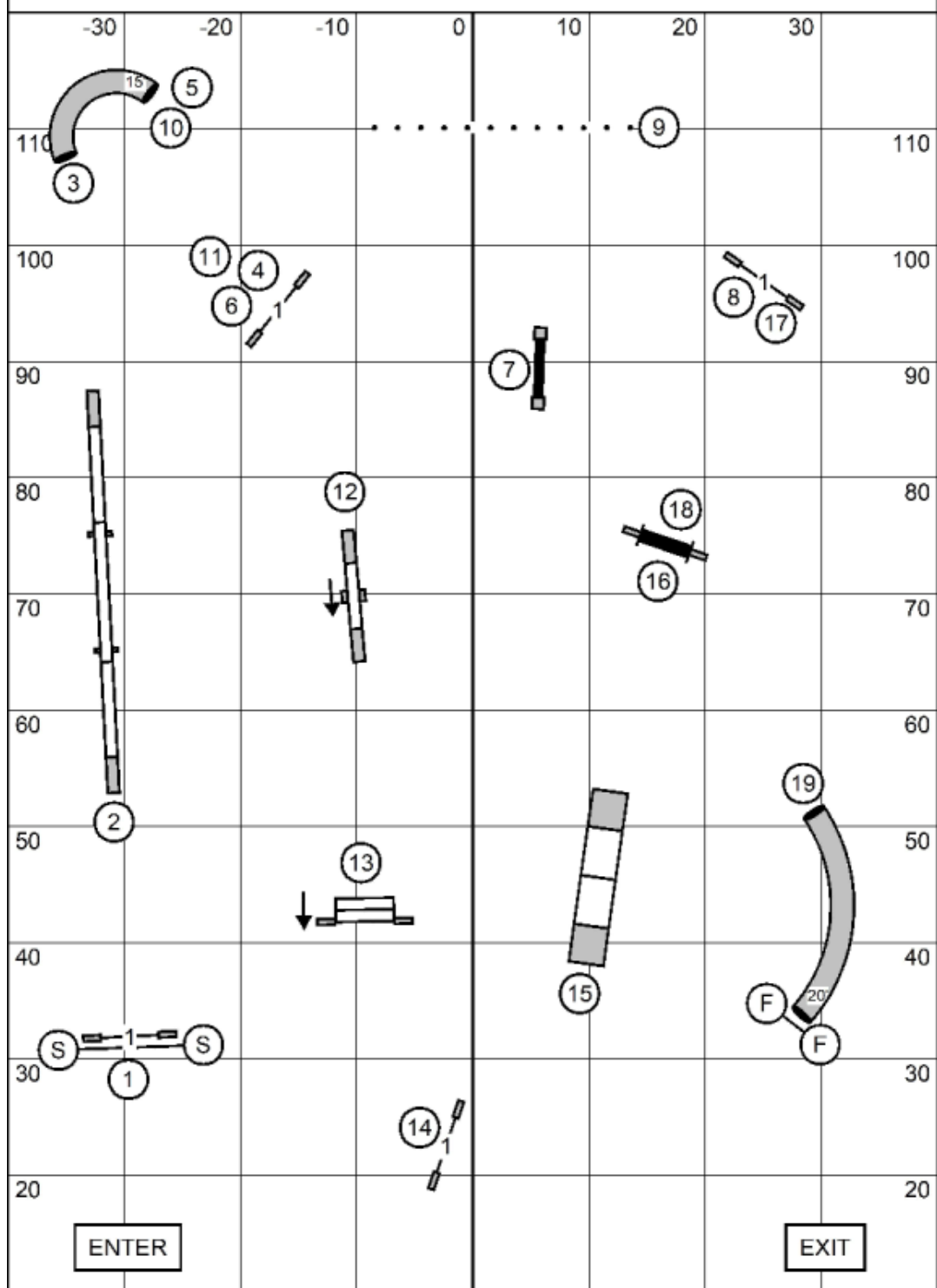
4/8/12 - 22 seconds 16/20/24 - 20 seconds

Points required:
Reg/Vets: L1-32, L2-36, L3-40, L45C-44
(must include 20 points for gamble)
Enth/Spec: 2 points less at same level
(must include 20 points for gamble)

Enter when previous dog takes Tunnel #2 in closing.

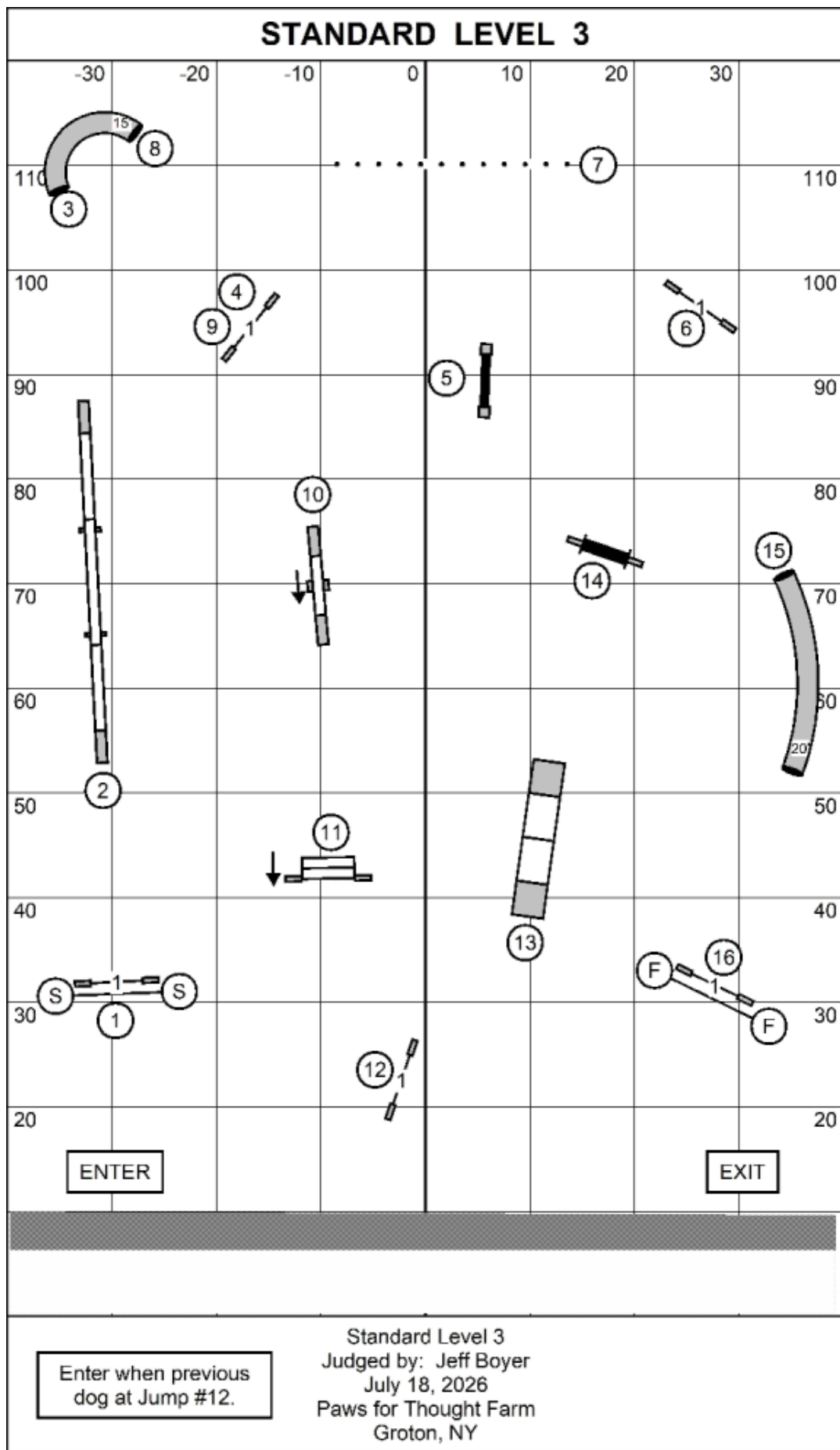
Jackpot Levels 1 & 2
Judged by: Jeff Boyer
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Paws for Thought Farm
Groton, NY

STANDARD LEVELS 5 & C

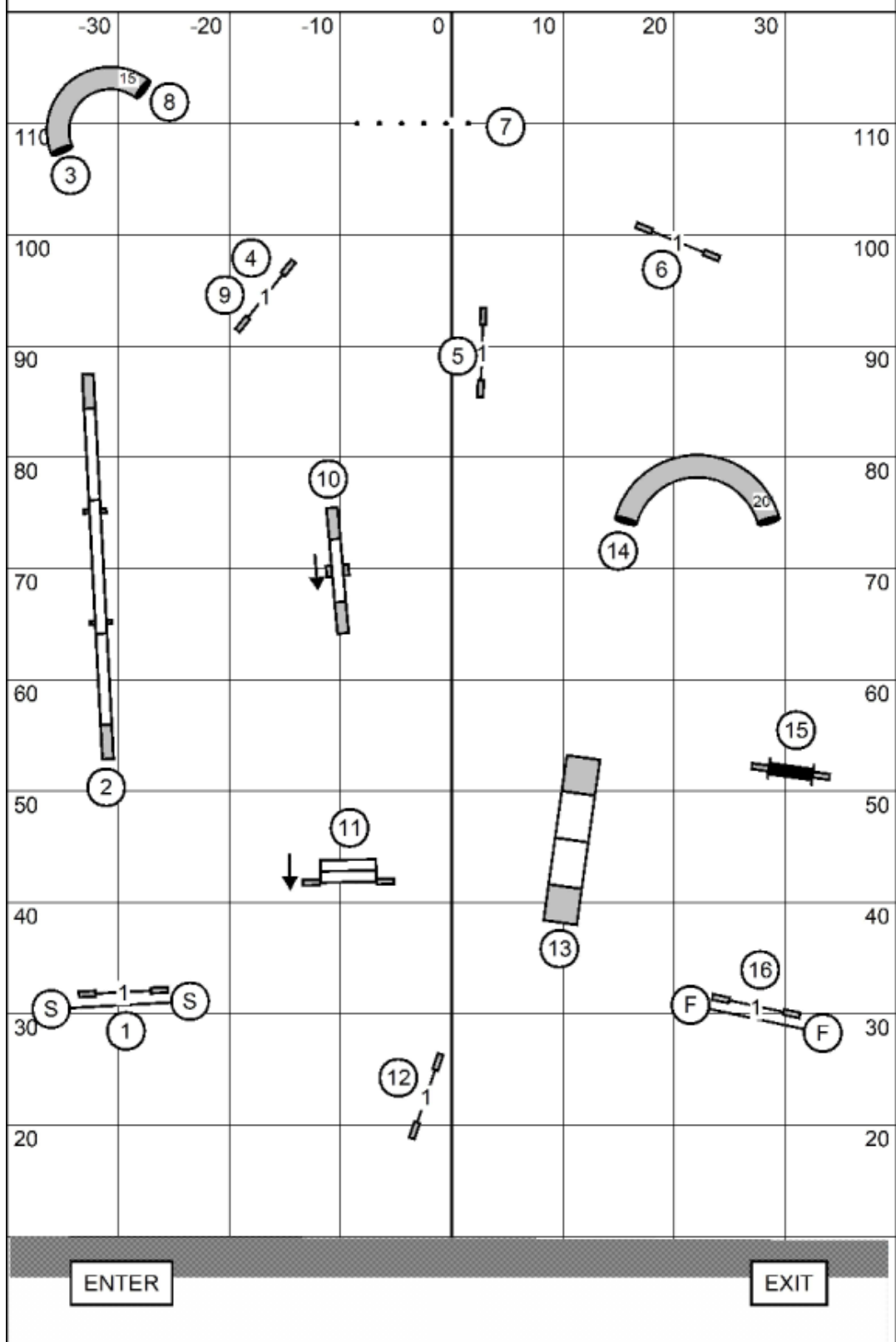


Enter when previous
dog at Jump #17.

Standard Levels 5 & C
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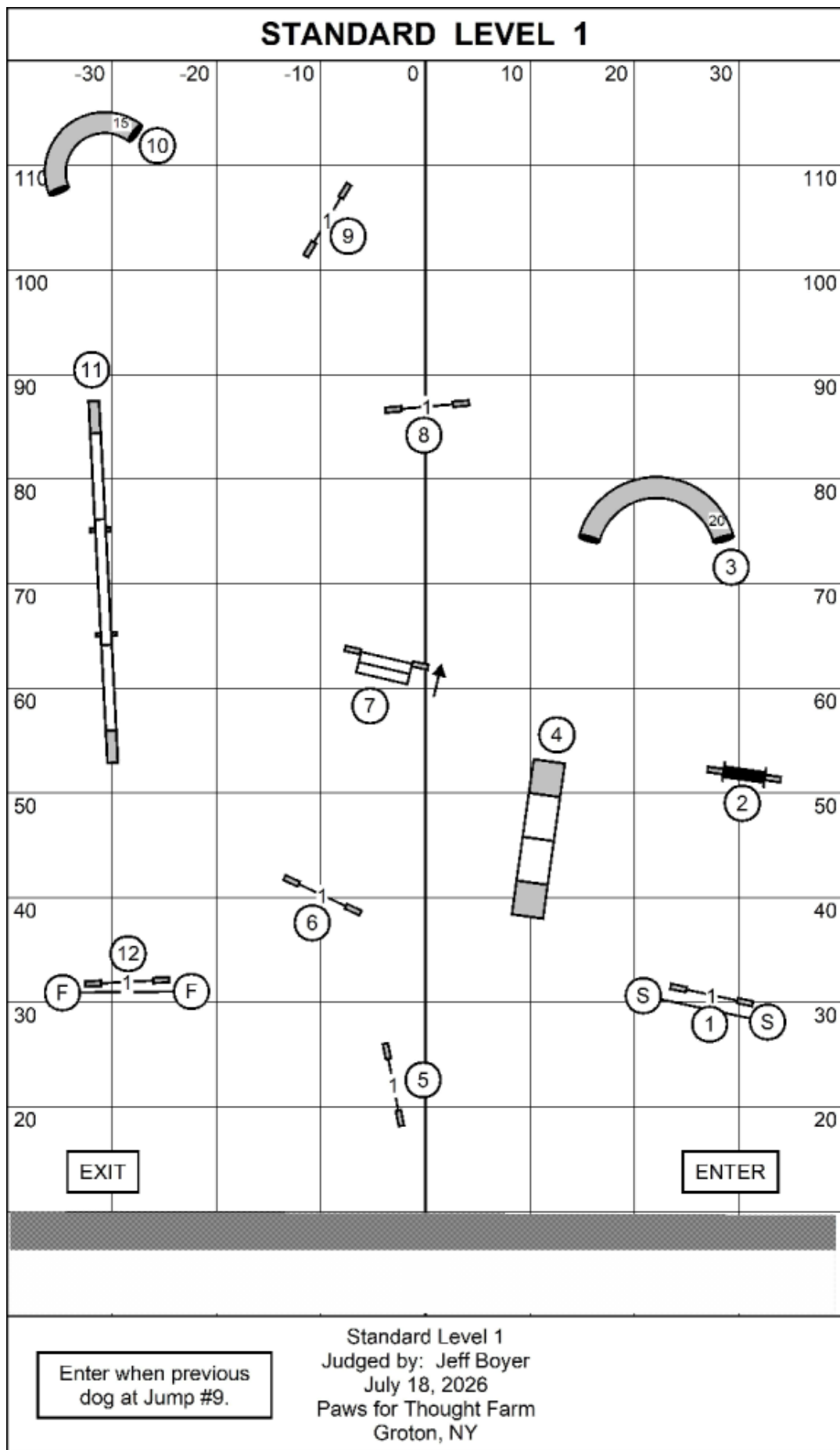


STANDARD LEVEL 2

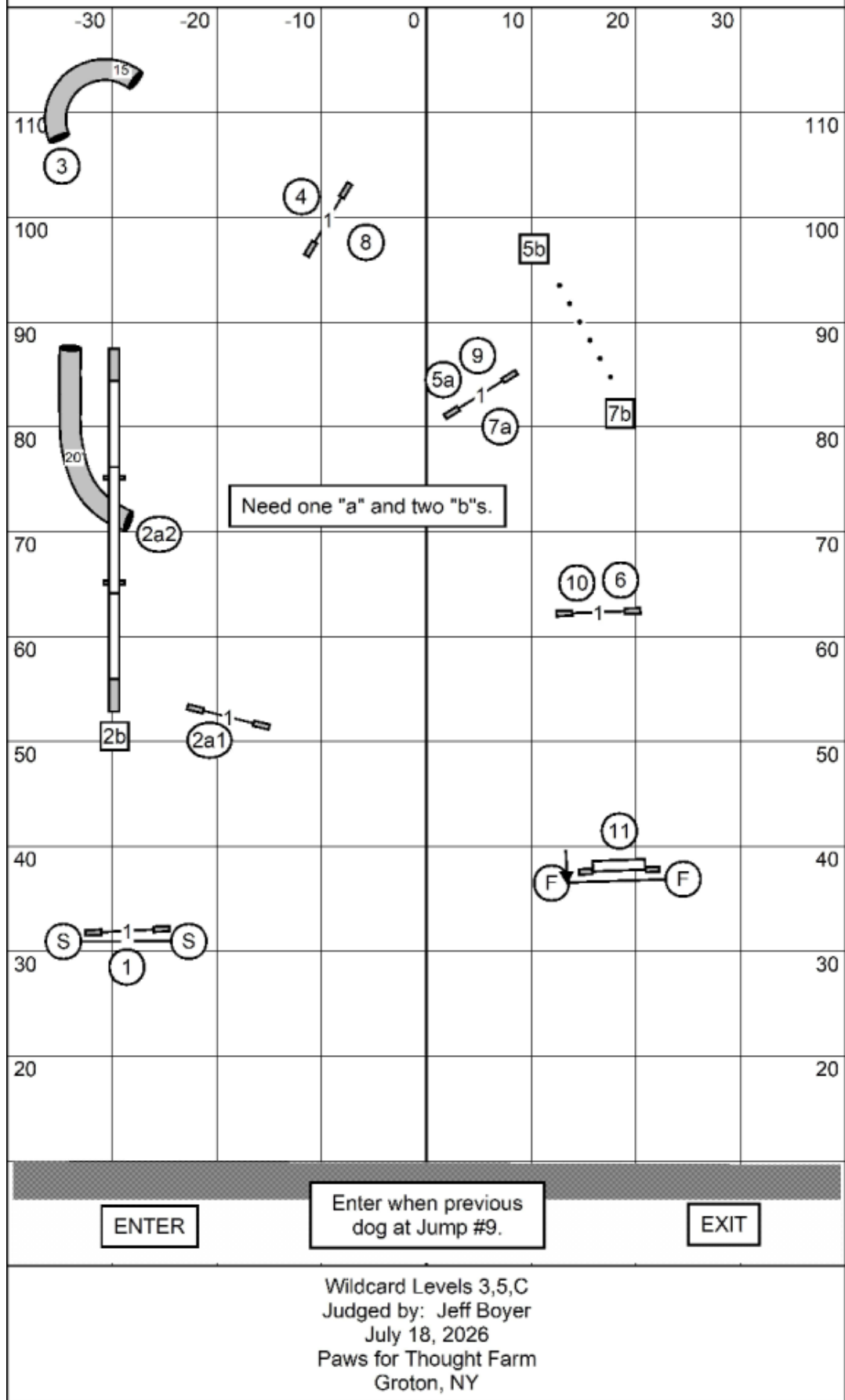


Enter when previous
dog at Jump #12.

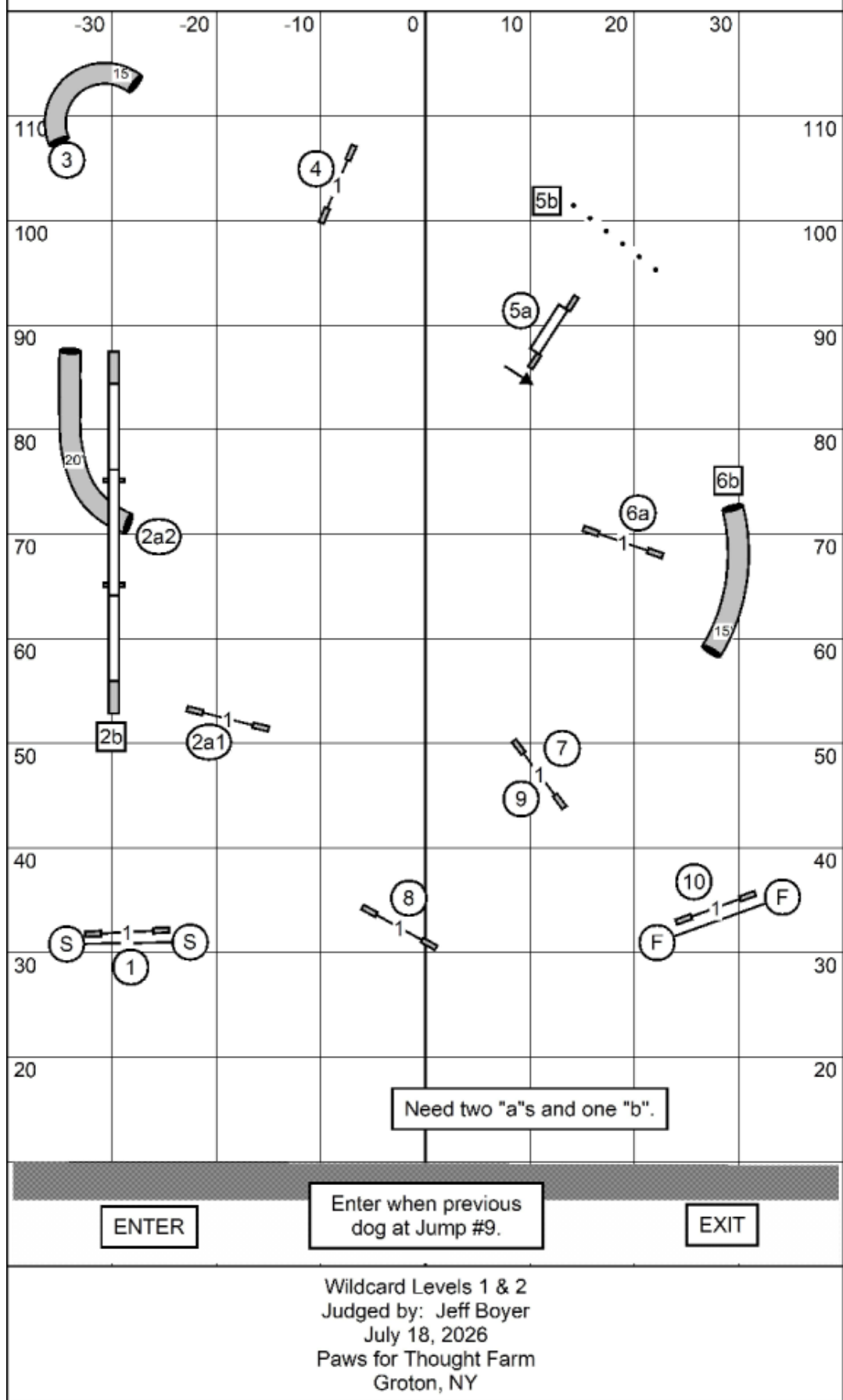
Standard Level 2
Judged by: Jeff Boyer
July 18, 2026
Paws for Thought Farm
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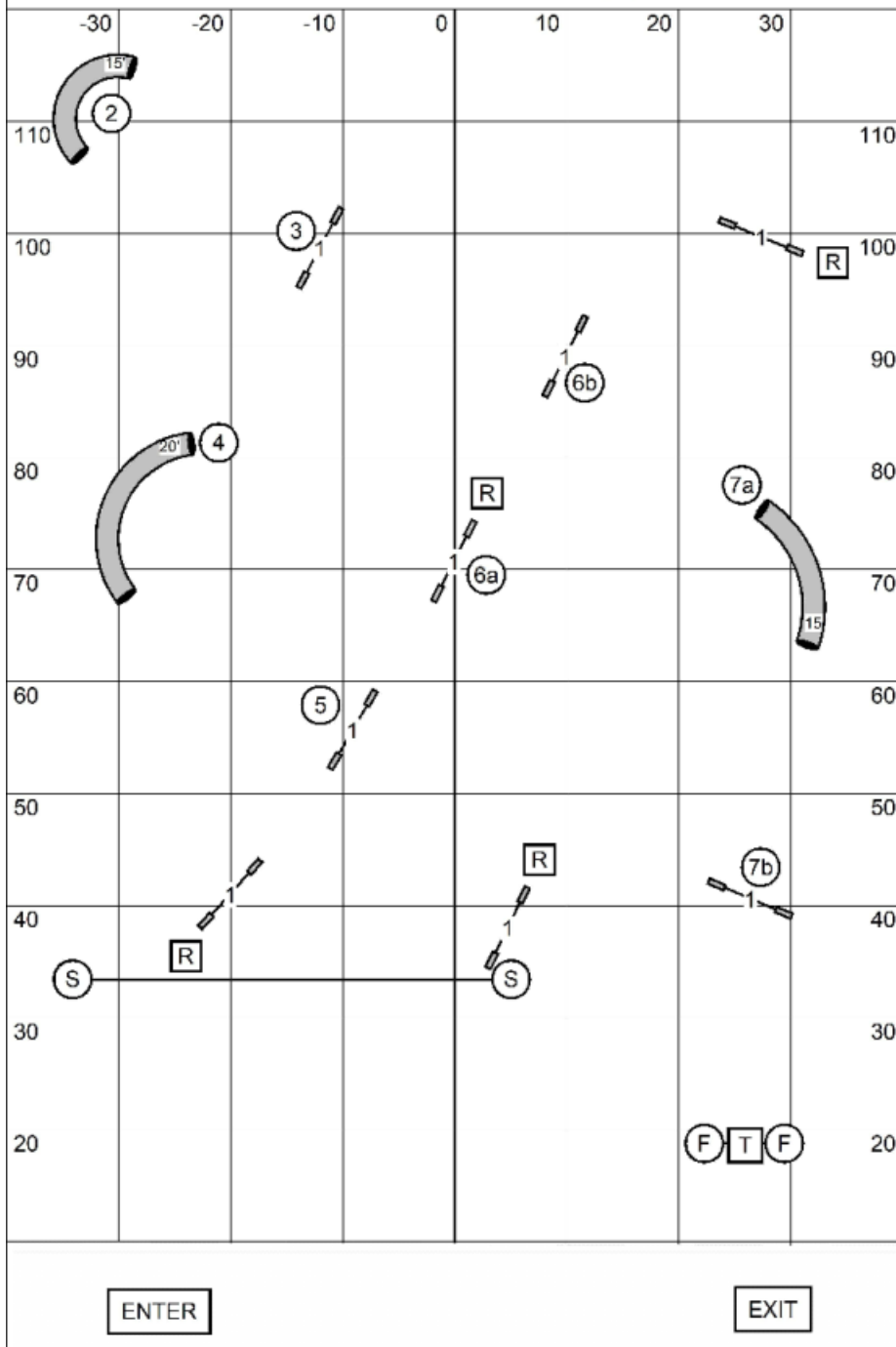
WILDCARD LEVELS 3,5,C



WILDCARD LEVELS 1 & 2



SNOOKER LEVELS 3,5,C



Opening: All obstacles are bidirectional. Elements in Combos #6 and #7 may be taken in any order, direction, and flow; all parts must be attempted, even if one is faulted, and taking any element twice will cease scoring.

Reds can only be used one time each; numbered obstacles can be used multiple times. 4th red is available if dog knocks a bar on a red.

Closing: Tunnel #2 is bidirectional. All other obstacles must be taken in the order and direction shown.

The Table becomes live to stop the clock when you have completed your opening, after the horn, or when you direct your dog to it. Please do not leave your dog on the table while leashing up.

4/8/12 - 55 seconds
16/20/24 - 50 seconds

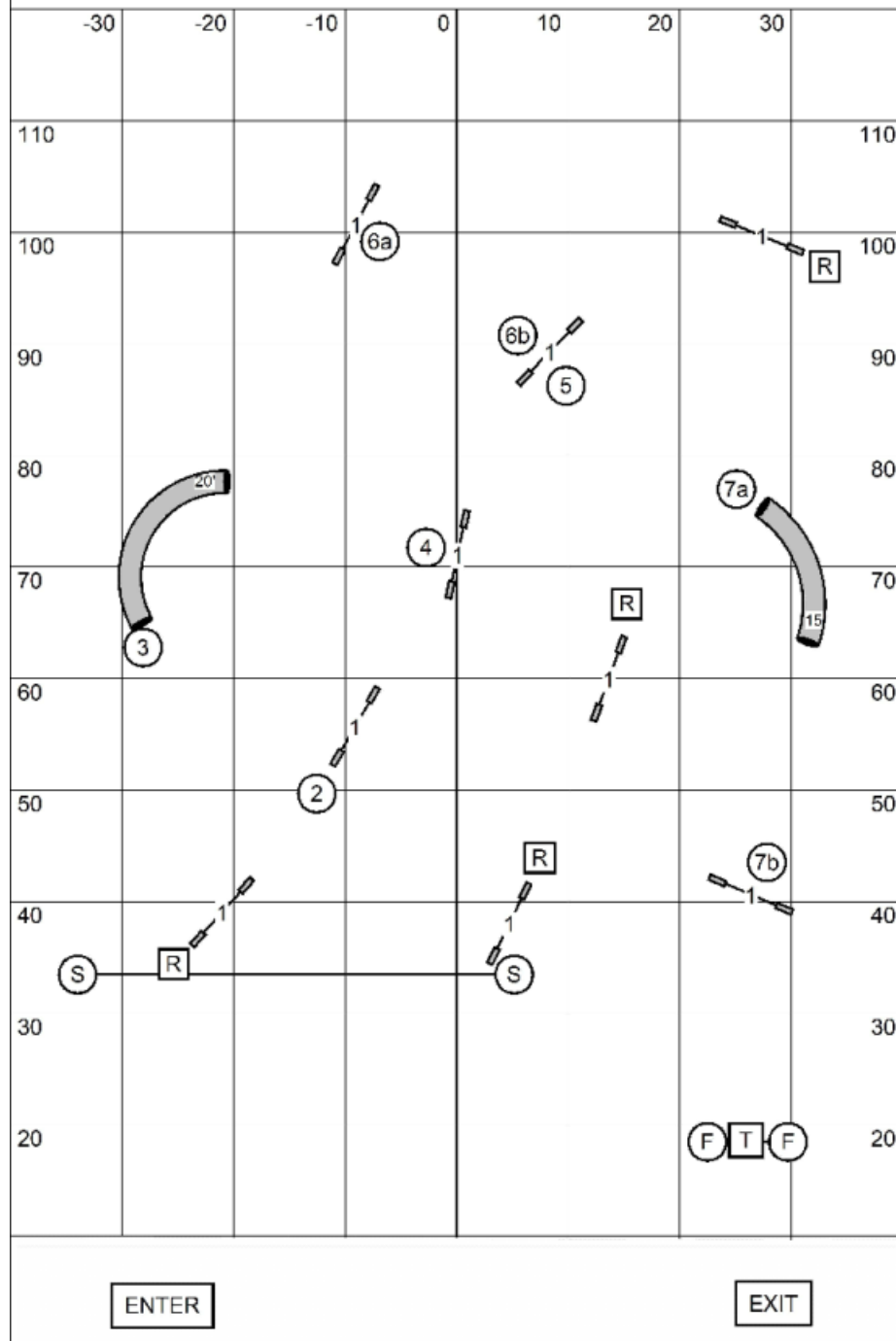
Points:

Level 1	26 points
Level 2	28 points
Level 3	30 points
Level 5, C	32 points
Enthusiast/Specialist	- 2 points fewer

Please enter at horn or whistle, or when previous dog at Jump #7a in closing.

Snooker Levels 3,5,C
Judged by: Jeff Boyer
July 18, 2026
Paws for Thought Farm
Groton, NY

SNOOKER LEVELS 1 & 2



Opening: All obstacles are bidirectional. Elements in Combos #6 and #7 may be taken in any order, direction, and flow; all parts must be attempted, even if one is faulted, and taking any element twice will cease scoring.

Reds can only be used one time each; numbered obstacles can be used multiple times. 4th red is available if dog knocks a bar on a red.

Closing: Jump #2 is bidirectional. All other obstacles must be taken in the order and direction shown.

The Table becomes live to stop the clock when you have completed your opening, after the horn, or when you direct your dog to it. Please do not leave your dog on the table while leashing up.

4/8/12 - 55 seconds
16/20/24 - 50 seconds

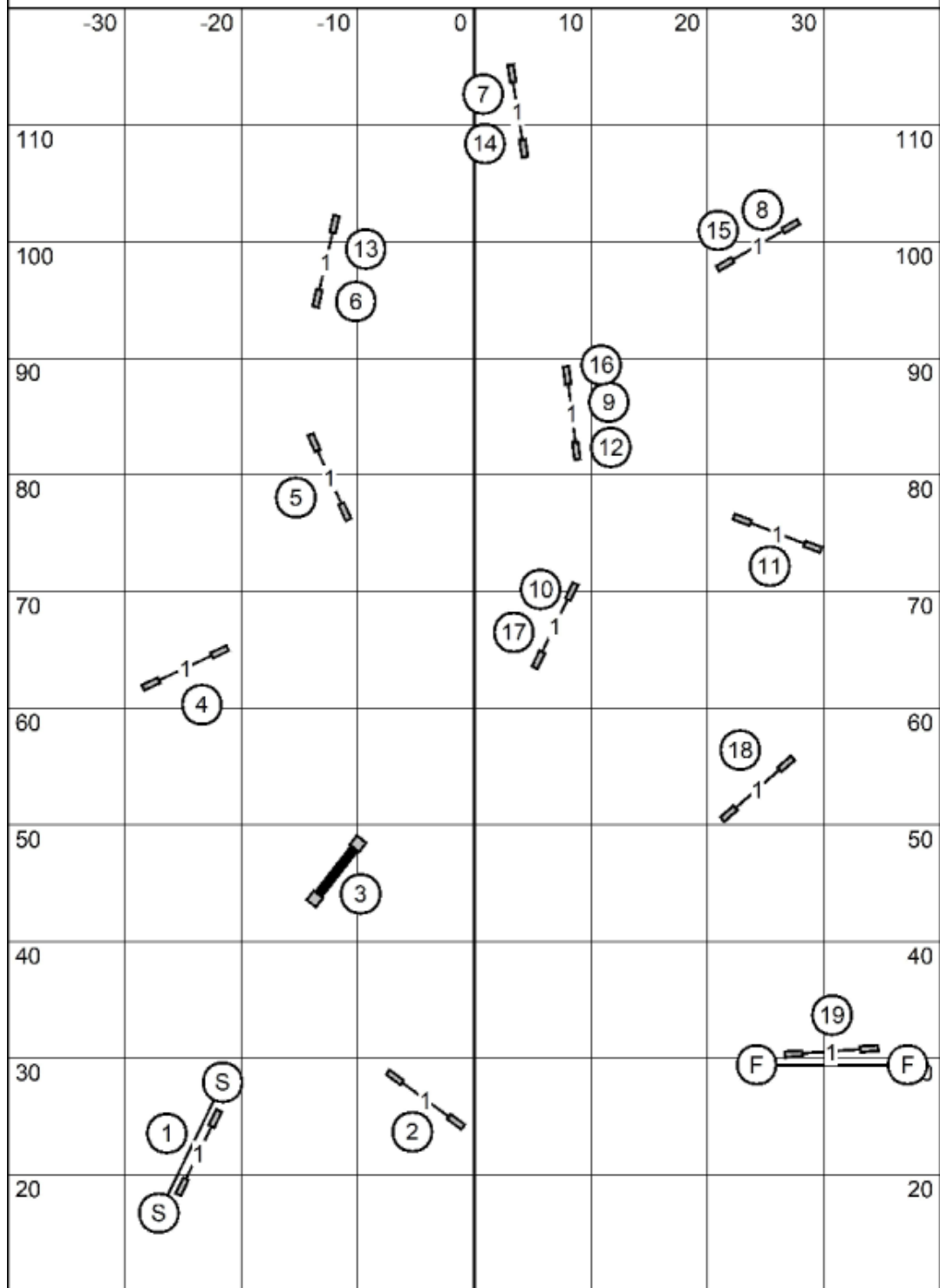
Points:

Level 1	26 points
Level 2	28 points
Level 3	30 points
Level 5, C	32 points
Enthusiast/Specialist – 2 points fewer	

Please enter at horn or whistle, or when previous dog at Jump #7a in closing.

Snooker Levels 1 & 2
Judged by: Jeff Boyer
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Groton, NY

JUMPERS LEVELS 3,5,C



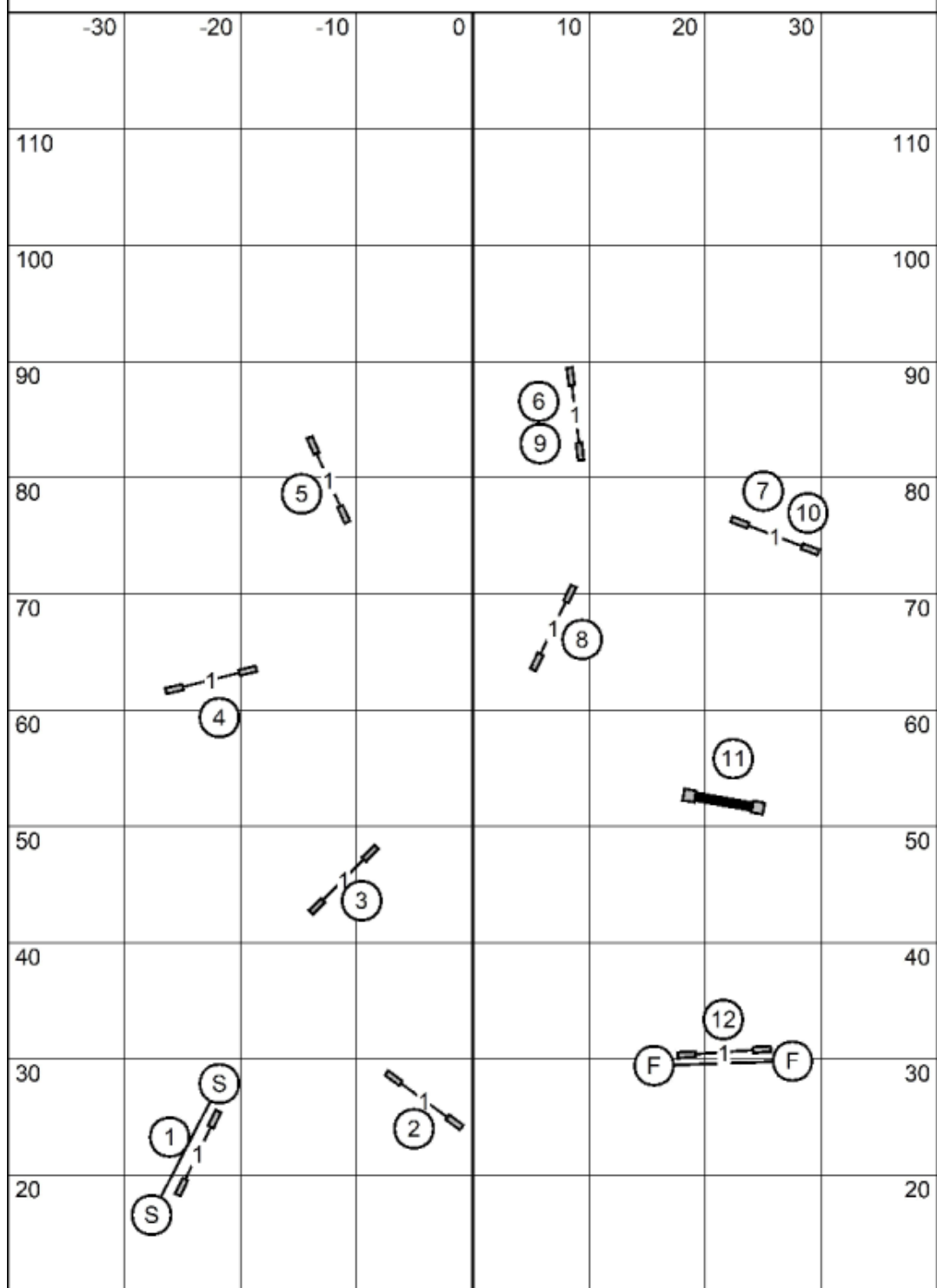
ENTER

Enter when previous
dog at Jump #17.

EXIT

Jumpers Levels 3,5,C
Judged by: Jeff Boyer
July 18, 2026
Paws for Thought Farm
Groton, NY

JUMPERS LEVELS 1 & 2



ENTER

Enter when previous
dog at Jump #10.

EXIT

Jumpers Levels 1 & 2
Judged by: Jeff Boyer
July 18, 2026
Paws for Thought Farm
Groton, NY