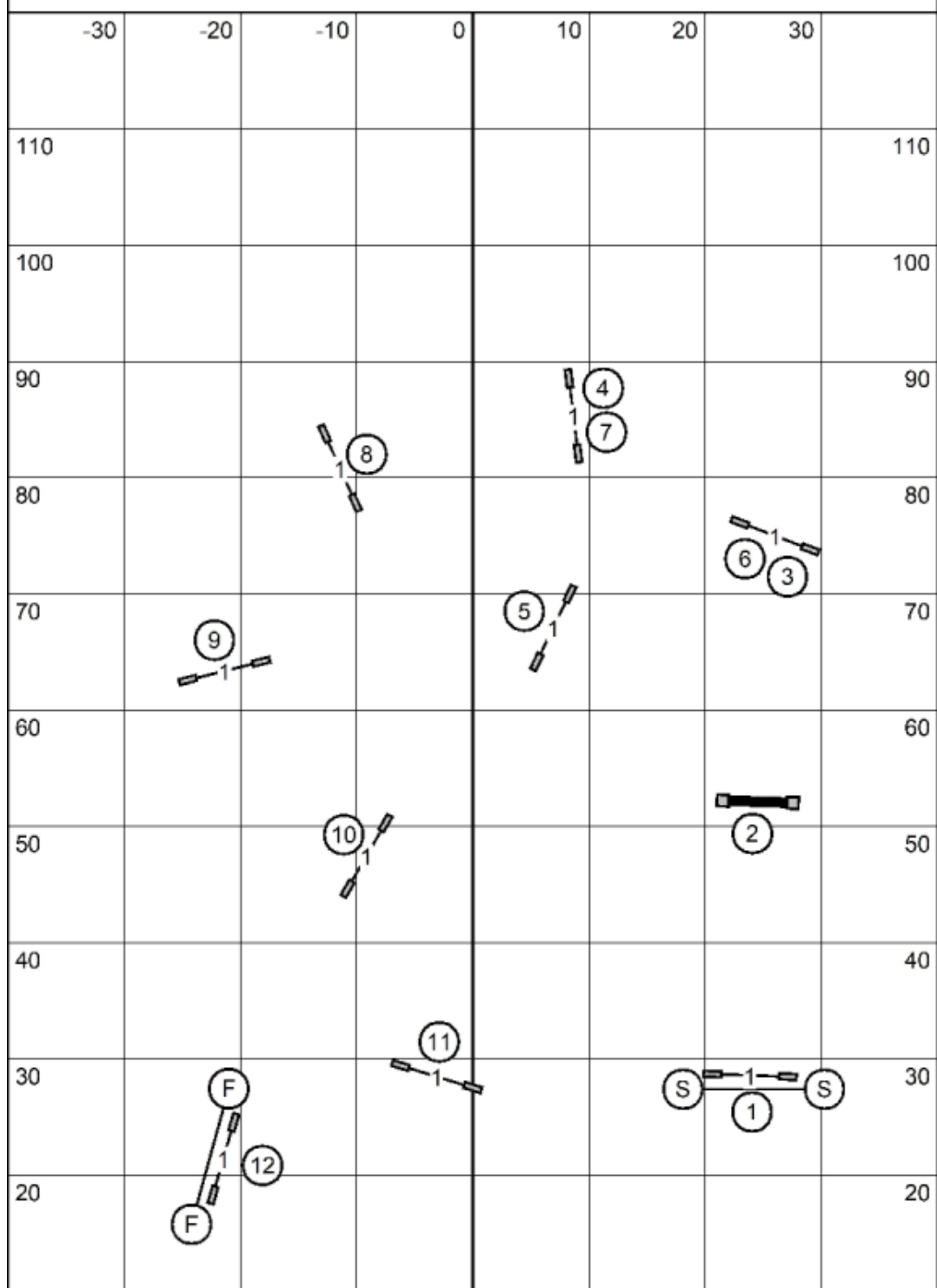


JUMPERS LEVELS 1 & 2



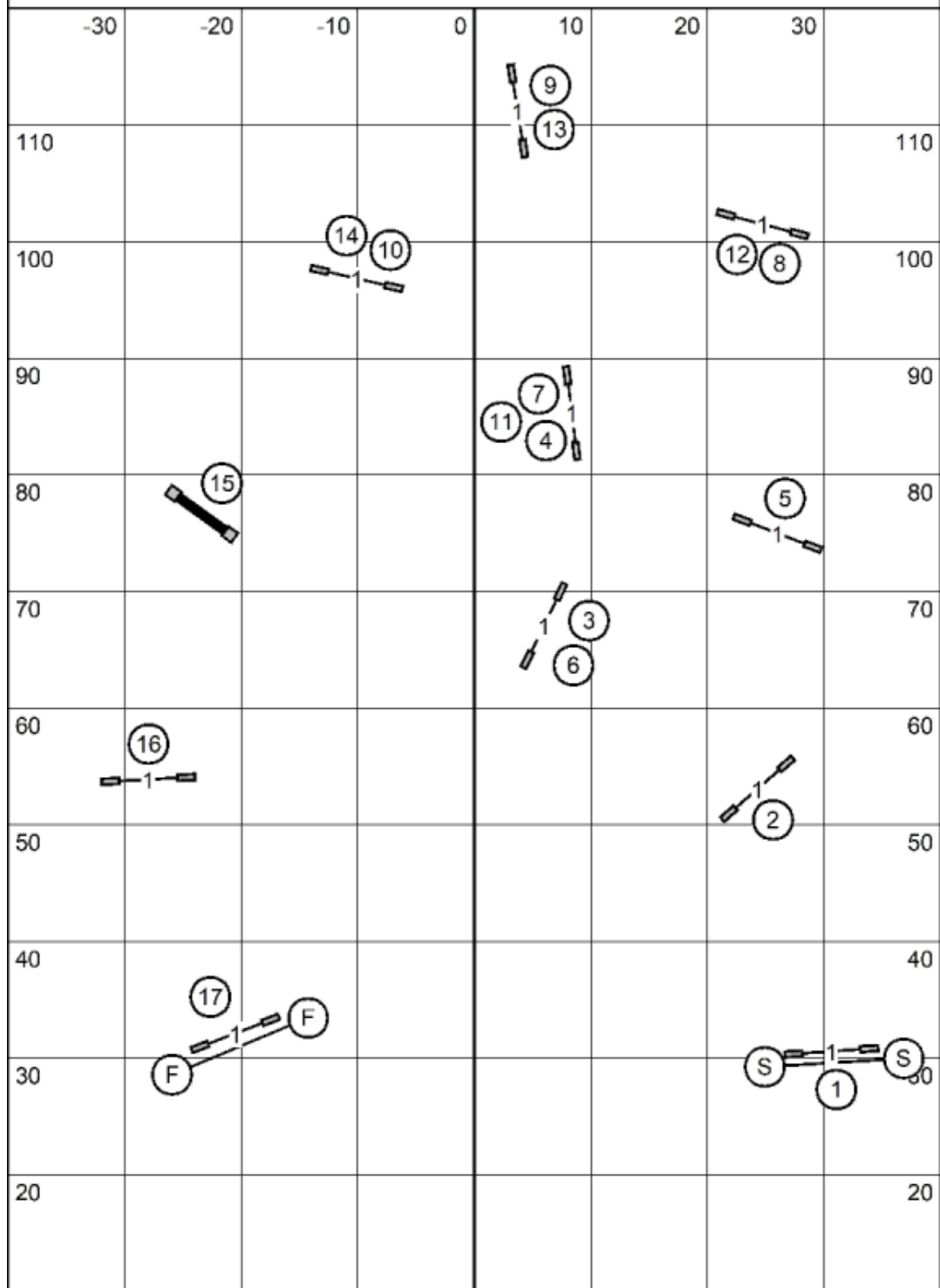
EXIT

Enter when previous
dog at Jump #10.

ENTER

Jumpers Levels 1 & 2
Judged by: Jeff Boyer
July 19, 2026
Paws for Thought Farm
Groton, NY

JUMPERS LEVELS 3,5,C



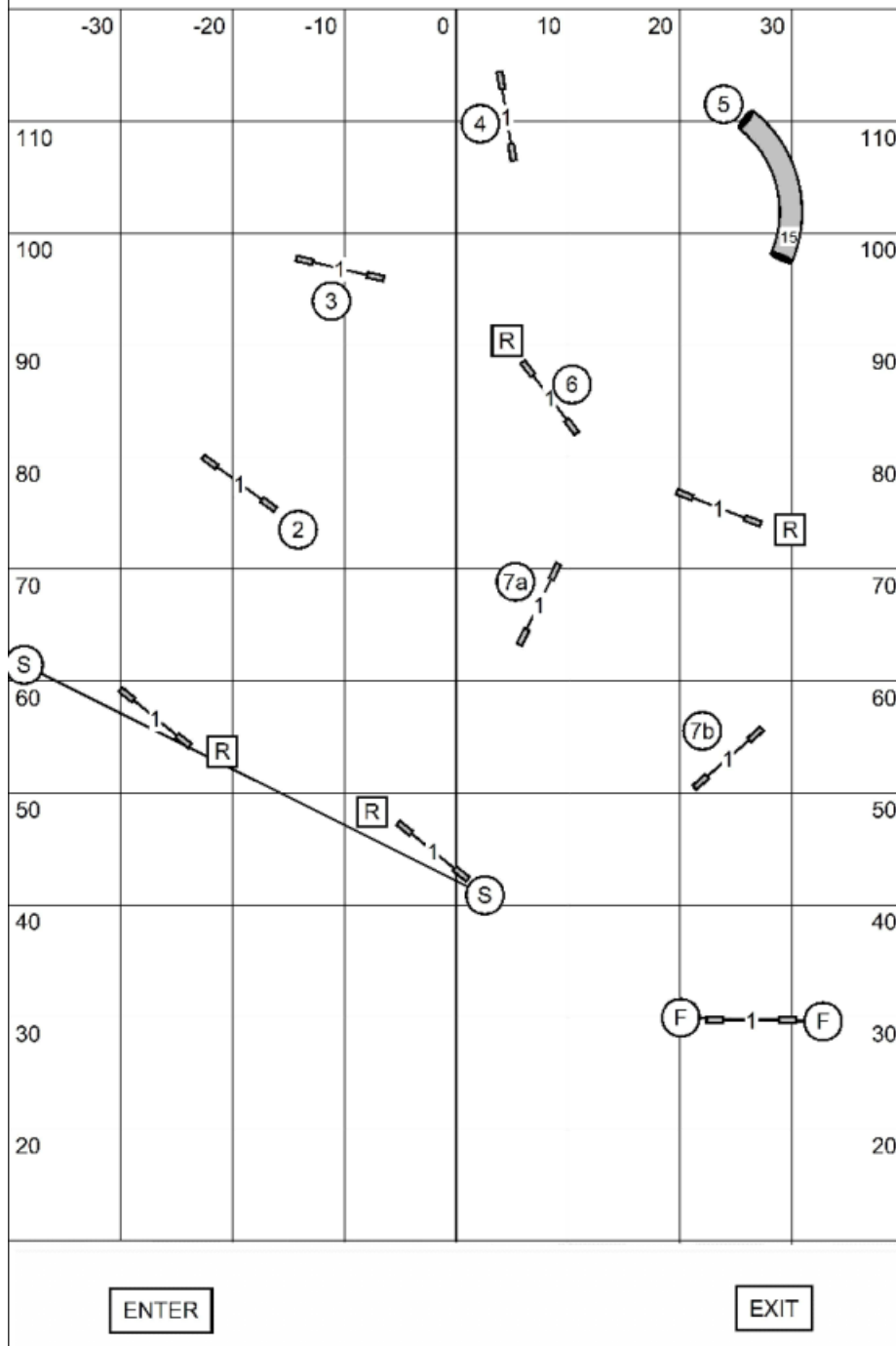
EXIT

Enter when previous
dog at Wall Jump.

ENTER

Jumpers Levels 3,5,C
Judged by: Jeff Boyer
July 19, 2026
Paws for Thought Farm
Groton, NY

SNOOKER LEVELS 1 & 2



Opening: All obstacles are bidirectional. Elements in Combo #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 Finish jump becomes live to stop the clock when you have completed your opening, after the horn, or when you direct your dog to it.

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

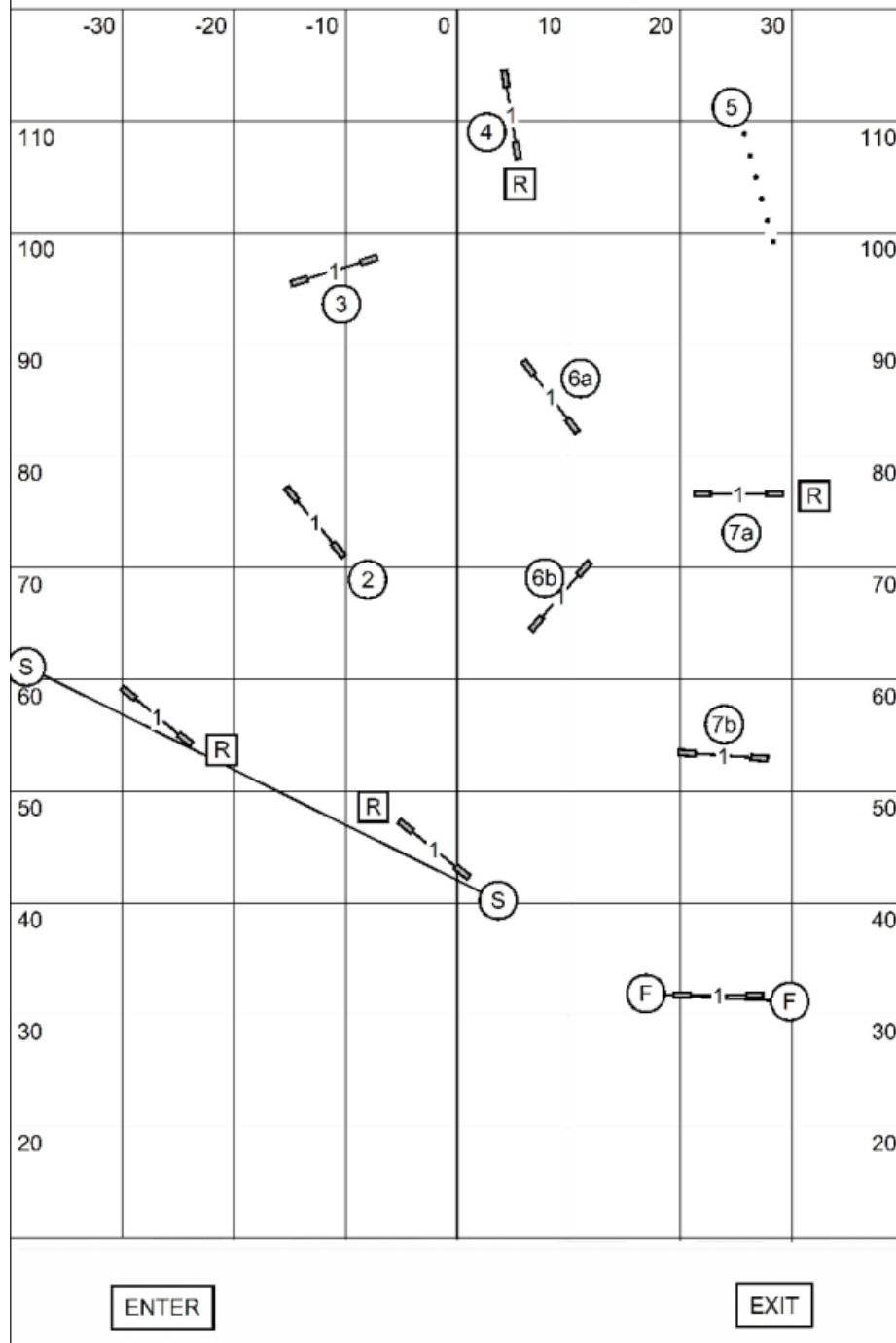
Points:

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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SNOOKER LEVELS 3,5,C



Opening: All obstacles 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 Finish jump becomes live to stop the clock when you have completed your opening, after the horn, or when you direct your dog to it.

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

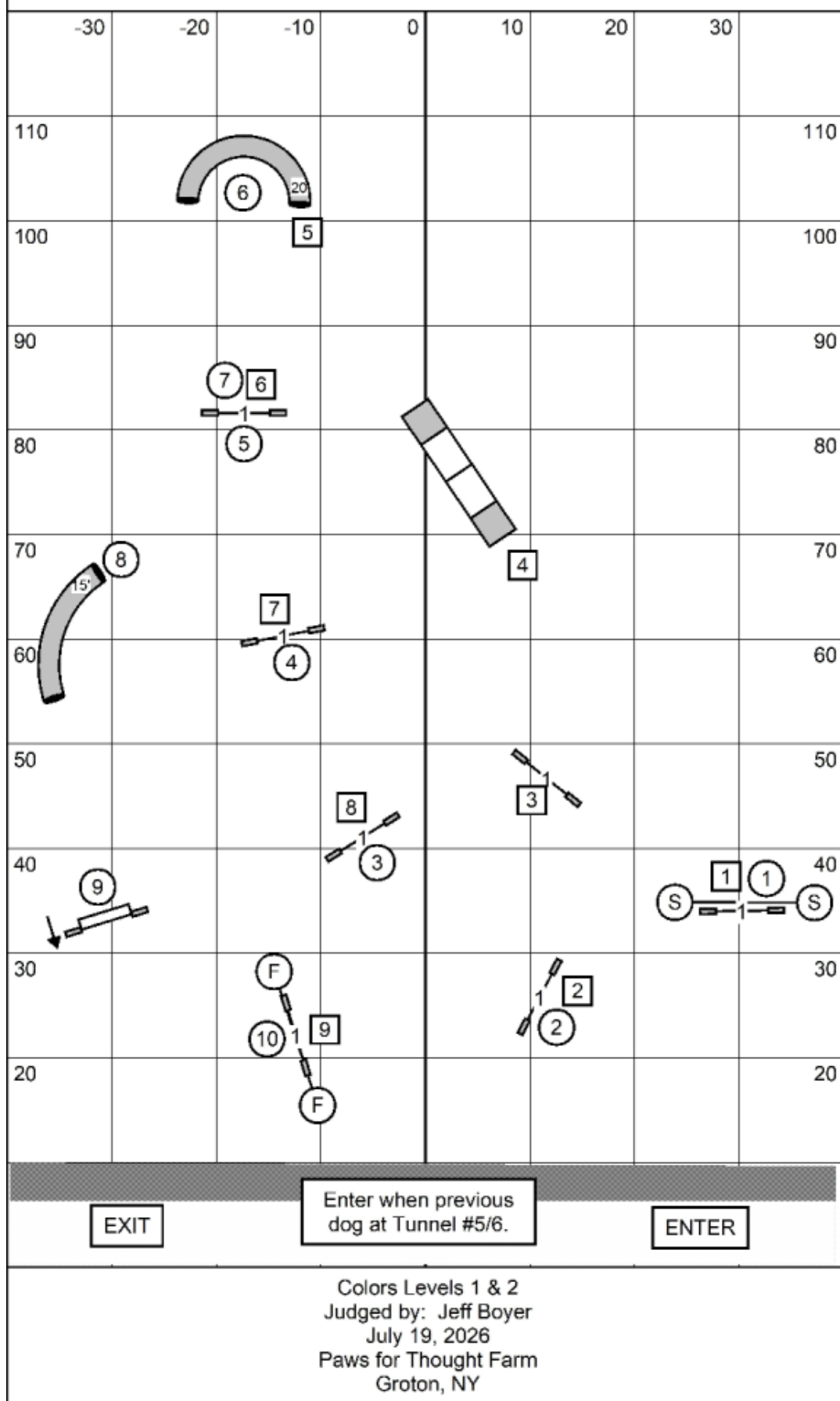
Points:

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
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July 19, 2026
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COLORS LEVELS 1 & 2



COLORS LEVELS 3,5,C

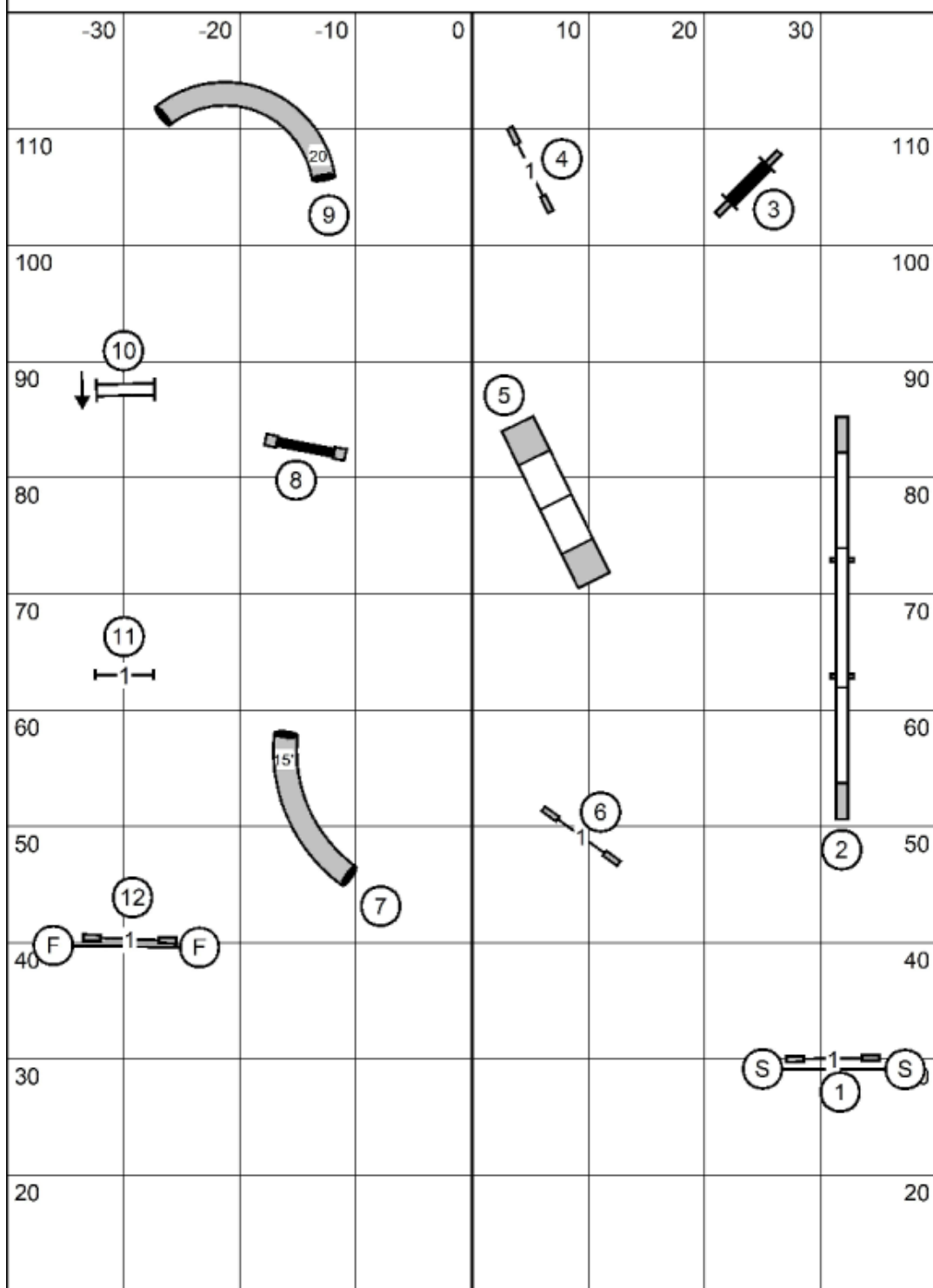
Enter when previous
dog at Tunnel #5/6.

EXIT ENTER

Colors Levels 3,5,C
Judged by: Jeff Boyer
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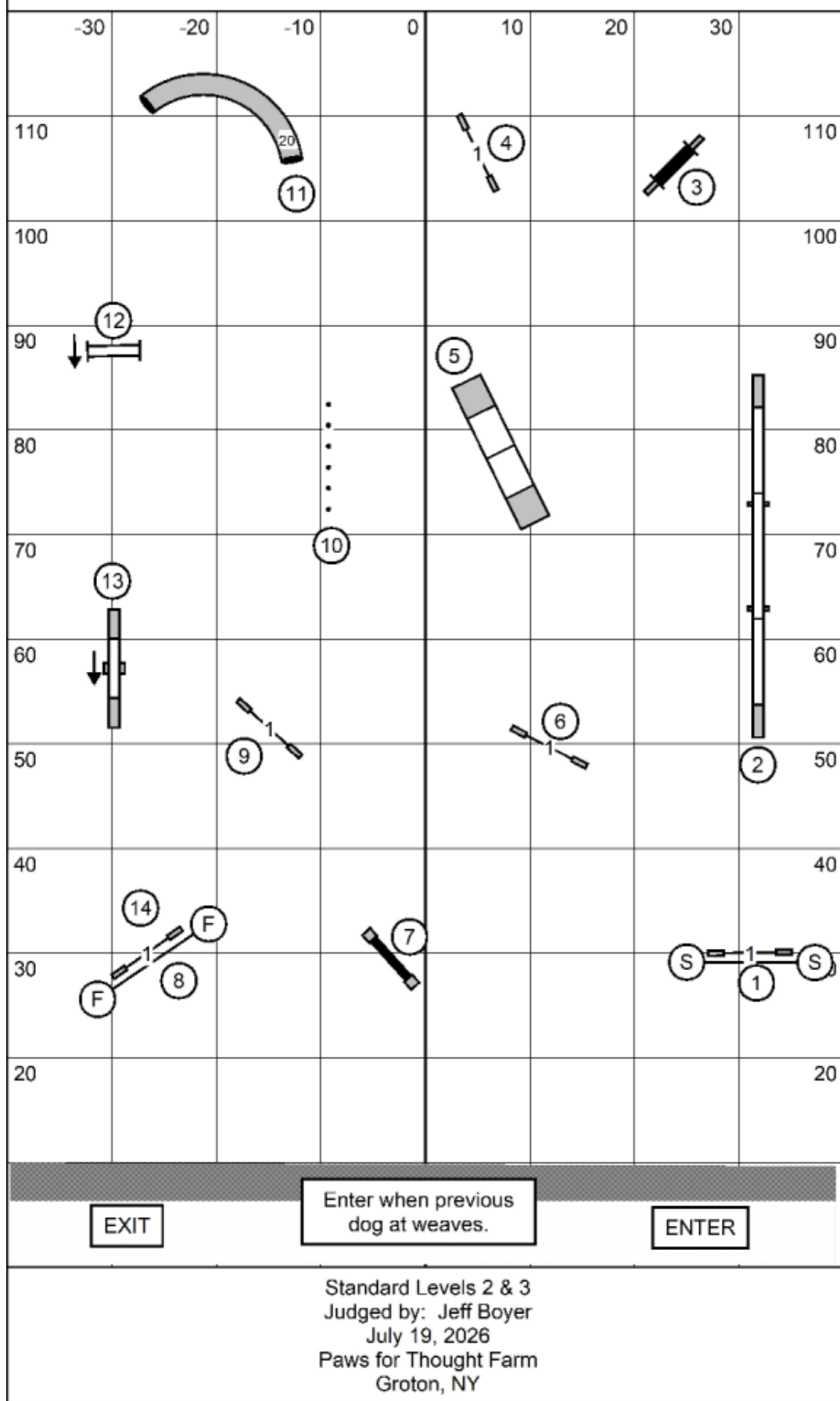
CourseDesigner.com (CD v4.34)

STANDARD LEVEL 1

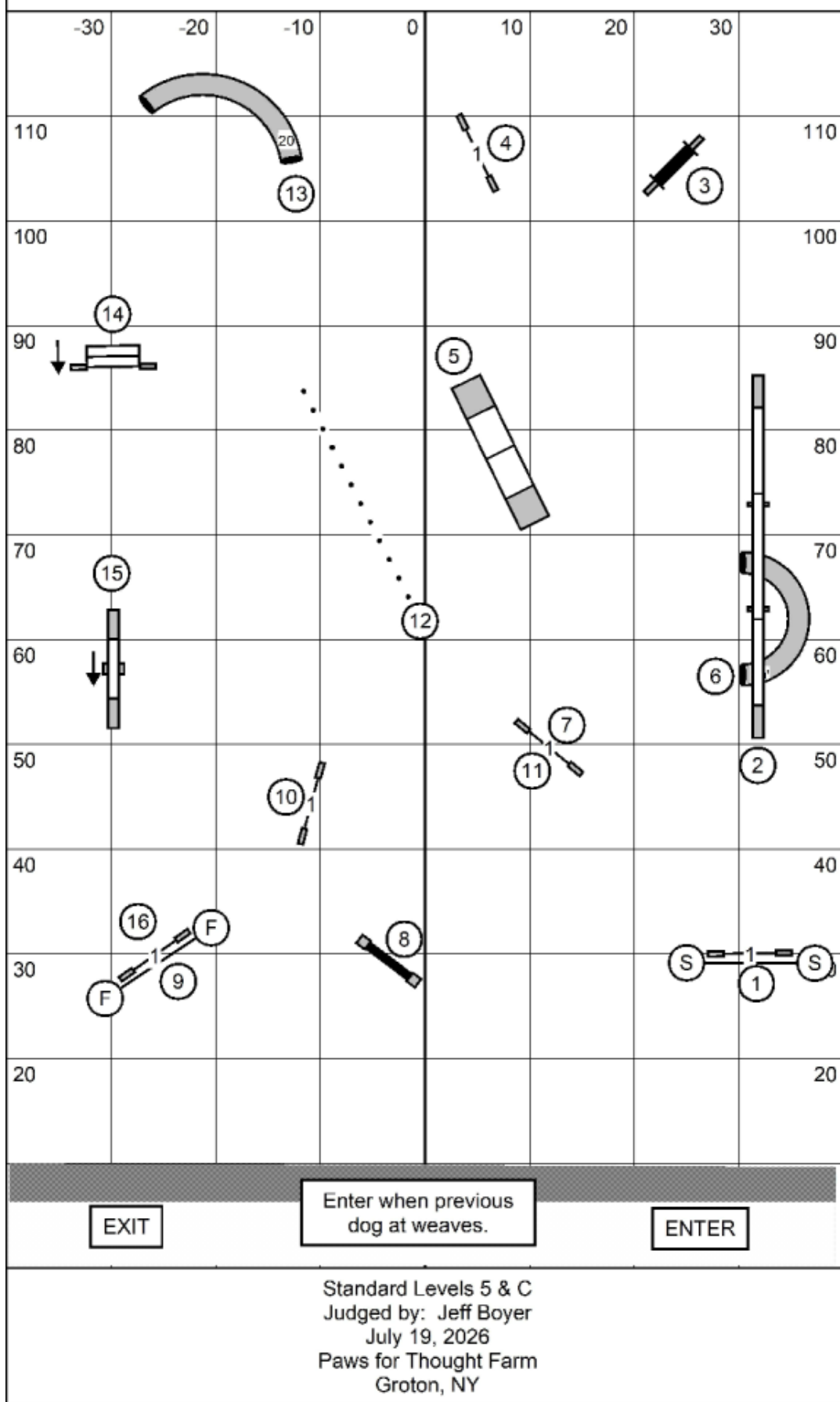


Standard Level 1
 Judged by: Jeff Boyer
 July 19, 2026
 Paws for Thought Farm
 Groton, NY

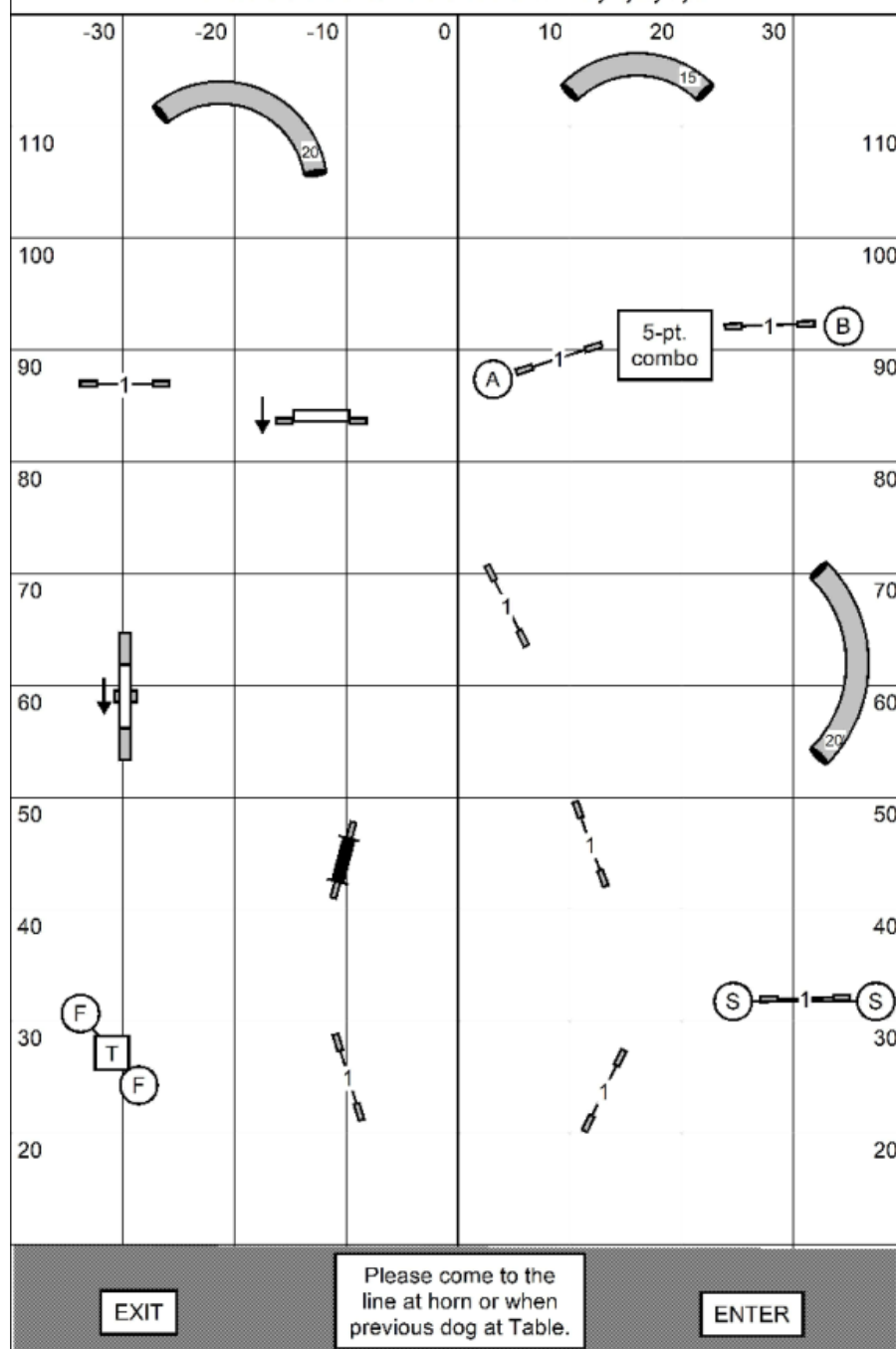
STANDARD LEVELS 2 & 3



STANDARD LEVELS 5 & C



FULLHOUSE LEVELS 1,2,3,5,C



Point schedule:
Bar jumps=1 pt; tunnels, panel jump=3 pts;
double, 2-jump combo, teeter = 5 pts

Everything can be done 2X for points;
back-to-back OK if safe for the dog. Jumps
in combo must be taken in flow.

Must accumulate at least three 1-pt
obstacles, two 3-pt obstacles, and one 5-pt
obstacle as part of the required points to
qualify.

All dogs begin at the Start jump, which may
be taken in either direction to start the clock.
Dog must cross start line before any points
can be earned.

One paw on the table stops the clock; table
is live after timer says "Go!" Team can leave
at any time.

Point accumulation time:
4/8/12 - 40 seconds; 16/20/24 - 35 seconds.

After horn sounds, point accumulation ends
and team has 5 seconds for dog to get one
paw on the table to stop the clock. For each
full second beyond this, team will lose 1
point.

Do not leave your dog on the table when
leashing up.

Required points:
Regular/Vets:
L1 = 19, L2 = 21, L3 = 23, L5C = 25.
Enthusiast/Specialist:
2 pts less at same level.

FullHouse Levels 1,2,3,5,C
Judged by: Jeff Boyer
July 19, 2026
Paws for Thought Farm
Groton, NY