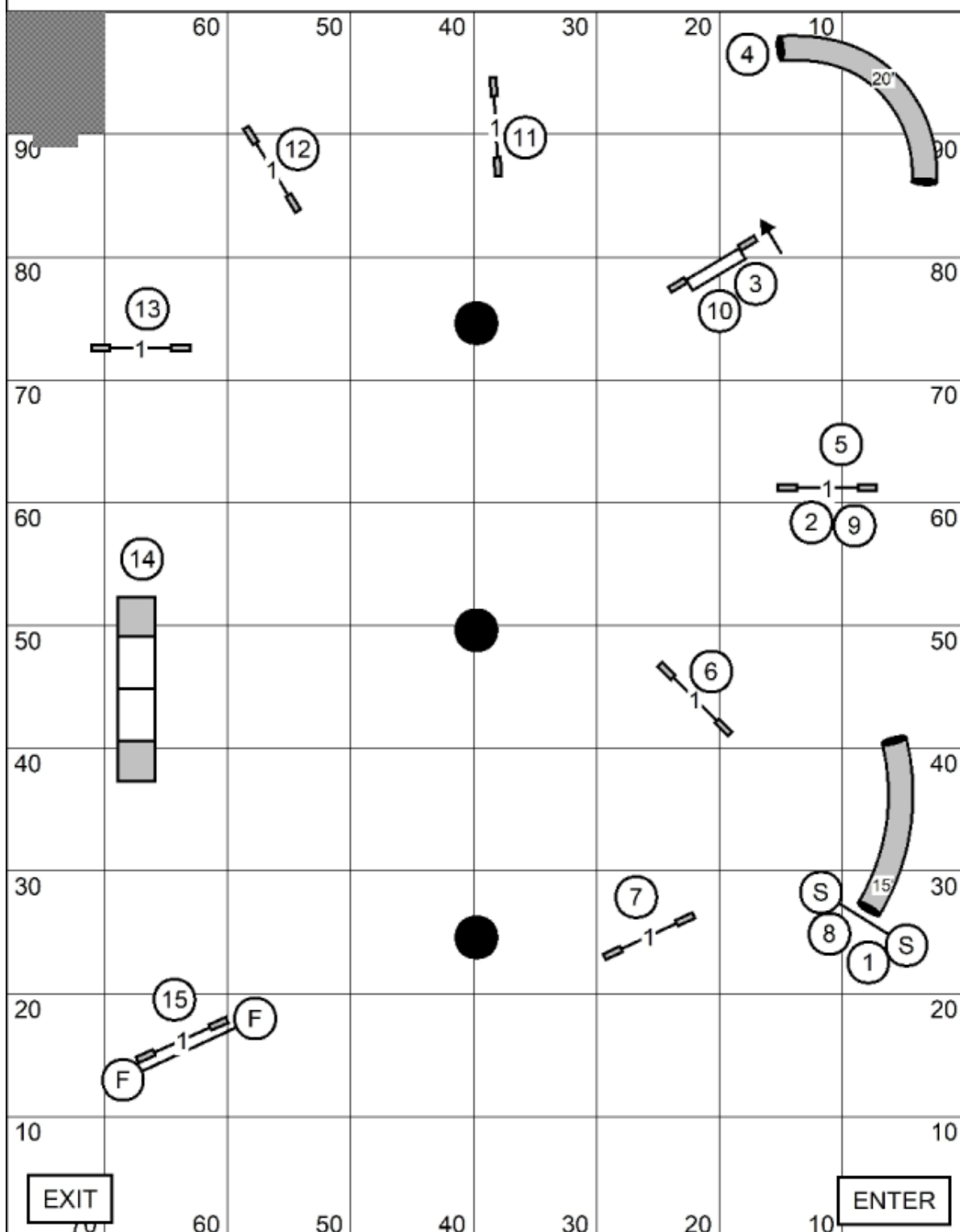


STANDARD LEVEL 1 RND 1 AND DOUBLE DOWN

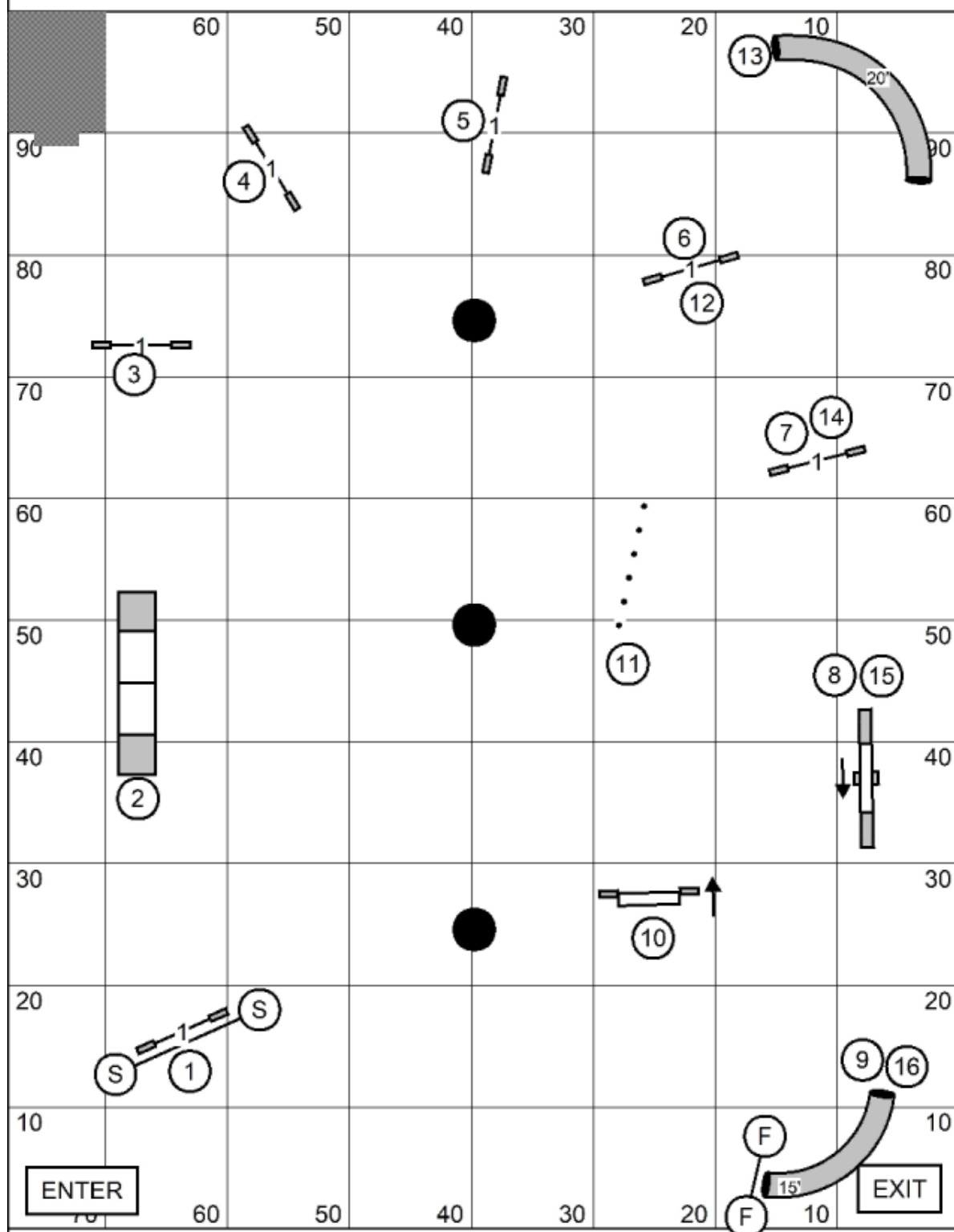


Standard Level 1 Round 1 and Double Down

Judged by: Jeff Boyer
August 15, 2026
Suffolk Tailwaggers
Bay Shore, NY

Enter when previous
dog at Jump #11.

STANDARD LEVEL 2 ROUND 1 AND DOUBLE DOWN



Standard Level 2 Rnd 1 and Double Down

Judged by: Jeff Boyer

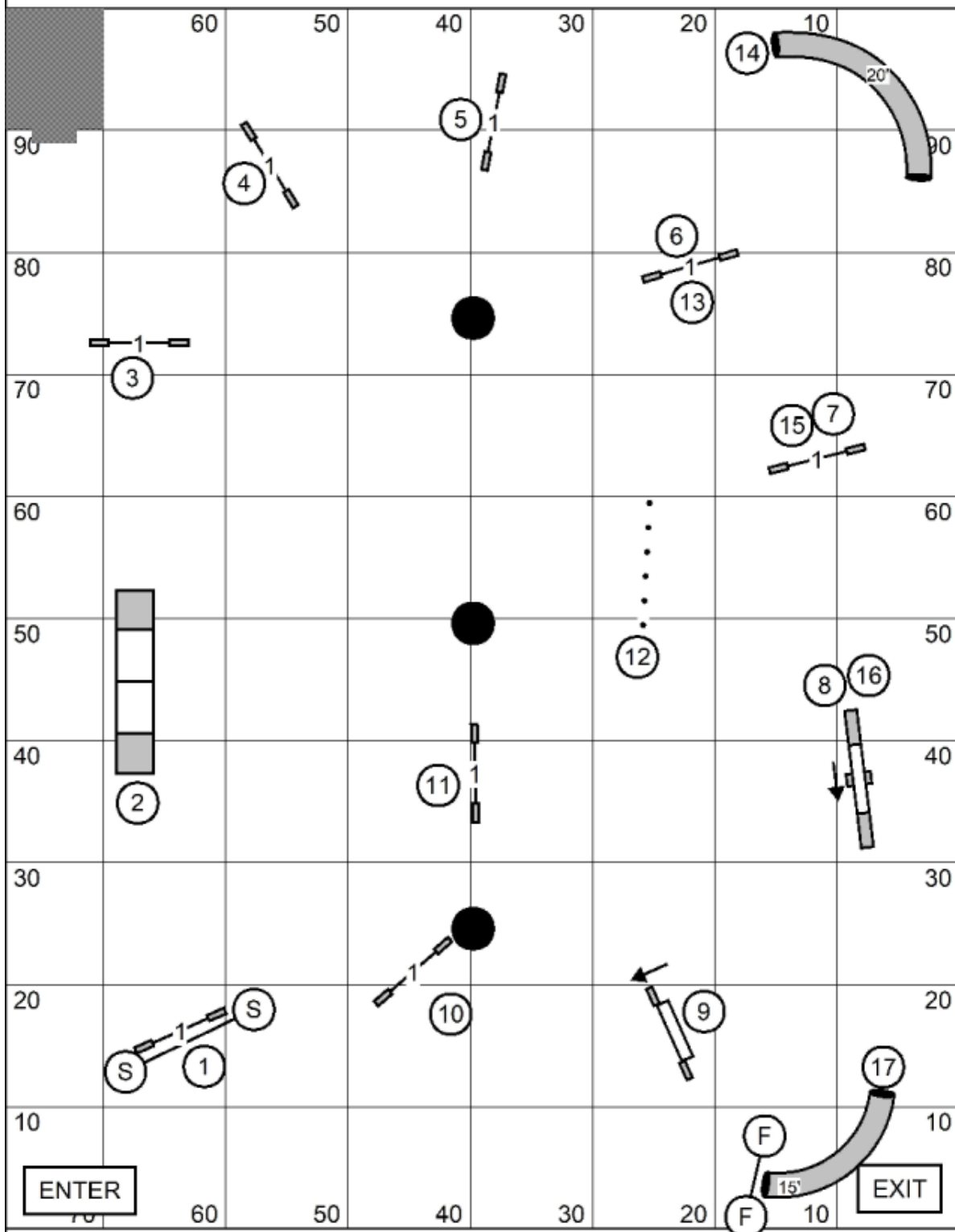
August 15, 2026

Suffolk Tailwaggers

Bay Shore, NY

Enter when previous
dog at Jump #14.

STANDARD LEVEL 3 RND 1 AND DOUBLE DOWN



Standard Level 3 Rnd 1 and Double Down

Judged by: Jeff Boyer

August 15, 2026

Suffolk Tailwaggers

Bay Shore, NY

Enter when previous
dog at Jump #15.

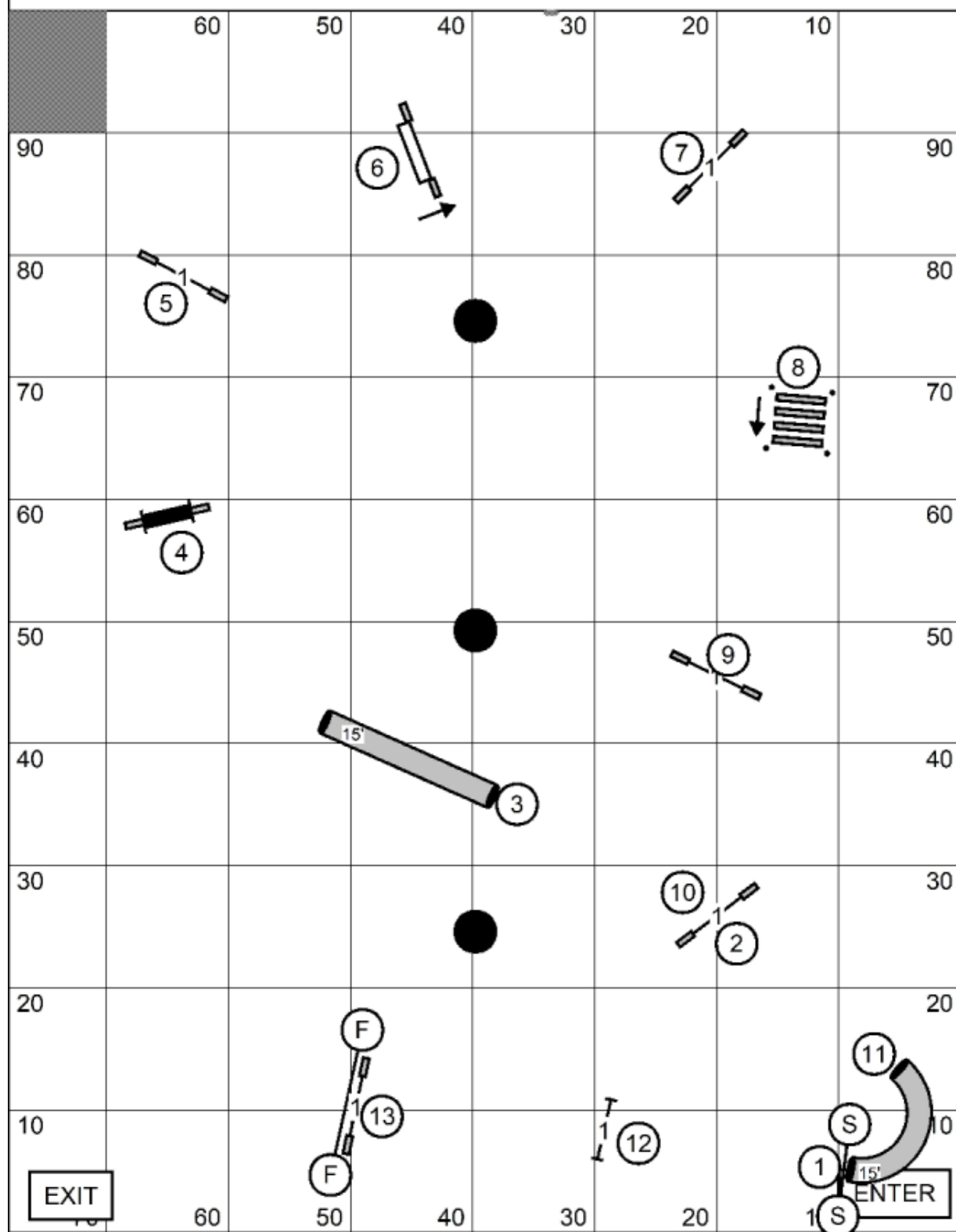
Judged by: Jeff Boyer
August 15, 2026
Suffolk Tailwaggers
Bay Shore, NY

CourseDesigner.com (CD v4.34)

Jackpot Levels 1,2,3,5,C
Judged by: Jeff Boyer
August 15, 2026
Suffolk Tailwaggers
Bay Shore, NY

Regular / Veterans: L1-32, L2-36, L3-40, L5C-44
Enthusiast / Specialist: 2 points less at same level.

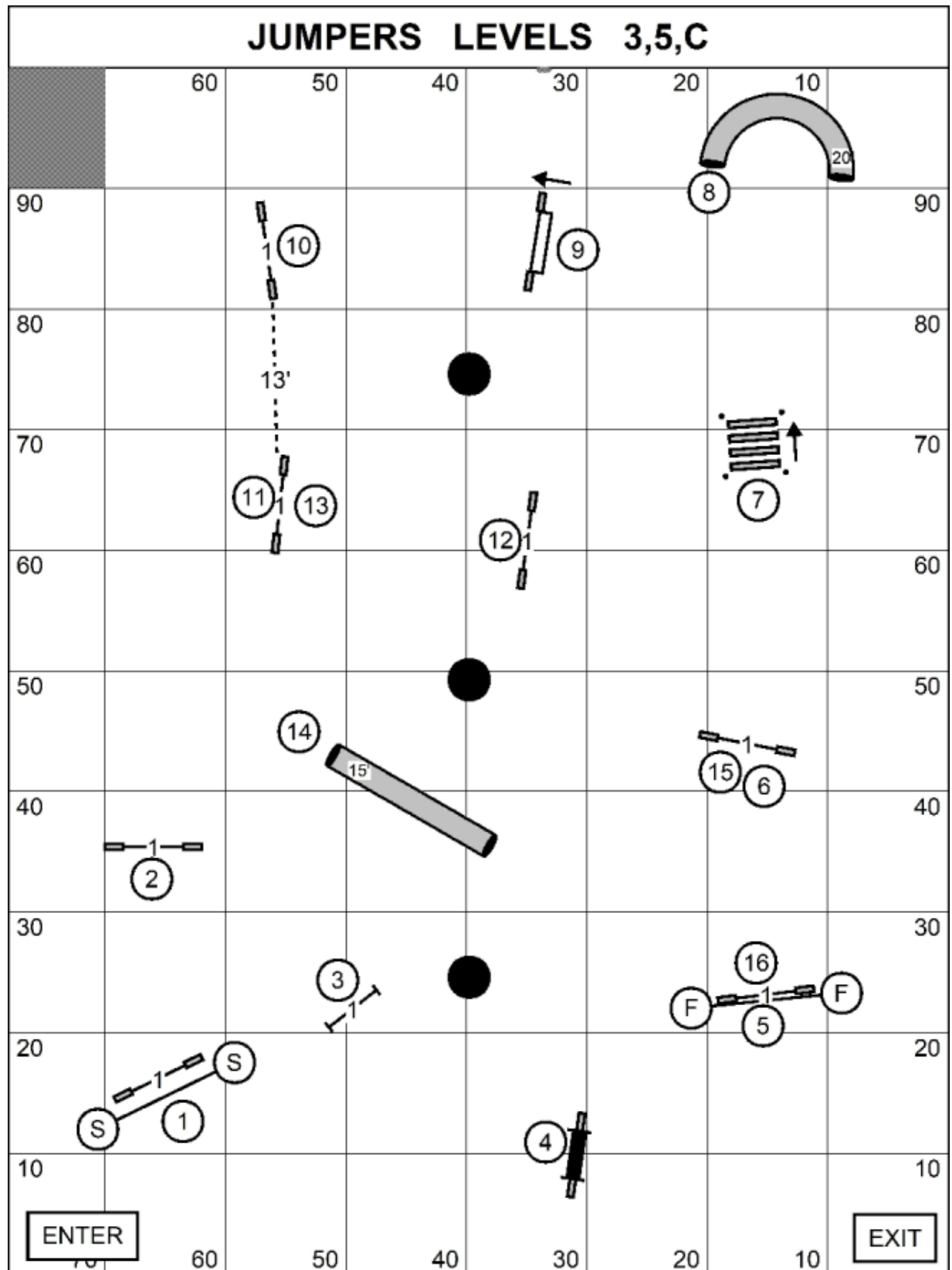
JUMPERS LEVELS 1 & 2



Jumpers Levels 1 & 2
 Judged by: Jeff Boyer
 August 15, 2026
 Suffolk Tailwaggers
 Bay Shore, NY

Please come to the
 line when previous
 dog at Jump #12.

JUMPERS LEVELS 3,5,C



Please enter at
Jump #15.

Jumpers Levels 3,5,C
Judged by: Jeff Boyer
August 15, 2026
Suffolk Tailwaggers
Bay Shore, NY

COLORS LEVELS 1 & 2

60 50 40 30 20 10

90 90

80 80

70 70

60 60

50 50

40 40

30 30

20 20

10 10

ENTER EXIT

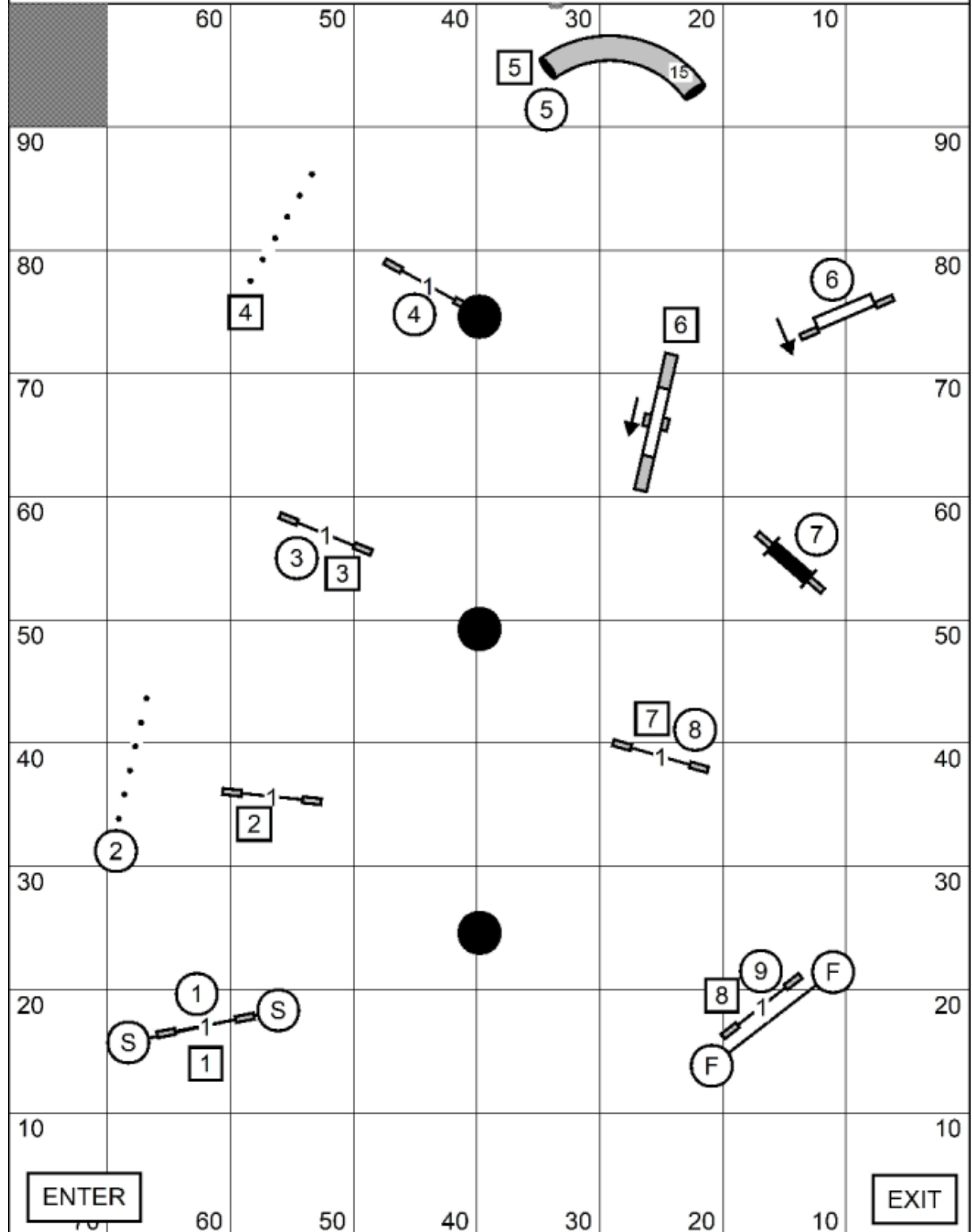
Please enter at Tunnel #5.

Colors Levels 1 & 2
 Judged by: Jeff Boyer
 August 15, 2026
 Suffolk Tailwaggers
 Bay Shore, NY

EXIT

Colors Levels 1 & 2
Judged by: Jeff Boyer
August 15, 2026
Suffolk Tailwaggers
Bay Shore, NY

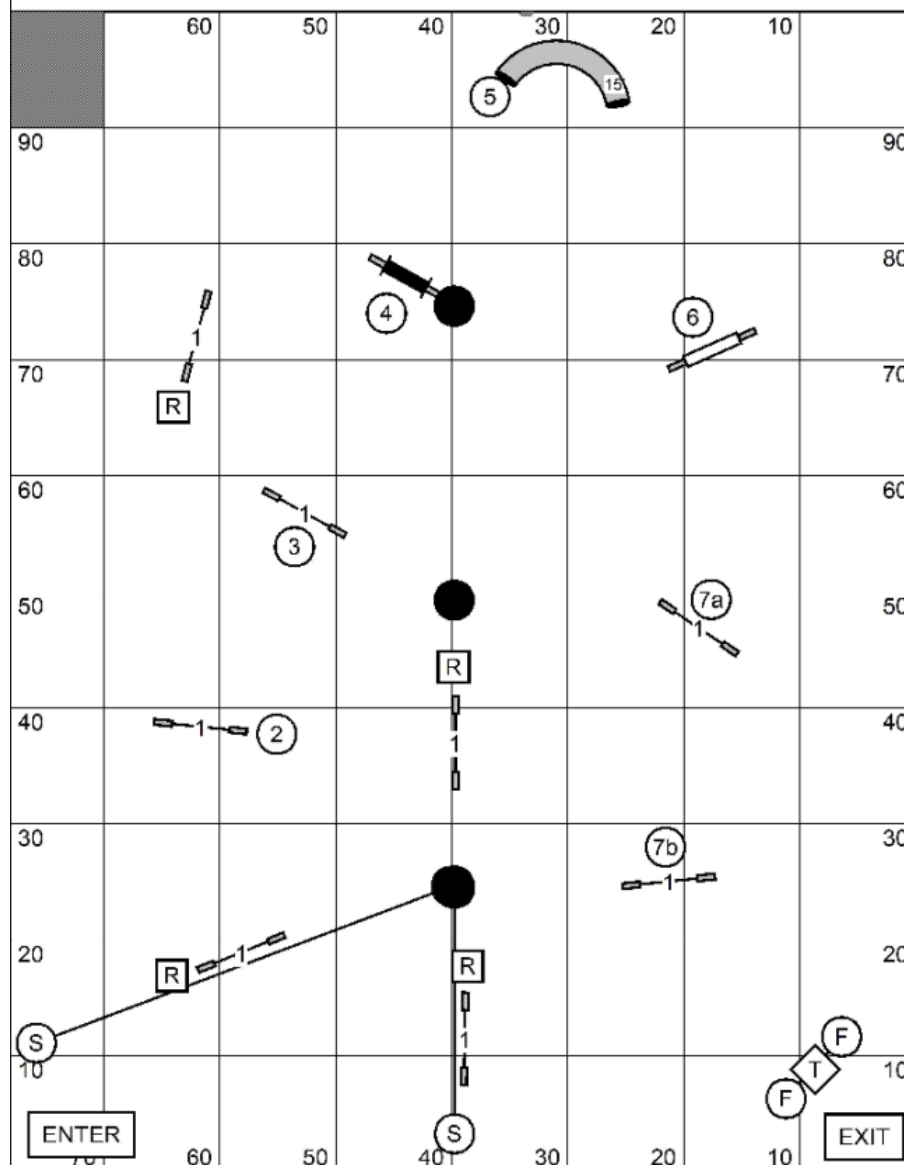
COLORS LEVELS 3,5,C



Please enter at
Tunnel #5.

Colors Levels 3,5,C
Judged by: Jeff Boyer
August 15, 2026
Suffolk Tailwaggers
Bay Shore, NY

SNOOKER LEVELS 1 & 2



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

Snooker Levels 1 & 2
Judged by: Jeff Boyer
August 15, 2026
Suffolk Tailwaggers
Bay Shore, NY

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.

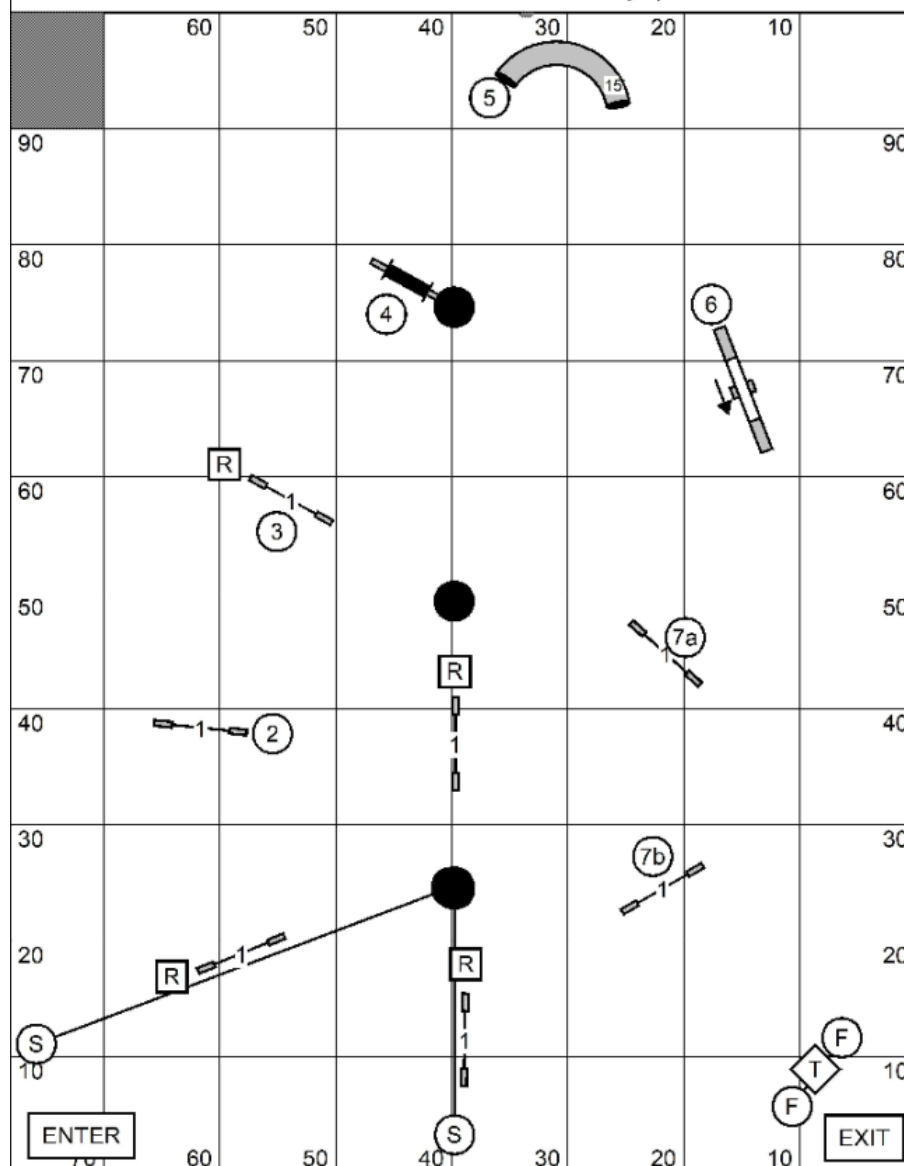
The Table becomes live to stop the clock
when you have completed your opening,
after the horn, or when you direct your dog to
it. Please do not leave your dog on the table
while leashing up.

4/8/12 - 50 seconds
16/20/24 - 45 seconds

Points:

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

SNOOKER LEVELS 3,5,C



Opening: All obstacles except teeter 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 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 - 50 seconds
16/20/24 - 45 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
August 15, 2026
Suffolk Tailwaggers
Bay Shore, NY