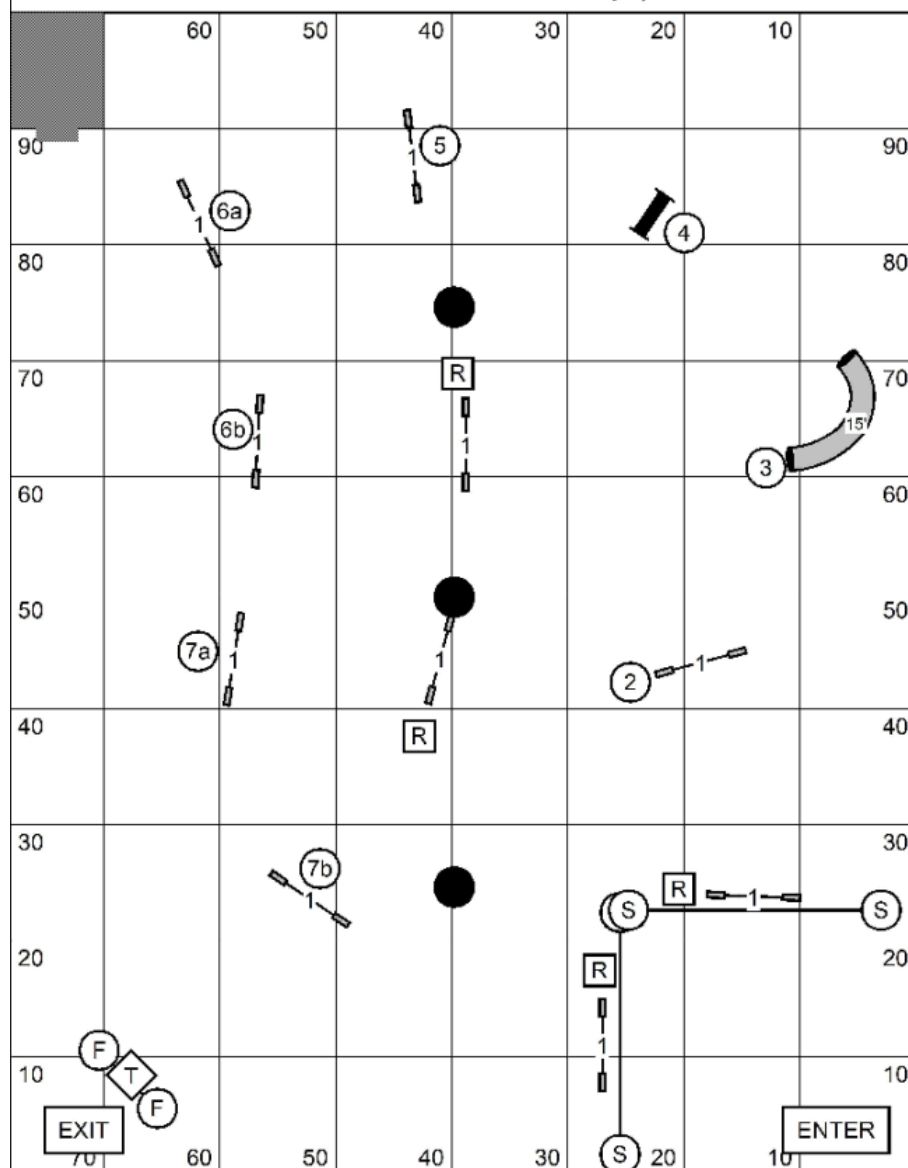


SNOOKER LEVELS 3,5,C



Snooker Levels 3,5,C
 Judged by: Jeff Boyer
 August 16, 2026
 Suffolk Tailwaggers
 Bay Shore, NY

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; 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.

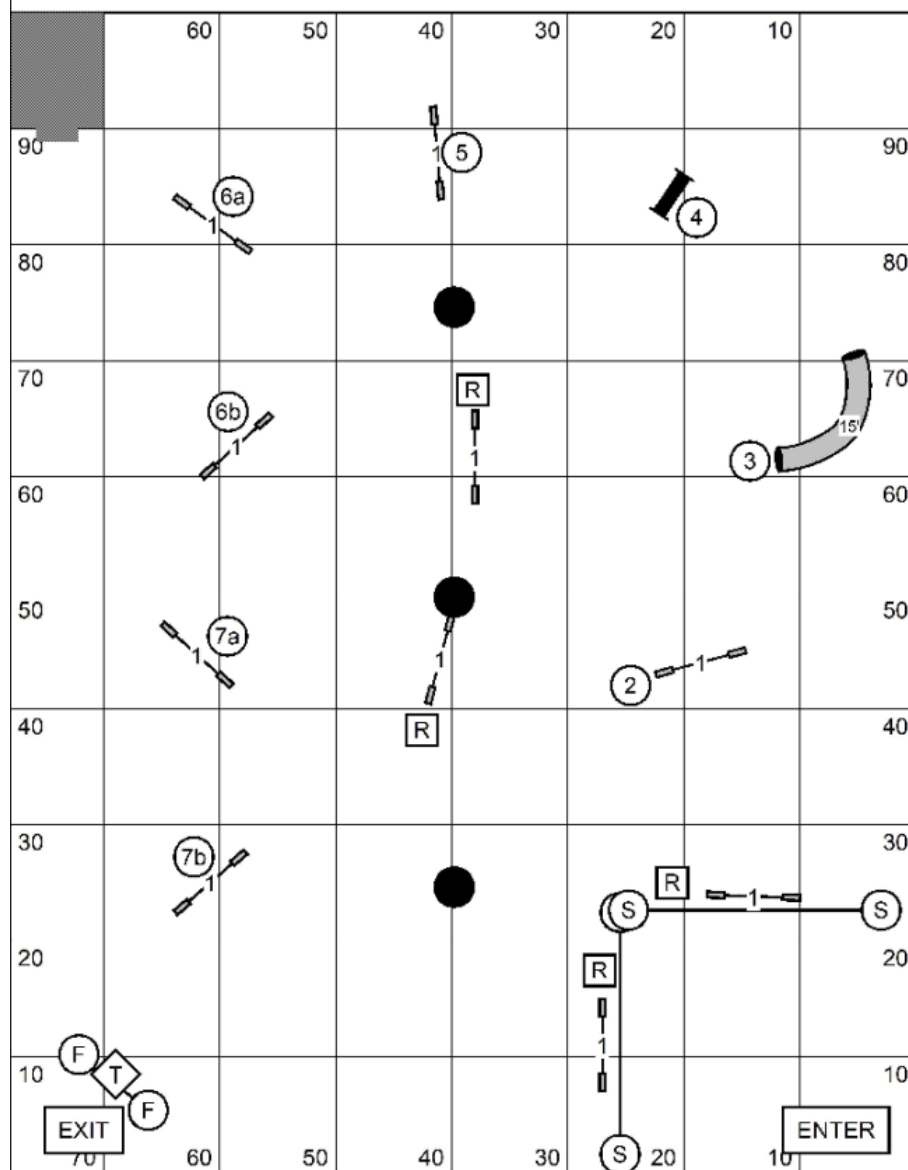
4/8/12 - 55 seconds
 16/20/24 - 50 seconds

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 #6a in closing.

SNOOKER LEVELS 1 & 2



Snooker Levels 1 & 2
 Judged by: Jeff Boyer
 August 16, 2026
 Suffolk Tailwaggers
 Bay Shore, NY

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.

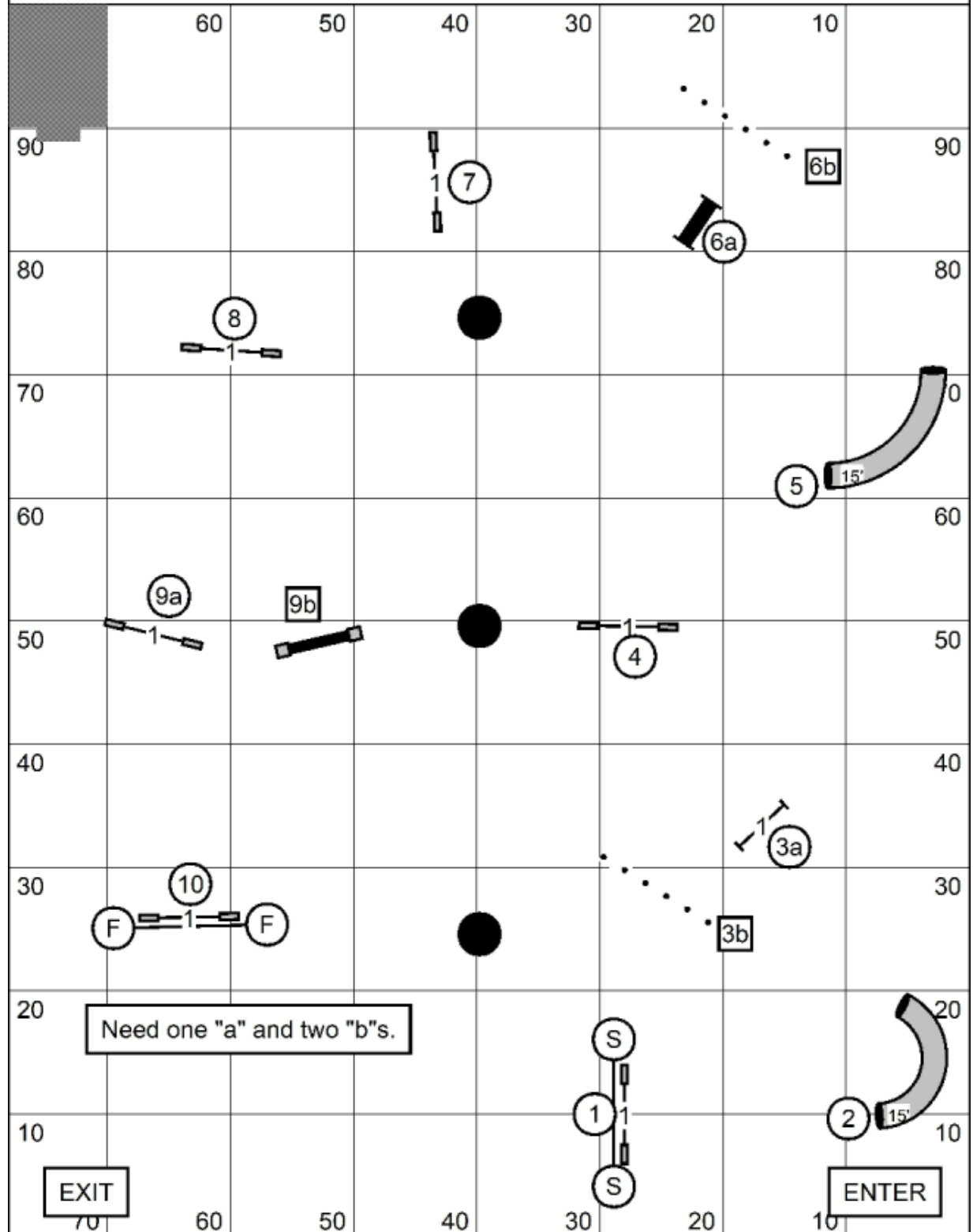
4/8/12 - 55 seconds
 16/20/24 - 50 seconds

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 #6a in closing.

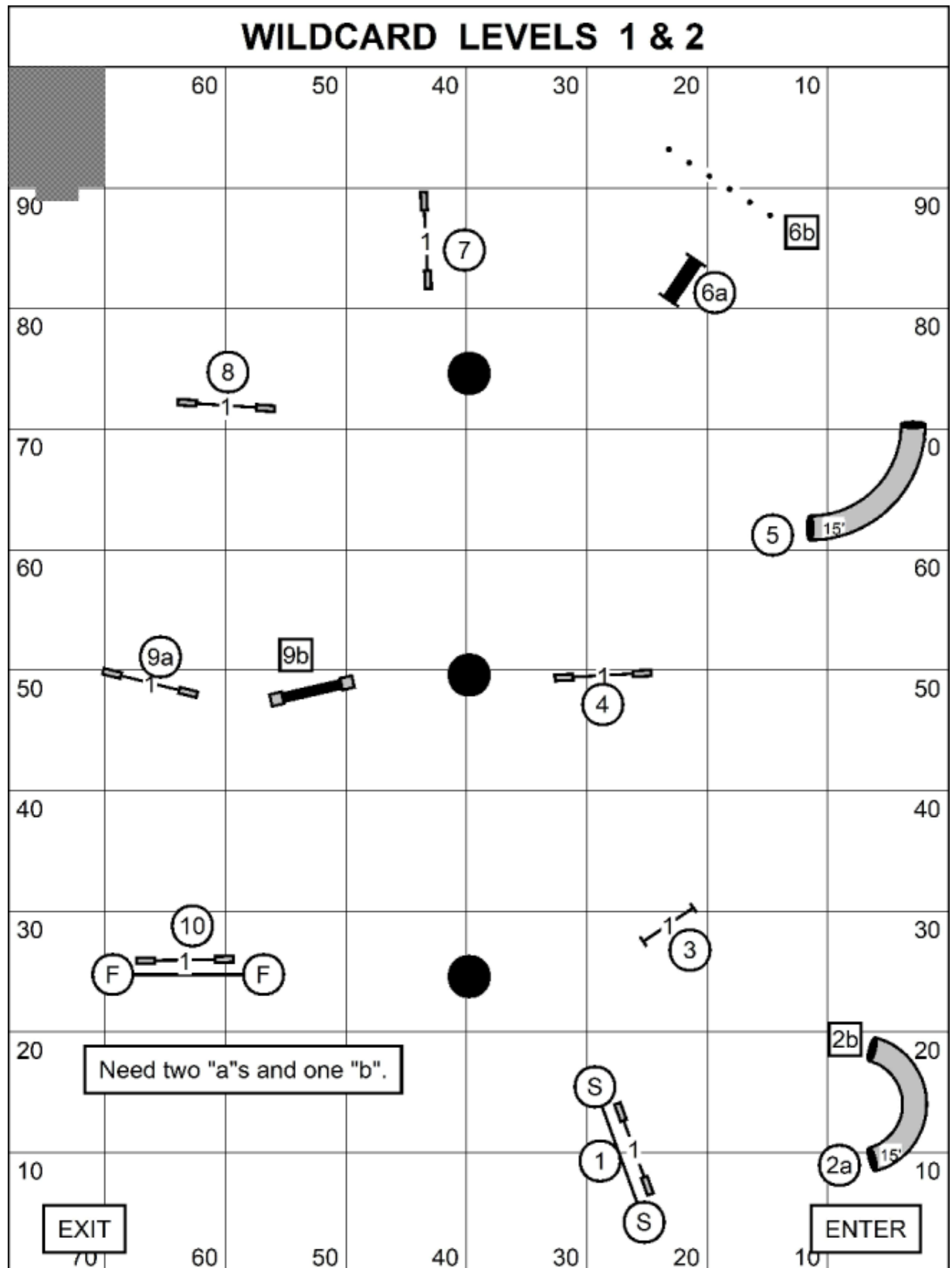
WILDCARD LEVELS 3,5,C



Wildcard Levels 3,5,C
 Judged by: Jeff Boyer
 August 16, 2026
 Suffolk Tailwaggers
 Bay Shore, NY

Enter when previous
 dog at Jump #7.

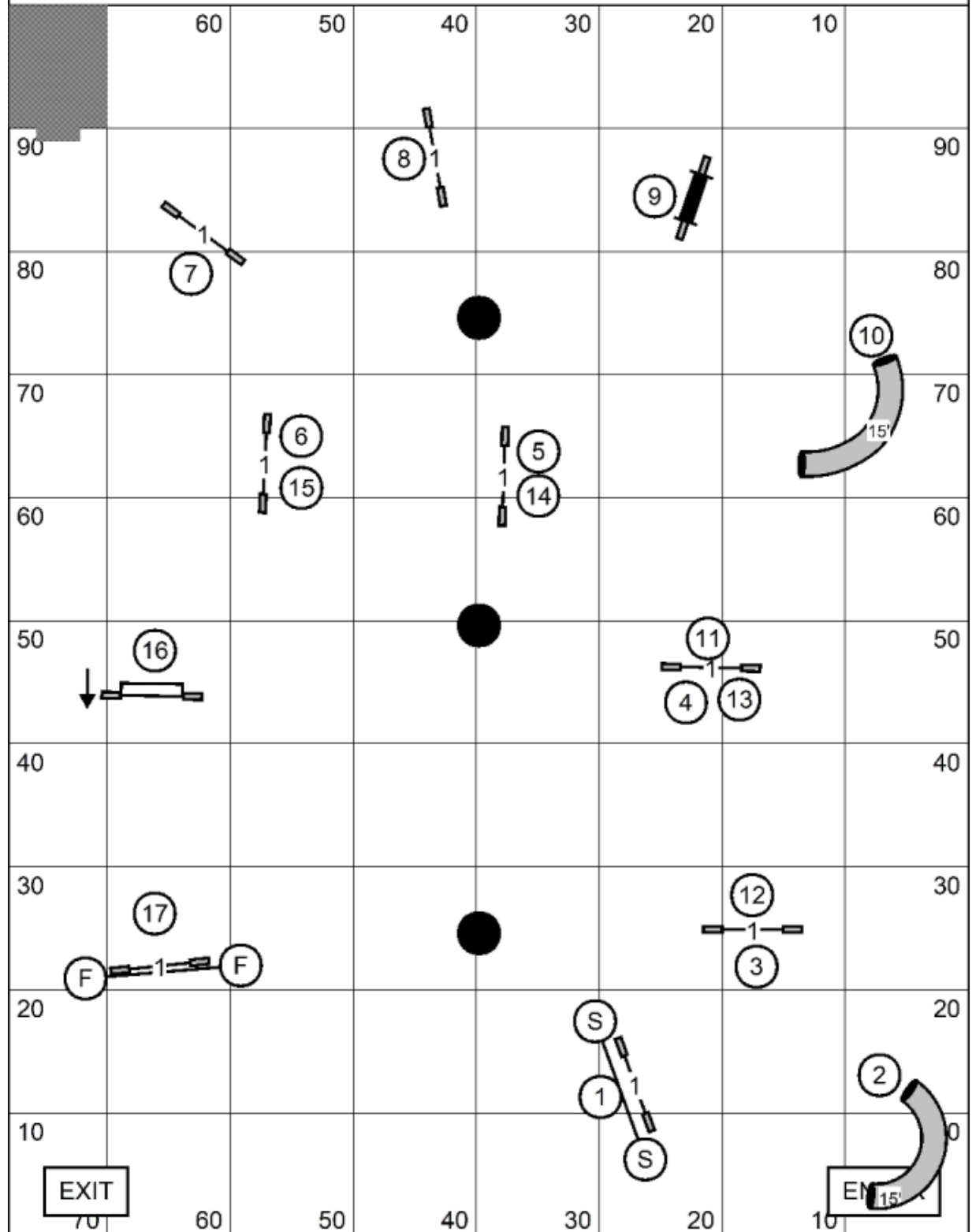
WILDCARD LEVELS 1 & 2



Wildcard Levels 1 & 2
 Judged by: Jeff Boyer
 August 16, 2026
 Suffolk Tailwaggers
 Bay Shore, NY

Enter when previous
 dog at Jump #7.

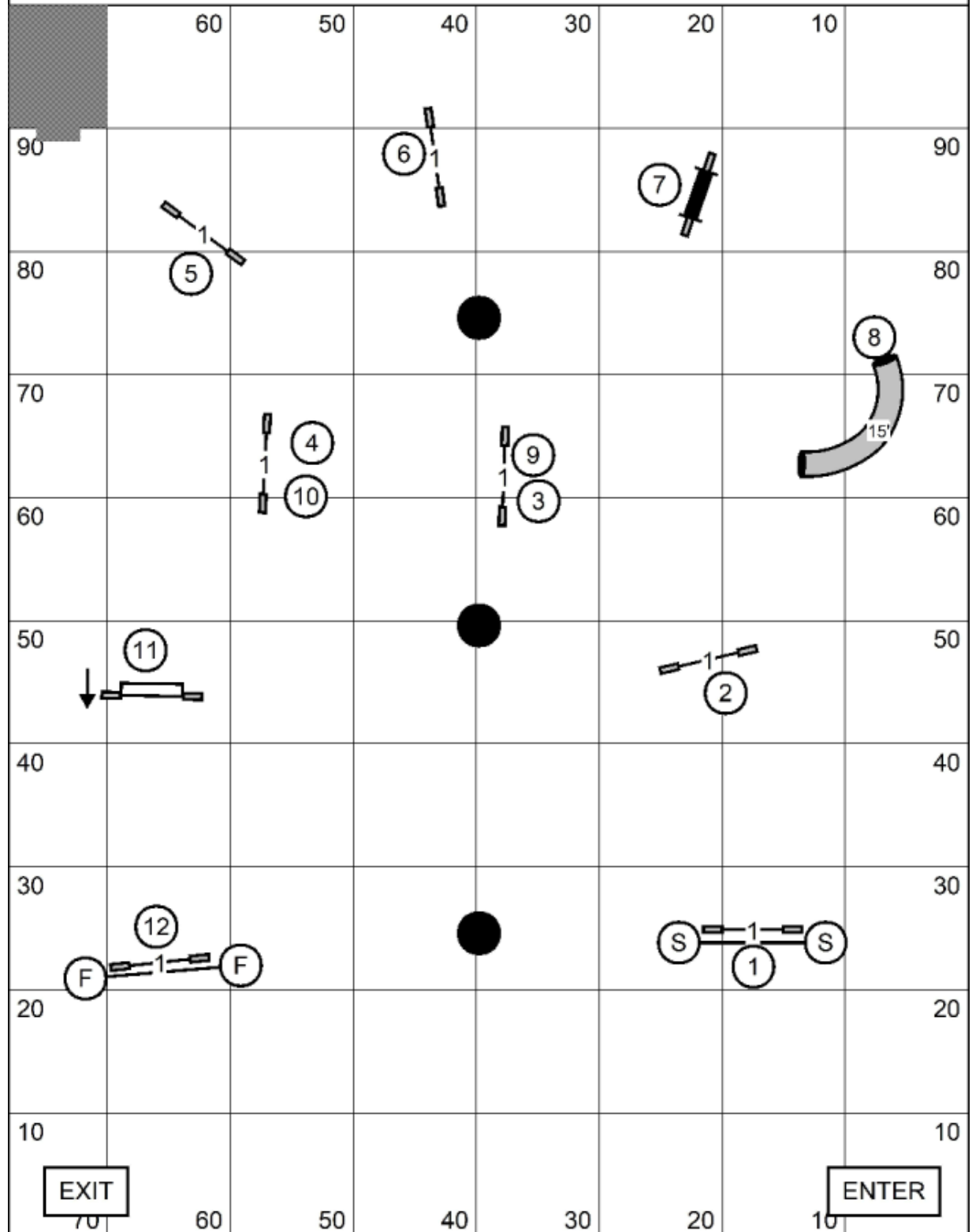
JUMPERS LEVELS 3,5,C



Jumpers Levels 3,5,C
 Judged by: Jeff Boyer
 August 16, 2026
 Suffolk Tailwaggers
 Bay Shore, NY

Enter when previous
 dog at Jump #14.

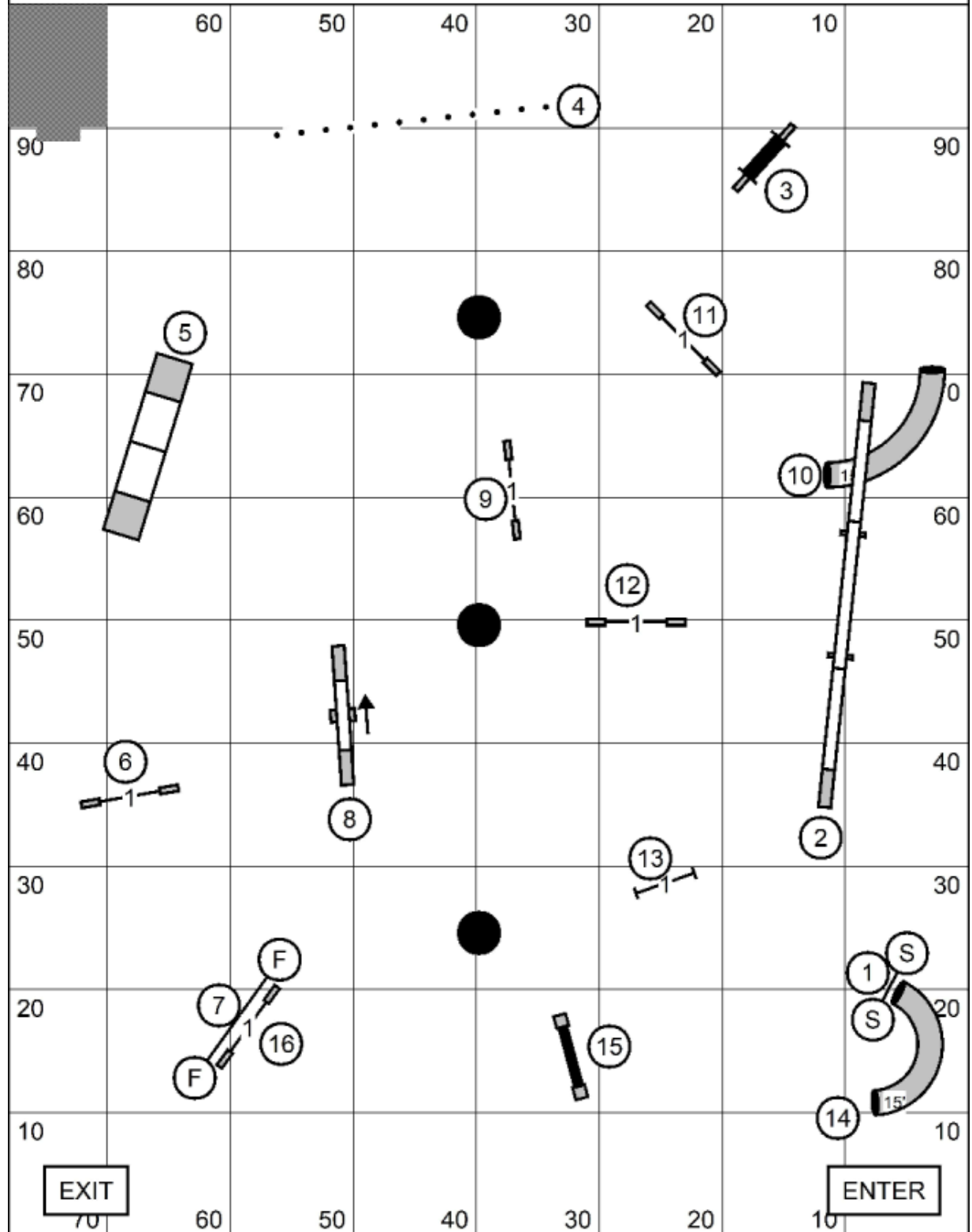
JUMPERS LEVELS 1 & 2



Jumpers Levels 1 & 2
 Judged by: Jeff Boyer
 August 16, 2026
 Suffolk Tailwaggers
 Bay Shore, NY

Enter when previous
 dog at Jump #9.

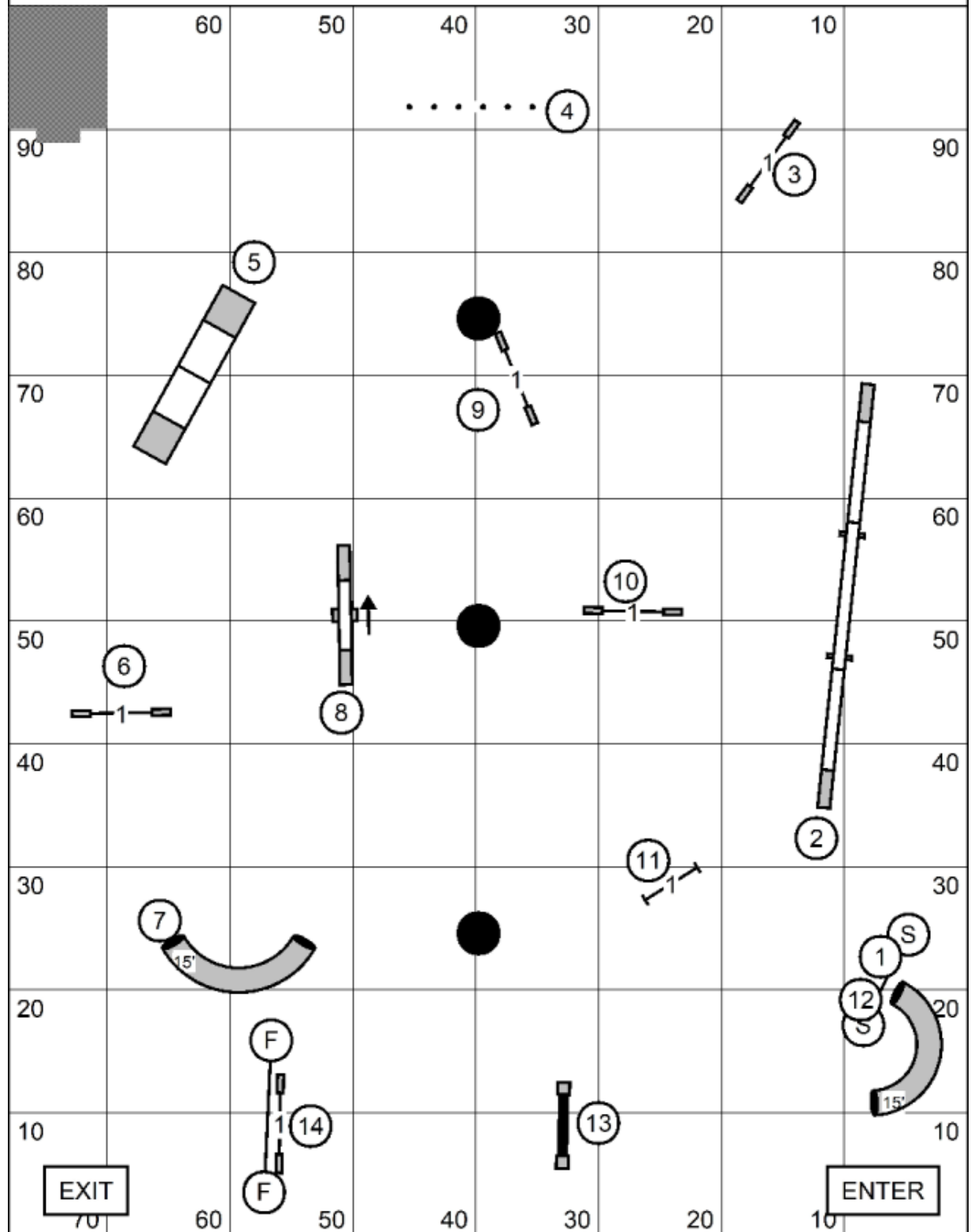
STANDARD LEVELS 5 & C



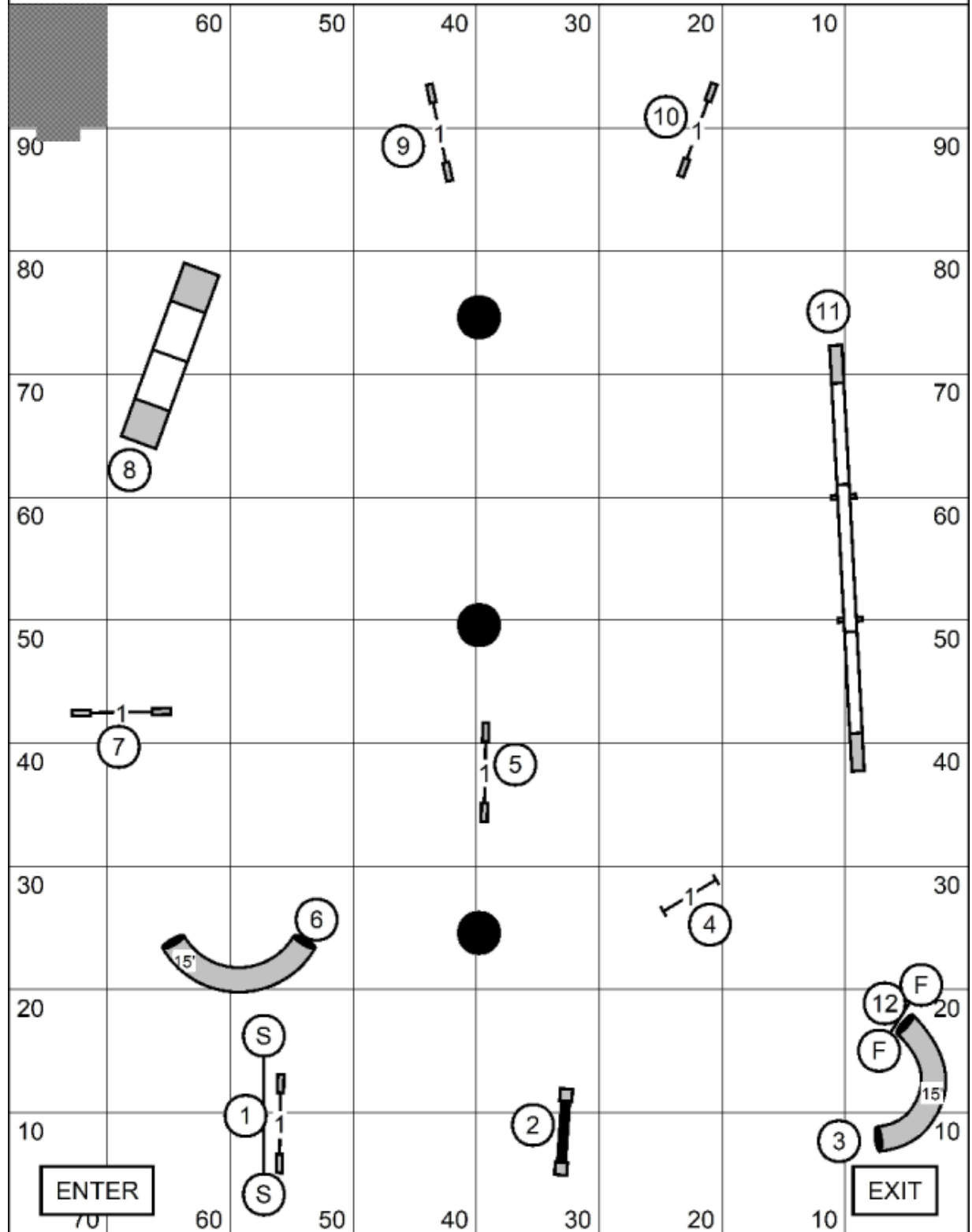
Standard Levels 5 & C
 Judged by: Jeff Boyer
 August 16, 2026
 Suffolk Tailwaggers
 Bay Shore, NY

Enter when previous
 dog at Wall Jump.

STANDARD LEVELS 2 & 3



STANDARD LEVEL 1



Enter when previous
dog at Jump #10.

Standard Level 1
Judged by: Jeff Boyer
August 16, 2026
Suffolk Tailwaggers
Bay Shore, NY

Bar jumps=1 pt; tunnels, panel jump=3 pts;
Dog walk, A-frame, 2-jump combo = 5 pts

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.

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

4/8/12 - 40 seconds; 16/20/24 - 35 seconds.

After horn sounds, 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.

2 pts less at same level.

Enter when previous
dog on Table.