

Page	Table of contents
2	PHILOSOPHY OF CPE DOGS AT THE SHOW SITE & OTHER EXHIBITOR SHOW SITE NOTES ENTRY ELIGIBILITY, REGISTERING WITH CPE, RENEWALS, ADDRESS/NAME/EMAIL CHANGES
3	CPE MEMBERSHIP AND FORM INFORMATION
4	MEASURING AND CHECK IN AT A TRIAL MEASURING A DOG REGISTRATION CARDS & P-cards (permanent cards) JUMP HEIGHTS
5	JUMP HEIGHT CATEGORIES – Effective February 1, 2007 ONLINE RECORDS & RECORD KEEPING
6	THE AGILITY TRIAL Dogs in the ring, leashes, exiting the ring Closing ring gates Training a dog in the ring during a run While running on course
7	PREMIUM LIST CONFIRMATION AWARDS AND RIBBONS JUDGE
8	SHOW COMMITTEE AND OFFICIALS
9	AGILITY TRIAL SHOW SITE CLASS LEVEL ENTRIES WHEN FIRST ENTERING A CPE AGILITY SHOW
10	JUMP HEIGHT CATEGORY - TIMING VETERANS EARLY VETERANS EXCEPTIONS FEO – FOR EXHIBITION ONLY Jr HANDLER
11	HANDICAPPED / DIFFERENTLY ABLED HANDLER JUDGE'S SIGNALS FAULTS, ELIMINATIONS AND EXCUSALS
12	CPE CLASSES – GENERAL INFORMATION STANDARD
13	COLORS
14	WILDCARD
15	SNOOKER
16	JACKPOT
18	FULLHOUSE
19	JUMPERS
20	CPE TITLE INFORMATION: Dummy Legs Point Level Titles Lifetime Cumulative Team Point Awards Class Point table
21	TRANSFERRING LEGS ENTERING LATERAL LEVELS FOR ANOTHER HEIGHT CATEGORY
22	CATEGORY TITLES – REGULAR & VETERANS: CPE Titles and Requirements – Levels 1 through 4
23	C-ATCH & C-ATE – REGULAR & VETERANS
24	CATEGORY TITLES – ENTHUSIAST: CPE Titles and Requirements – Levels 1 through 4
25	CT-ATCH & CT-ATE – ENTHUSIAST
26	CATEGORY TITLES – SPECIALIST: CPE Titles and Requirements – Levels 1 through 4
27	CS-ATCH & CS-ATE – SPECIALIST
28	Level 5 CHAMPION & LEVEL C EXTRAORDINAIRE TITLES Regular & Veterans, Enthusiast, Specialist
29	AGILITY OBSTACLES OBSTACLE PERFORMANCE
30	OBSTACLE SPECIFICATIONS
33	CODE OF CONDUCT AND DISCIPLINARY ACTION
Appendix	CPE FORM MASTERS (also available on the website Forms page) Recommended that copies are made from the tracking masters for recording purposes

If a rule change is required before the next rulebook printing,  
it will be posted to the Rules webpage on the CPE website.

## PHILOSOPHY OF CPE

For the dog and handler to have fun while successfully competing for performance titles as a cohesive unit, achieved through positive training and teamwork.

## DOGS AT THE SHOW SITE & OTHER EXHIBITOR SHOW SITE NOTES

### Also reference: Code of Conduct and Disciplinary Action

CPE prohibits any dog less than 8 weeks of age anywhere at/on the show site.

The owner is responsible for their dog's health and safety while participating in CPE agility trials.

The owner / handler is responsible to have complete control over their dog(s) while attending an agility trial.

Any Judge or host club has the authority to dismiss a dog / handler from the ring area or show grounds. Any dog the Judge deems aggressive or out of control will be excused from the agility trial. Any dog / handler that is excused from a trial, ring area or show grounds, due to aggression, must be reported by the host club to CPE on a formal report. A review will determine if the dog / handler may show again at a future CPE trial.

Host clubs have the option to exclude from the show site: bitches in season, unentered dogs or any other dog for a valid reason.

Host clubs have the right to refuse an entry for cause, other than what is banned by federal discrimination laws. Host clubs may need to excuse a non-entered spectator and/or their dog for the same rules as exhibitors.

Electronic training/collar devices are not allowed on the grounds at a CPE show. This includes electronic training devices, shock collars, and bark collars that shock a dog. The premium must list if a club does not allow other collars or leading/tethering devices.

No exhibitor, spectator, or their children and/or dog may be in an agility trial ring, which is currently not in use, for any reason without the host club or judge's permission. Any such instance will result in an excusal from the balance of the trial, without refund of any fees; spectators will be excused from the trial site. There will be no exceptions. Dogs not entered in the trial may not use any equipment (including the warm up equipment), without the club's permission and the owner signing a liability release form.

Practicing or training on personal equipment is not permitted on show grounds at any time. Club equipment is not to be used for practice or training purposes during a trial – exception: a pre-arranged workshop or seminar is being held after the trial has ended for the day.

Only the designated jump as provided by the host club, shall be used for warm up.

If there is a camping area onsite, practicing or training on personal equipment is not permitted during show hours. If the host club allows it, practicing or training on personal equipment will *only* be allowed after show hours. It will be posted in their premium or permission must be obtained from a committee member listed in the premium. If not posted in the premium or permission is not obtained, it is *not* permitted.

All decisions made by the Judge and/or host club, are final for that trial. All decisions made by CPE are final.

## ENTRY ELIGIBILITY, REGISTERING WITH CPE, RENEWALS, ADDRESS/NAME/EMAIL CHANGES

- Any agility trained, healthy dog, 15 months or older on the day of the entered trial, may compete in a CPE agility trial.
- A dog that is less than 15 months old may be registered for a CPE ID number at any time.
- Purebreds and mixed-breeds are equally eligible for entry. Wolves, wolf-hybrids, coyotes or coyote-hybrids are not allowed to show in CPE.
- Bitches in season or any dogs who are blind (both eyes), lame, or aggressive towards people or other animals are not eligible to compete. Dogs that are blind in one eye or deaf may compete if the owner deems the dog can do so safely.
- Veterinarian letters cannot be used for a judge to determine if a dog is physically able to compete. Judges will not be able to determine if a dog's lameness is from a current or past injury.
- Tripods dogs (three legged dogs) may be registered with CPE depending on the dog's ability and health. A veterinarian's letter (dog's health and limitations if any) and trainer or CPE judge's letter (witnessed ability in a match, class or practice situation) must accompany the dog's membership form.

All dogs entered in a CPE trial must be registered with CPE prior to the host club's closing date for that trial. If the trial has Day of Show (DOS) entries, an email from CPE with the assigned CPE ID number or CPE ID card, must be presented at the trial. See the Forms section in the rulebook for a membership form, or the Forms page on the CPE website.

Send address, phone, or email changes to CPE by mail or email.

Send name changes by mail with \$6 per registered dog for new ID cards (includes adding/removing a name from the membership).

## Renewals

- Renewal information is included in the member information letter that is mailed each year in October/November to all members who have renewed and/or shown in CPE for the past two years. Dogs are registered for life; renewal is for the owner's membership.
- Once a member is initially registered with CPE, yearly renewal is not required to show in CPE. Renewals follow a yearly calendar, January-December. Dues can be paid at any time, all renewals expire Dec 31 each year.
- Renewal is not required to show in CPE once you have a membership listed. Renewals receive a current year rulebook, 50% discount on adding a new dog during that renewal year (see the membership form) and online records are updated throughout the year - see the website Online Records page for more information.

## CPE Membership and Form Information

**NOTE: A new member is a member that has never obtained a CPE number. If you have previously registered with CPE though not a current year renewal member - send for a renewal and adding a dog(s); if you have already renewed for the current year, send for adding a dog(s).**

A unique ID number is assigned to each membership. The membership ID number is the first 5 digits of the dog's ID number. Each dog on the same membership will have the same prefix number, with a different suffix number.

Membership forms must be mailed. Allow at least 7-14 days for the form to reach CPE and be processed.

Membership forms received by Wednesday each week are processed by end of day Thursday, except for a few times per year when the CPE office is closed for several days. See the Contact Us page on the website for office closings.

ID numbers are emailed to legible email addresses, when received and processed. The new member packet will be mailed and contains a welcome letter, an ID card for each dog, and a current rulebook.

CPE envelope mailing labels include the 5 digit membership ID number and the dues year that dues have been paid through.

The initial membership fee for a new member covers the processing, materials and postage of the membership packet and includes a "free renewal" for the remaining months during the year when a member joins. New membership dues will expire at the end of the year joined, and will be eligible for renewal for the following year. Note: renewal is not required to show in CPE once you have a membership listed.

Forms processed after November 1 are credited for the following dues year if New or includes Renewal dues Current year rulebooks are not mailed after November 1
<ul style="list-style-type: none"><li>➤ Dogs registered after November 1, are eligible to enter trials in November/December.</li><li>➤ The new member packet will contain a welcome letter and an ID card for each dog. A rulebook for the following year will be sent in early January. See the CPE website Rules page for current rules until the printed rulebook is received.</li></ul>
A maximum of two member names can be listed for one membership ID number
<ul style="list-style-type: none"><li>➤ If both names are the same last name, both names will be listed on the dogs ID card, labels and trial paperwork.</li><li>➤ If both names are different last names, both names will be listed on the dog(s) ID card. <b>Only</b> the primary owner's name will appear on the mailing label and on the trial paperwork. If the secondary member is handling the dog, their name can be listed as the handler on trial entry forms.</li><li>➤ A Jr Handler does not have to have a parent/guardian listed as a member – the Jr Handler can be the primary member if the membership includes one or more dogs.</li><li>➤ If a member is not registering a dog at the time of submitting the form, no ID card will be sent with the rulebook - the membership ID number will be sent by email.</li></ul>
Dog information
<ul style="list-style-type: none"><li>➤ Call Name (required) – the usual short name the dog is called, maximum of 12 characters</li><li>➤ Birthdate (required) MM/DD/YY – if the dog is a rescue, list your "chosen" birthday for your dog.</li><li>➤ Dog's name to print on title certificates – if different than the dog's call name. Do not include any title initials, must be 100% legible, length cannot exceed 30 characters/spaces – or the call name will be used.</li><li>➤ Breed (required) – check off "All American" or "All Canadian" (or write in "All and the country" if the member and/or dog is from another country than the US or Canada) for any mixed breed dog. If a breed is not written, "All American" or "All Canadian" (depending on the owner's country address) will be entered.</li><li>➤ Owner(s) to print on title certificates – if different than the primary and/or secondary name(s) on the form. At least the primary and/or secondary member <b>must</b> be printed on the title certificates; cannot exceed a total of 45 characters/spaces.</li></ul>
Name change for a membership (may be a last name change, adding or deleting a member):
<ul style="list-style-type: none"><li>➤ Send the change information with \$6 per dog on the membership, for new ID cards.</li></ul>
Jr Handlers:
<ul style="list-style-type: none"><li>➤ A Jr Handler only needs a Jr Handler number to submit Standard class qualifying runs for Jr Handler titles - a number is not required to run in CPE otherwise or in games only.</li><li>➤ If the Jr Handler is also registering a dog in their name only, or with another member name, the registration is considered a "new member" registration. See the membership form for total fees.</li><li>➤ A member ID card will be sent with the Jr Handler's ID number.</li><li>➤ See the website Forms page for a Jr Handler Q form to report Standard class qualifying runs.</li></ul>
Adding a dog:
<ul style="list-style-type: none"><li>➤ Include appropriate fees depending if you had renewed for the current year or are a current year non-member.</li></ul>
Transferring a dog to a new owner:
<ul style="list-style-type: none"><li>➤ Use a membership form to add the dog to the new owner's CPE membership as if the dog was new to CPE.</li><li>➤ Include a note with the dog's previous CPE ID number.</li><li>➤ To transfer the dog's records to the new number: include an additional fee of \$15 per transferring dog.</li></ul>

## MEASURING AND CHECK IN AT A TRIAL

Measuring and check-in will begin at least 15-45 minutes prior to the start of the first class. A general briefing (if necessary) must precede the first class briefing.

It is recommended that all entered dogs be required to check in and be measured before the start of the first class. Host clubs may, at their option, permit check-in and measuring after the first class has started. The check-in and measuring procedure and schedule must be included in both the premium and confirmation letter.

In the event that a host club decides to permit check-in and measuring after the first class has started, neither the host club nor the judge has any responsibility to inform such an exhibitor of the content of the general briefing; and the exhibitor will be subject to any terms or conditions set forth during the general briefing.

## MEASURING A DOG

The dog may be measured by using wickets or an actual measuring device, on a flat surface while being measured. The measurement is a perpendicular line from the top of the dog's withers (top point of shoulder bones) to the ground with the dog standing naturally, not leaning forward or back. The head must be in a natural position, not held up or down by leash or handler.

If a dog measures for a higher jump height, the dog must move to that height. If this does happen, the handler may elect to change height categories to enable the dog to remain at the lower height. If the handler elects to do so, the host club may charge a nominal fee (not to exceed \$10) for the paperwork changes.

If a dog measures for a lower jump height, they may move down in height for that trial if the club is allowing height move downs. If the club is not allowing height move downs, the dog may enter the next lower height at the next trial.

Note: a dog can only be entered in one height category for the entire trial – a trial is one or more consecutive days.

**Only a judge may measure a dog. A Judge has the right to revoke a permanent card for an individual trial, and measure that dog. If the dog's jump height will change for that trial, a report must be filed with CPE immediately following the trial, to be reviewed upon receipt at CPE offices. The Judge's decision is final for that trial.**

## REGISTRATION CARDS & P-cards (permanent cards)

If a dog does not have a P-card, they must be measured for a permanent card (P-card) regardless of the entered jump height. A P-card is a dog's ID card that has a jump height number on it. There will not be a P on the card.

If the dog is under 2 years old as of its last measurement, a sentence will be on the bottom of the card with the date the dog must be measured, after this date, at the next trial entered.

Upon check-in at an agility trial, the dog's permanent registration card shall be shown if required by the club. If the owner cannot show the card, the dog must be measured (unless the club is using the CPE trial secretary program with a record of the dog's P-card), and your dog may need to move to a higher jump height for that trial.

- Required measurements: Your dog must be measured by an approved judge at a CPE Trial:
  - ◆ Measurements within 1/2" of a jump height: A second measurement is required by another judge, which may or may not be at the same trial. If the two measurements are on either side of a jump height, a third "tie-breaker" measurement is required, may or may not be at the same show.
- If a dog is under 2 years old when first measured, the dog must have at least one measurement after 2 years of age.
- Owners may enter their dogs in a higher jump height than the measured CPE jump height, in the regular height category only. The permanent card shows the minimum jump height that the dog is allowed to enter in regular classes. See the Jump Height table for all measurements and height category jump heights.
- CPE will issue permanent cards upon receipt of the measuring sheet with measurements and signatures from the host club holding the trial. Exhibitors usually receive cards within a month after the trial their dog(s) was measured at, unless the dog requires another measurement.
- Replacement cards may be obtained for a fee of \$6.00 per card from CPE.
  - ◆ ID cards not received by the member must be reported to CPE within three months of the trial the dog was measured at. If CPE is notified after three months, the replacement card fee will be in effect.

CPE encourages handlers to have their dog remeasured later in their life. If your dog has been a borderline measurement for a jump height, he/she could measure down to the next jump height. This could mean a lower regular/veterans, enthusiast or specialist height. The owner must present the dog's P-card to be remeasured.

Dogs that are remeasured for a lower height card must obtain two judge's signatures. The judge(s) must sign for that individual dog. Both signatures may or may not be at the same trial. Only one signature is required for that trial for the dog to jump at the lower height. The owner must present the dog's P-card to be remeasured.

It is up to the host club if unentered dogs may be measured at a trial. If allowed, the dog's CPE ID card (or email from CPE with the dog's CPE ID number) must be presented to be measured. The dog must be over 15 months old for the measurement to be recorded by CPE.

## JUMP HEIGHTS

NOTE: P-Card = Permanent Card: the lowest allowable Regular height a dog may jump in CPE.

**Jump Height table – no dog will jump lower than 4"**

Measurement	Regular	Veterans	Enthusiast	Specialist
8" and under	4"	4"	4"	4"
Over 8" up to 12"	8"	4"	4"	4"
Over 12" up to 16"	12"	8"	8"	4"
Over 16" up to 20"	16"	12"	12"	8"
Over 20" up to 24"	20"	16"	16"	12"
Over 24"	24"	20"	20"	16"

## JUMP HEIGHT CATEGORIES – Effective February 1, 2007

Thanks to Gary and Barbara Simons for the name of the new jump height & titling category, **Enthusiast!**

**A dog may only be entered in ONE jump height category for each trial (A trial constitutes one or more consecutive trial days). A dog may be entered in different jump height categories at a different trial.**

**Legs / Titles do not cross over height categories - see your height category below for your title category.**

<p><b>Regular</b> – the dog will run at its P-card height or higher in the regular level classes. <b>Regular dogs work towards the Regular/Veterans titles.</b></p>
<p><b>Veterans</b> – the dog must run in the regular level classes at 4” lower than its P-card height. The armband number will have a “<b>V</b>” after the number. Veterans will place with their regular P-card height peers in the regular titling classes. A veteran dog is one of the following:</p> <ul style="list-style-type: none"><li>➤ Any dog 6 years or older the day of the trial</li><li>➤ Any breed exception (see Early Veterans section for a list of breeds), 3 years or older the day of the trial</li><li>➤ Any dog that measures over 24” at any age over 15 months</li></ul> <p><b>Veterans dogs work towards the Regular/Veterans titles.</b> Note: there are no P-4 veteran dogs as they would still jump 4” with no allowance for height/time/points, and would still place with the other P-4 regular dogs.</p>
<p><b>Enthusiast</b> – the dog must run in the Enthusiast level classes at 4” lower than its P-card height. The armband number will have a “<b>T</b>” after the number. Enthusiasts will place separately from the other height categories.</p> <ul style="list-style-type: none"><li>➤ <b>ANY</b> dog over 15 months of age on the first day of the trial may enter Enthusiast.</li><li>➤ See Enthusiast titling section for additional information.</li></ul> <p><b>Enthusiast dogs work towards the Enthusiast titles.</b></p>
<p><b>Specialist</b> – the dog must run in the Specialist level classes at 8” lower than its P-card height. The armband number will have an “<b>S</b>” after the number. Specialists will place separately from the other height categories.</p> <ul style="list-style-type: none"><li>➤ <b>ANY</b> dog over 15 months of age on the first day of the trial may enter Specialist.</li><li>➤ See Specialist titling section for additional information.</li></ul> <p><b>Specialist dogs work towards the Specialist titles.</b></p>

## RECORD KEEPING & ONLINE RECORDS

**It is an exhibitor’s responsibility to keep track of their dog’s records from the results posted at an entered trial.**

- Make sure to verify your dog’s information on the confirmation letter for each show – confirmations are required to be sent no later than 7 days before the first day of the trial. If you do not receive a confirmation, email the trial secretary.
- If entering Day Of Show, verify the information on the posted running order and/or gate sheet when checking in for a class before running in that class. Levels are listed on the gate sheets.
- Exhibitors must verify their entry information and report any discrepancies to the show secretary by the closing or move up date for the trial. The show secretary is not obligated to make changes at the trial if it is the exhibitor’s error. A club can elect to charge a fee to correct information at the show that was not sent to the secretary prior to the move up date – the fee must be included in the premium and cannot exceed \$10 per trial day.
- No changes to trial results will be made once the trial has been completed – handlers are responsible for the accuracy of information in their confirmation from the trial secretary (dog’s info, level, height category and/or jump height, etc), prior to running in a trial, and for reporting any discrepancies of posted results prior to leaving the trial site each day. This also includes if there was a correction to a scribe sheet – the handler must verify that the results were corrected as well.

If a leg is missing from a dog’s record, details (listed on the online records webpage) must be supplied for the leg to be researched.

There are tracking forms in this rulebook and on the website Forms page.

Online records are for verification purposes only, tracking forms are in the rulebook and also on the CPE website.

See the Processed Titles page on the website, which shows when trial results were received, processed and titles mailed, prior to questioning a leg that is missing from the online records. A recent show may not have been received/processed when the online updates were posted. **NOTE: the dates on the processed titles page do not reflect when the online records are updated. See the Online Records page to see when the page was updated.**

- Members, who renew for the next/current dues year (January – December), will have access to their records online, which will be updated several times per year.
- Members who do not renew for the next/current dues year will have access to their records online, which will be updated once per year in January, after all December shows have been processed.
- A one time emailed/mailed printout of the current records may be requested for a fee of \$5 from CPE.

## THE AGILITY TRIAL

For host club information regarding holding a CPE trial, refer to the host club guidelines on the CPE website, [www.k9cpe.com](http://www.k9cpe.com).

There will be a maximum of 5 runs per day for any one dog. The host club shall always try to adhere to the published class order and jump height. Only in unforeseen or extreme circumstances may the order be changed, with the Judge and host club in agreement.

Only exhibitors entered in a respective class are to be in the ring during that walk thru. Discuss with the judge/host club for any exception before entering the ring.

### Dogs in the ring, leashes, exiting the ring

Dogs shall run without anything attached to its body. This is for the safety of the dog. This includes no: collars, stitches, wraps or any other item. The only exception is a small barrette or rubber band to keep hair out of a dog's eyes. Leashes may not have anything (other than name/license tags) attached to them when used in the ring.

Dogs may enter the ring on a collar, quick release harness or head halti/leader. If prong collars are allowed per the show site, they may *not* be used to take a dog into the ring.

Handlers may not carry their leash with them on the course – if done so, an NT will result. Exception: Handicapped handlers that have a mobility problem in picking up the leash at the finish may put their leash in their pocket – the leash must be out of sight.

Dogs must be under the handler's control when leaving the ring or the judge may enter the run as No Time - NT.

### Closing ring gates

Ring gates may be closed for any level following one of the scenarios listed below, if the handler requests it.

If a gate chute or interior ring barrier is not available, gates may not be closed.

Note: See "Rules" on the CPE website for a few ring set up examples – the site you attend may be different.

- The ring must have a defined in and out gate chute, approximately 10' in length. If the handler requests gates to be "closed", moveable ring gating will be placed perpendicular, at the end of the gate chute, to "close" the gates.
- If the dog enters either gate chute, prior to completing their run, they have left the ring and are excused with an NT (no time) – this is in effect regardless if gates are "closed" or not.
- If the ring is permanently fenced (chain link, farm fencing, etc), ring gating must be used to create an interior ring barrier on the side(s) where the dogs use enter/exit gates to/from the fenced area. If the dog runs around the interior ring barrier, they have left the ring and are excused with an NT (no time).

Closing the ring gates at the end of the gate chutes is for safety reasons only - the next dog needs to be able to enter the ring at the time specified by the judge in the briefing.

### Training a dog in the ring during a run

There is no training in the ring at a CPE agility trial. First offense will result in an excusal from the run. Further offenses will result in additional excusals for the day/weekend per the judge's discretion. This is for the safety of the dog.

The following items *are not* considered training in the ring (also see FEO):

- Dog grabbing it's leash at the end of a run (if the run has not yet ended, the dog would receive an NT)
- Asking the dog once for a sit or down on the table in the point games (asking more than once will be a delay of finish, 5 faults/points to excusal for training in the ring for additional requests to the dog)

The following items *are* considered training in the ring:

- Violating the 4 paw safety rule (directing the dog back onto the contact)
- Start line stay – leaving the dog and going back again to reposition the dog after the handler passes the plane of the first obstacle (before the handler leaves the dog, repositioning or repeated commands can be a delay of start)
- If the dog jumps off the table, putting the dog back on the table in the point games

### While running on course

- The handler will direct the dog through the course without a collar or lead.
- Food, toys, training devices (includes fanny packs and leash attachments) are not allowed within 10' feet of the ring. Clickers, training whistles and squeaky toys are not to be used within distraction distance of the ring.
- The handler may not carry anything that could aid the dog in its performance. Exclusion: Handicapped/Differently Abled Handlers using a cane, scooter, wheelchair, etc., to enable their progression around the course.
- The handler may use any verbal or visual commands to direct the dog through the course. The Judge may assess a 5 fault penalty to elimination for any command that is not given in a sportsmanlike manner. Faults can be, but are not limited to: foul or abusive language, display of anger, extreme frustration or excessive harshness. If the fault is severe enough, the Judge has the right to excuse the exhibitor from the ring and / or the remainder of the trial. If excused from the trial, a report would be filed with CPE. See Faults, Eliminations and Excusals.

## Premium List

The host club is required to make a premium list available to prospective entrants at least 3 months prior to the event date. The premium list will be posted to the CPE website events page when received from the club and approved.

Exhibitors need to contact the host club for any questions regarding the trial, do not contact CPE. The premium must have the chairperson and trial secretary email addresses and phone numbers, and the trial secretary's mailing address.

Emergency Veterinary Clinic & Emergency Medical Assistance: Emergency information should be listed in the premium. Emergency information MUST be available from any club member. An attending Veterinarian and EMT are suggested, if readily available, especially in extreme weather conditions.

## Confirmation

Entry confirmation must be sent to the participating exhibitors. Final confirmations must be emailed or postmarked at least 7 days prior to the first day of the trial. The confirmation must include check-in time, order of classes and level groupings, and the dog's entry information. The trial confirmation and dog's entry confirmation may be in separate documents. Additional information may be included. If you have not received a confirmation before the show, contact the trial secretary and/or chairperson in the premium for that show.

**Exhibitors must verify their entry information and report any discrepancies to the show secretary by the closing or move up date for the trial. The show secretary is not obligated to make changes at the trial if it is the exhibitor's error. No changes will be made once the trial has been completed when the handler did not report an error before or at the trial.**

## AWARDS AND RIBBONS

The host club is required to award each qualifying score with a qualifying ribbon or rosette.

- Teal - for levels 1 through 5
- Rainbow - for level C
- Orange - for Jr Handler Standard

Each ribbon or rosette shall have a card attached to record class information. Each Qualifying ribbon or rosette shall be printed with the following (order may differ, Logo must be first):

- CPE Logo
- Name of the host club
- Agility Trial
- Qualifying Score (not on placement ribbons)
- City (optional) & State (required) of Host Club's home base address or Trial Site

The host club is required to award 1st through 4th place in each class and jump height. The host club may award more places if desired, in other colors (cannot be Teal, Orange or Rainbow). The awards may be ribbons, rosettes or a combination. If a three-streamer rosette is awarded, contrasting colors on the streamers may be used. Contrasting colors may not be solid Teal, solid Orange or Rainbow. Each ribbon or rosette shall have a card attached to record class information.

- |              |        |
|--------------|--------|
| First Place  | Blue   |
| Second Place | Red    |
| Third Place  | Yellow |
| Fourth Place | White  |

The club may give other awards, which are not required, that may or may not be included in the Premium List. If non-required ribbons are awarded, they cannot be Teal, Orange or Rainbow in color. If an award is given that could be considered a Trophy (e.g.: statue, pewter, crystal, breed specific, etc.), that award should be listed in the Premium List. Cash awards are not permitted, although gift certificates are allowed.

**JUDGE:** The Judge shall be chosen from the approved CPE Judges list. Judges are required to be a current year member of CPE. **ALL DECISIONS OF THE JUDGE ARE FINAL**

The Judge's duties are as follows:

- Designing courses prior to the trial
- Course approval prior to the trial (initial courses are due to CPE's course reviewer at least 6 weeks prior to the trial)
- Inspect equipment - CPE specifications, safety
- Finalizing each course prior to class judging
- Instruct Scribe - signals, points
- Instructs Timer - timing, course times, and maximum course times
- Measuring Dogs
- Measuring course and establishing a Standard Course Time
- Briefing exhibitors prior to each class
- Any required CPE Judge's reports. They shall be sent to CPE directly from the judge. Do not include with the host club report.

Judges must give their permission to the host club if the club wants to change their trial limits after a contract has been signed. Note: the judge cannot give permission to exceed CPE limits: 375 per day if standard is included, 400 per day for games only. The club cannot change their limits if less than 3 months to the trial, or if the premium has already been approved/posted.

Judges will not use video to determine a score; video may be used only to obtain a time if the timer did not get a time.

A judge may show their dogs IF the host club is allowing it. It is not allowed for a two ring/two judge trial when the rings are running simultaneously. **Judge's can only run one dog per class grouping. Note: the judge cannot show their dog on any day that the received pre-entered and/or Day Of Show entries exceed 300 runs that they are judging.**

Judges cannot place on their own course designs, regardless of the dog they are running. Family members who are judged by a step-in judge do receive earned placements.

Judges cannot judge a person residing in their household or immediate family members (child, spouse, sibling, parent).

Judges cannot judge their own dog run by someone else, or that is co-owned with another owner that resides outside of their residence. The judge must let the trial secretary know what dog(s) if co-owned.

If a judge's dog is run and judged by other persons on the judge's course designs, the dog is not eligible for placements if earned.

**SHOW COMMITTEE AND OFFICIALS** - All of the following positions are allowed to show dogs at a CPE trial if the handler wishes. The following officials shall preside at each CPE Agility Trial:

**Show Chairperson & Show Secretary:** The Chairperson is the official contact person for complaints or infractions. The Chairperson is also the back up for the Show Secretary in an emergency situation. Both are required to be current year renewal members.

The Show Secretary is responsible for answering prospective entrants questions, email/mailling premium lists to prospective entrants, email/mailling confirmation notices, preparation of the show catalog, ensuring the table help understands the scoring and computer procedures, preparation of the trial packets for CPE and the host club.

**Course Builders:** are responsible for the set up of the course as close as possible to the course design provided by the Judge. Changes are not to be made to the physical course design without authorization from the Judge. The course builders shall be available to assist the Judge in finalizing the course, and during measuring should the Judge need them.

**Scorekeepers** (preferably 2 per ring): are responsible for recording class information for the results catalog. Information to be recorded in the results catalogs include (some may be preprinted by the show program used): Judge's name, Course Yardage, Standard Course Time for each jump height grouping, marking any absent dog(s), dogs run information.

Scribe sheets are turned into the scorekeepers, who will convert the run time into seconds (if run is over one minute). They also calculate faults, points and determine the qualifying scores. The scorekeepers shall determine class placements for all jump heights if not calculated by the show program.

**Scribe:** A scribe is required for each class. The scribe's responsibility is to observe the Judge while each handler and dog team is running, marking any faults or points the Judge signals during the performance. **Under no circumstances will the scribe interpret the dog's performance and "judge" the dog.** The scribe shall write the time on the scribe sheet or NT if the judge gives the "NO TIME" signal. If the scribe has a question regarding faults or points during a run, he / she shall ask the Judge immediately following that dog's run.

**Timer:** A timer is required for each class. If at all possible, the same timer shall time the entire class, including all jump heights, for at least that level grouping. At minimum, the same timer should time an entire jump height. It is important that the timekeeper be consistent and accurate.

If there is a problem with the stopwatch or electronic timer, the timekeeper shall notify the Judge: Faultable classes - within 3 obstacles of the dogs start, or immediately after the run; point classes – immediately when known – DO NOT stop the time on a point class unless directed to by the judge.

The timekeeper is also responsible for sounding the whistle when required in the games, and to signify a dog exceeding maximum course time. Every dog receives a time unless: the owner or judge excuses the dog, the dog goes over the maximum course time, or the judge signifies NO TIME.

Every dog must receive a time from the timer, unless the judge, tells the scribe "NO TIME". If the dog goes over the maximum course in Standard, Colors, Wildcard or Jumpers, the dog will receive an NT. As always, if a dog eliminates on a course, that is an automatic NT, but the indication must still come from the judge. If you have a question, do not hesitate to ask your judge.

- Dogs in all height categories will be scored for the time corresponding to their actual jump height (not P-card height) within their height category – exception: Dogs with a P-card of 16" jumping 12" as a veteran will be scored for 16" regular SCT.
- See the Handicapped / Differently Abled Handler table in the rulebook for time allowances for those handlers.

**Gate Steward:** A gate steward is required for each ring, when a class is in session. He/she has no responsibility to find dogs. He/she is responsible to keep the ring running quickly and smoothly, preferably having at least 3-5 dogs ready at all times.

The gate steward has the authority to change the order of the class, within the jump height, at ringside. This will help keep the trial moving if a dog is late to the ring, or has a ring conflict - another dog may show first. Late dogs may be moved to the end of the class. The gate steward must communicate this change to the scribe, who will verify the number on the scribe sheet. The gate steward will also announce a jump height change, and the last dog in the class. Dogs MAY NOT be moved by handler's choice. Dogs must run in order unless there is a conflict.

**Ring Stewards:** Ring Stewards are required for the following duties, and may do more than one duties below:

- change jump heights & reset knocked bars
- re-straighten open tunnels & closed tunnel - straighten fabric
- leash runner and scribe sheet runner

## AGILITY TRIAL SHOW SITE

The Host Club Committee holding a CPE trial, and the Judge(s) of record, has full authority within CPE rules and the Host Club rules set within the premium, at the site for the duration of that trial. Duration of a trial begins when the first club member arrives for set up, and the last club member leaves the show grounds on the last day of the event.

The Agility Trial ring area should measure at least 100'x100'. If the ring area will be less than this, size and description must be sent with the Trial Application, and with approval, sent to the Judge(s).

### **Ring Sizes effective July 1, 2012 for current clubs with established sites, January 1, 2012 for new clubs/sites**

**Note:** sites that do not meet the new ring sizes that are in use for already approved dates and date(s) that are repeated week(s) from the previous year are grandfathered in. Date changes/new dates will not be approved.

**Minimum ring sizes - New trial dates, moving a trial date, moving to a new site, or a new host club must adhere to the requirements below, regardless if the site was previously used and/or approved for another date or club.**

- Outdoor sites – ideally, 100x100; no length is longer than 110' on any given side. Minimum approvable outdoor sites must be at least 80x90 with no obstructions or unusable areas.
- Indoor sites: no more than 3 structural support columns/poles within the ring; length is not to exceed 120'
  - If the Width is at least 70': Length is no less than 90' for games only, 100' for trials with standard offered on any day.
  - If the Width is at least 80': Length is no less than 80' for games only, 90' for trials with standard offered on any day.
  - If the Width is 90' – 110': Length is no more than 110' for any trial

These measurements include no obstructions or unusable areas. Rings that are not square/rectangle in shape must have a grid pre-approved before contracting with the site for new or changing dates or changing to a new site for a previously held date.

**Note: At no time shall a club make plans to hold a trial for a date that is new to the club or a new site for a previously held date, if the show ring is less than 100x100 without obstructions, before the trial and/or site is approved by CPE. If a previously used site does not meet the current ring size/obstructions rules, it cannot be used for a new date for a club or new site for a different club.**

The ring area should be of a non-slip surface, grass or groomed dirt is preferred, which will provide a safe footing for dogs and handlers. The ring should be enclosed by fence, gating, or ring flags to separate the course from spectators. If the trial is indoors on cement, the ring must be appropriately matted, with jump mats for each jump landing, and the down side of the contacts if the matting is less than 1/2" in height.

At least one warm-up area must be provided for each ring which will include a single bar jump. These areas are limited to exhibiting dogs. No other obstacle may be used for practice at the site at any time during the trial – this includes host club equipment and/or equipment brought to the site by any other person (ex: vendors, exhibitors).

Area(s) must be provided for crating and exercising dogs. In the spirit of responsible dog ownership and sportsmanship, please pick up after your dogs! Exhibitors and Host Clubs want to continue using hotels and show sites.

When possible, a spectator area should be available, preferably away from the crating area. Public spectators may need to be made aware of the ring boundary.

## CLASS LEVEL ENTRIES WHEN FIRST ENTERING A CPE AGILITY SHOW

### **DOGS ENTERING THEIR FIRST CPE AGILITY TRIAL MAY BEGIN SHOWING AT NO HIGHER THAN LEVEL 3**

<p><b>Level 1</b> – recommended for beginning dogs OR handlers, who have not shown at an agility trial, or who may want additional ring experience at an easier level. The course has fewer obstacles, and does not include the Teeter-Totter or Weaves in Standard. If included in the games where allowed, the Teeter-Totter and Weaves must be optional.</p>
-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

<p><b>Any dog OR handler may begin showing in CPE in Level 1 regardless of their past experience.</b></p>
-----------------------------------------------------------------------------------------------------------

<p><b>Level 2</b> – recommended for dogs who may have earned the first title in another agility organization, or for a handler who has previously titled another dog in agility. Level 2 will include the Teeter-Totter and 5 to 8 weaves in Standard.</p>
------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

<p><b>Any dog OR handler may begin showing in CPE in Level 2 regardless of their past experience.</b></p>
-----------------------------------------------------------------------------------------------------------

<p><b>Level 3</b> - recommended for dogs who may have earned at least the first title or higher in one or more other agility organizations.</p>
-------------------------------------------------------------------------------------------------------------------------------------------------

Once a handler has chosen a level to begin with in CPE, the dog must be entered in the same level for all classes at the first show they are entered in.

Once a dog has run in a given level at it's first CPE agility trial, and has received a Qualifying Score in any class in that level, the dog cannot move down to a lower level. If a dog has not received a Qualifying Score in the current level, the handler may, at the next trial, choose to show in a lower level. **Enthusiast and Specialist exception:** dogs can move "down" to a lower level ONCE from a higher level. **Level 5 & C exception:** once a dog has been moved to level C and earns a Q (or doesn't earn a Q) in a respective class, the dog can be moved back to level 5, or moved back and forth between level 5 & C.

A dog cannot move up to the next level for a class until the requirements for that respective class have been met in that level. If two rounds of the same class are offered on one day, the dog must be entered for the same level for both rounds – there are no round to round move ups. All classes must progress this way, a dog cannot earn legs in one level in any class(es) and the next level in other classes without the respective class requirements in the previous level.

**NOTE: due to the number of classes and levels in CPE agility, mistakes may happen in recording legs by the owner/handler. If a dog should be moved up to the next level in a class by mistake, the handler will need to enter the lower level at the next trial to finish the class requirements for that level. Any legs earned at the higher level will be held – they will not be deleted. To alleviate mistakes from happening, there are tracking forms in the rulebook and on the CPE website to keep track of legs and titles. Also see Online Records.**

**Once a dog has begun in a specific level in CPE, they must finish the requirements through normal level progression regardless of additional experience they may have obtained in other agility venues.**

A dog is not required to obtain a complete games title in a level to move up to the next level in one of that title's classes if the requirements have been met for that respective class. Due to this, a dog may be showing in more than one level for different classes.

Example: Level 2 Colors has been completed, Level 2 Wildcard has not been completed – the dog may move to Level 3 in Colors without waiting for Level 2 Wildcard to be completed, if they choose to.

### **JUMP HEIGHT CATEGORY - TIMING**

- **Regular & Veterans/Early Veterans:** SCT's will be based on the P-card (or a higher height if entered as such, for Regular). Regular & Veterans SCT's have not changed.
- **Enthusiast:** SCT's will be based on the actual jump height the dog is jumping, which must be 4" lower than the dog's P-card height.
- **Specialist:** SCT's will be based on the actual jump height the dog is jumping, which must be 8" lower than the dog's P-card height.

### **VETERANS**

It is an owner's choice when to enter their dog in Veterans - a dog is not required to run Veterans at 6 years old. There are no additional titles for Veterans. Veteran dogs compete for all Regular CPE titles, continuing with current standings, keeping all previously earned legs and titles earned in the Regular Titling Category.

A veteran dog can be one or more of the following (only one height allowance of 4" will be valid):

- Any dog 6 years or older the day of the trial
- Any breed exception (see Early Veterans section for a list of breeds), 3 years or older the day of the trial
- Any dog that measures over 24" at any age over 15 months
- The dog will run at 4" lower than its P-card height, and will run in the Regular Titling Category level classes. Note: there are no P-4 veteran dogs as they would still jump 4" with no allowance for height/time/points, and would still place with the other P-4 regular dogs.
- The armband number will have a "V" after the number.
- Veterans will continue to place with their regular P-card height peers in the regular class results postings.
- A dog may be entered at their regular jump height at another trial.

### **EARLY VETERAN EXCEPTIONS**

Any listed breed, 3 years or older, on the day of the trial, can be run as a veteran. See Veterans for other veteran details.

**List of breeds:** Basset Hound, Bernese Mt Dog, Bulldog, Bullmastiff, Bull Terrier, Clumber Spaniel, Dachshund, Dogue de Bordeaux, Glen of Imaal Terrier, Great Dane, Greater Swiss Mt Dog, Great Pyrenees, Irish Wolfhound, Kuvasz, Landseer, Leonberger, Mastiff, Newfoundland, Old English Bulldogge, Petit Bassett Griffon Vendeen, St Bernard, Welsh Corgi (Cardigan & Pembroke).

*Effective February 1, 2007 – no additional breeds will be added to the exceptions list as Enthusiast will be in effect for dogs who are to be shown at 4" lower than their regular jump height. Any dog may show as a veteran at 6 years or older.*

### **FEO – FOR EXHIBITION ONLY**

Any otherwise eligible dog may show in CPE at **any level or jump height** as FEO. This entry does not earn qualifiers or placements. **The dog may NOT run the entire course on leash.**

FEO does not allow "training" in the ring. This list of examples is not all inclusive: repeating contacts (4 paw safety rule always applies), repeating start line stays, repeating any obstacle not done to the handler's satisfaction, etc.

It is up to the host club whether or not to accept FEO entries at that trial. If no FEO entries will be accepted, it will be listed in the premium. FEO dogs will still pay entry fees.

If a beginning dog (usually level 1 or 2) discontinues working with the handler, the handler may ask for their leash to take their dog over a few obstacles to end the run on a successful note. This must be done in a sportsmanlike manner – no leash corrections are allowed. This automatically NQ's the dog for this run - the dog will receive an NT "No Time". The team may not do so through the tire, chute or weaves, suggested not to do so for the aframe or tunnels.

Allowed leashes for FEO: Flat or buckle collars (no tags) and clip on leash; slip/martingale leads that have an adjustable "stop" to keep the leash from accidentally pulling tight on the dog. Leashes may not exceed 6' in length.

### **Jr HANDLER**

Jr Handlers must be under 18 years of age on the day of the trial. They will compete for placements with their regular jump height peers. Jr Handler dogs will not receive any additional time or jump height allowance.

Effective February 1, 2007 - Jr Handlers must submit their qualifying runs for Standard, on the Jr Handler Q Report Form (see the Forms page – [www.k9cpe.com](http://www.k9cpe.com)). This is to ensure all Jr Handler qualifying runs are being properly reported.

Jr Handlers receive qualifying ribbons in the standard class. All Jr Handlers who qualify in Standard will receive a Jr Handler Qualifying ribbon. These ribbons may be flat or rosettes (see "Ribbons and Awards", for description and wording). They must also have "Jr Handler" printed on the ribbons. The Jr Handling Standard Qualifying ribbons will be Orange in color. A host club may also award all Jr Handlers if they wish, with participating ribbons or awards. No monetary awards, except gift certificates, may be awarded. Jr Handler Placement awards or trophies may be given.

#### **Jr Handler Titles**

- Jr Handler title will be awarded when the Jr Handler obtains 3 qualifying standard legs in levels 1-4. This may or may not be with the same dog for all three legs, and may or may not be in the same level.

- Jr Handler Champion Title: 10 qualifying standard legs in Level 5. May or may not be with the same dog. The dog may not be entered in Level 5 until it has finished the level 4 standard class requirements. The Jr Handler may earn the Jr Handler Champion Title before the first Jr Handler title depending on the dog's entry.
- Jr Handler Extraordinaire Title: 20 qualifying standard legs in Level C. May or may not be with the same dog. The dog may not be entered in Level C until it has finished the level 5 standard class requirements. The Jr Handler may earn the Jr Handler Extraordinaire Title before the first Jr Handler title depending on the dog's entry. This title will not be awarded to the Jr Handler unless they have already earned the Jr Handler Champion title in level 5 (may be with the same or different dog).

### HANDICAPPED / DIFFERENTLY ABLED HANDLER

Any handler, who is handicapped or differently abled, may have an altered course time (see table below). Proof of handicapped status may be requested by the host club. Proof of handicapped status will be no more than a copy of a handicapped-parking tag from the state of residence, or a Doctor's letter on letterhead. Medical conditions are **NOT** to be disclosed or requested under **ANY** circumstances. Clubs should contact CPE if questions arise.

An exhibitor **must** indicate on the entry form if entering as handicapped / differently abled to receive altered times the handler cannot declare such at the trial.

A handicapped / differently abled handler may have a cane or similar physical aid with them in the ring, if needed.

A handicapped / differently abled handler may put their leash in their pocket during their run if they have a mobility issue with picking up the leash at the end of the run. The leash must be out of sight to the dog during the run.

A handicapped / differently abled handler will be judged by where their feet are for the Jackpot gamble lines, regardless of their physical aid conveyance if any.

The scoretable will minus the time prior to scoring the run regardless if the dog was under the normal SCT

Class	Timer - add time	Scoretable - minus time*
Standard, Jumpers	Nothing	5 seconds under 150 yards, 10 seconds over 150 yards
Colors, Wildcard	Nothing	5 seconds
Jackpot, FullHouse	Nothing	5 seconds (Jackpot - gamble time; FullHouse - table time allowances)
Snooker	5 seconds before whistle	5 seconds

### FAULTS, ELIMINATIONS AND EXCUSALS – all decisions of the Judge are final

See <b>Obstacle Performance or CPE Classes</b> for other possible Faults assessed			
Bar Down – 5 Faults	Off Course – 5 Faults	Other Faults – 5 Faults	Failure to Perform (Major Fault) – 15 Faults
Faults as assessed		Fault Descriptions	
15 Faults	Missed contact on A-Frame, Dog Walk or Teeter-Totter.		
15 Faults	Fly-off of Teeter-Totter (board did not touch the ground).		
15 Faults	Failure to perform any obstacle, Dog knocks over the tire frame.		
5 to 15 Faults	Unsafe performance of any obstacle.		
5 Faults	Bar down, broad jump stepped on, Judge's decision: jump otherwise faulted (maximum of 5 Faults per any one jump).		
5 Faults	Off Course – at least one paw on/in an obstacle, or over a jump.		
5 Faults or 5 Points off score	Handler Intentionally blocking the Judge's view, or blocking the dog - forcing it to a certain path with or without direction to the correct obstacle, handler touches an obstacle on course (including stepping over end of contact or chute, jumping jumps or ducking under an obstacle, stepping through weaves).		
5 Faults or 5 Points off score	Excessive delay at start or finish line.		
5 Faults or 5 Points off score to Excusal of that run or from the trial (a report may need to be filed with CPE)	Excessive force at start line, Poor Sportsmanship, excessive handling, excessive force when leaving the ring, outside ring assistance, swearing in the ring. Also see Code of Conduct and Disciplinary Actions.		
5 Faults or 5 Points off score to Excusal of that run or from the trial (file report with CPE)	Sign of aggression to Judge, other dog, ringside spectators or handler (including nipping / biting on course) – can be inside or outside of the ring any time during the event. The Host Club or Judge can make the determination. Also see Code of Conduct and Disciplinary Actions.		
Warning from judge, 5 Faults or 5 Points off score to Excusal of that run (No Time)	Dog not under control when leaving the ring/gate chute ("under control" can be either dog on leash or under handler's direct control). Deliberately moving any obstacle that is on the course once the Judge has set it, or has approved the course build. This also includes during the exhibitor's walk through.		
No Time (but allowed to run) to Excusal from run (No Time)	Collar or leash used to put a dog over a few obstacles (see FEO), food, toys or training devices on course.		
No Time (Excusal from run)	Leaving the ring before the run is completed, dog out of control, dog ceases to work. Handler intentionally touching dog or obstacle.		
No Time (Excusal from run)	Dog fouling anywhere within the ring before, during or after completion of a run.		
No Time	Exceeding the Maximum Course Time or Fault Limit (Judge and host club may establish a fault limit at their discretion during the General or Class Briefing).		

**JUDGE'S SIGNALS** - The Judge will brief each scribe (if the scribe changes) before the class as to his/her signals.

Bar Down	5 faults	One hand open
Off Course	5 faults	One hand closed
Other faults	5 faults	Two hands open
Major Fault	15 faults	Arms crossing in motion at waist or above head
No Time	No Time listed for dog	Hands forming a "T", as in a time out motion in sporting events.

## CPE CLASSES – GENERAL INFORMATION

- Faultable Classes - A Qualifying score is earned if the dog's score is within the "Faults Allowed" limits, and does not exceed the faults allowed total for their entered level.
  - ◆ Levels 1, 2, 3, 4: may not exceed 10 faults total within the allowable faults for the level and class
  - ◆ Level 5: may not exceed 5 faults total within the allowable faults for the class
  - ◆ Level C: clean runs only, no faults are allowed
- Point Classes – A Qualifying score is earned if the dog completes the requirements of the respective point game for their entered level and height category.
- An Off Course is taking an obstacle out of sequence (one paw touching obstacle or over a jump). Only one off course is called per incident, regardless of how many out of sequence obstacles are taken. Each off course is five faults. See obstacle performance for possible off courses.
- Time faults: one full second equals one fault. Fractions are dropped for scoring the dog's run. The timekeeper shall report time in 1/100th of a second for placements (EX: 35.09).
- Scoring for Placements: Placements are determined by Qualifiers, then number of faults or points, then time. If a team has a No Time (NT) or is an FEO entry, that team is ineligible to receive a placement ribbon.
- If the weather or surface conditions warrant, up to 10 seconds may be added to the SCT's, for all jump heights in all classes except FullHouse. Conditions include: excessive rain, mud, heat, humidity, snow, poor footing, long grass, etc. This is for the safety of the dogs and handlers. The Judge has full authority.
- See the Judge's Guidelines on the CPE website for course design details.

## STANDARD

Object: Successfully run a full course of numbered obstacles in order

Scoring: All obstacles must be performed successfully to qualify unless within the faults allowed

- ◆ Levels 1, 2, 3, 4: may not exceed 10 faults total
- ◆ Level 5: may not exceed 5 faults total
- ◆ Level C: clean runs only, no faults are allowed

Faults Allowed	Level 1	Level 2 & 3	Level 4 & 5
Bar Down	1	1	1
Off Course	1	1	0
Other Faults	1	1	1
Over Time	5	5	5

Obstacle Requirements Note: see design option for contacts exception	Minimum Obstacles	Maximum Obstacles
Dog Walk	1	1
A-Frame	1	1
Teeter Totter (not in Level 1)	1	1
Tunnels (Open & Closed - total) Closed may only be performed once if on course	1	4
Broad, Double, Triple Jumps (NO Triple in Levels 1 & 2)	1	2
Tire Jump	0	2
Weave Poles – Level 2 (not in Level 1)	5 - 6	5 - 6
Weave Poles – Level 3	5	12
Weave Poles – Levels 4 / 5 / C	10	12
Bar Jumps (winged / wingless)	3	12
Panel / Wall Jump (optional)	0	1

Eff 1/1/04, a standard course may be designed with only 2 contacts, with an acceptable replacement obstacle.

Obstacles on Course	Minimum	Maximum
Level 1	12	16
Level 2 / 3	14	18
Level 4 / 5 / C	16	20

Standard Course Time (SCT)	Yards per Second (YPS):
Level 1 / 2	2.00 – 2.50
Level 3	2.25 – 2.75
Level 4 / 5 / C	2.50 – 3.00

The Judge will set a maximum course time (not to exceed 11 seconds over Enthusiast small dog time) and is responsible to instruct the timer as to that time. The timer will sound a whistle at maximum course time, and the dog will receive an NT (no time) on their scribe sheet and must leave the course.

The course yardage is determined by measuring for 20" dogs. When the course yardage is less than 150 yards, 5 seconds will be added to the SCT for 4", 8" & 12" jump heights. When the course yardage is over 150 yards, 10 seconds will be added to the SCT for 4", 8" & 12" jump heights.

Enthusiasts and Specialists – add 5 seconds to the Regular SCT's for each respective jump height groupings.

# COLORS

Object: Successfully run your choice of one of the two over-lapping mini-agility courses on the same field

Scoring: All obstacles must be performed successfully to qualify unless within the faults allowed

- ◆ Levels 1, 2, 3, 4: may not exceed 10 faults total
- ◆ Level 5: may not exceed 5 faults total
- ◆ Level C: clean runs only, no faults are allowed

Faults Allowed	Level 1	Level 2	Level 3	Level 4 & 5
Bar Down	No Level is allowed a Bar Down in Colors			
Off Course	1	1	0	0
Other Faults	1	1	1	1
Over Time	5	5	5	5

There are 8 - 12 obstacles on each of the two courses. The two courses must overlap or cross paths at least 2-3 times. Each course may be a different number of obstacles in length and difficulty, depending on the level.

Both courses may start on the same obstacle (start obstacle(s) may not be a finish obstacle).

Both courses may finish on the same obstacle (finish obstacle(s) may not be a start obstacle).

The Judge shall do his/her best to make each course equivalent in length and challenge however, the course time will be determined by the longest course.

Obstacle Requirements	Minimum Obstacles	Maximum Obstacles
Dog Walk	0	1
A-Frame	0	1
Teeter Totter – Level 1 & 2: if used, can only be on one of the two courses. If there are two rounds of colors in one day, it cannot be used on either course.	0	1
Tunnels (Open & Closed - total) Closed may only be used one time if on a course	1	3
Broad, Double – Level 1 & 2	0	1
Broad, Double, Triple Jump – Levels 345C	0	2
Tire Jump – only mandatory on one of the two courses	0	1
Weave Poles – Levels 345C (no weaves in levels 1 & 2)	5 - 6	5 - 6
Bar Jumps (winged / wingless)	3	6
Panel Jump (optional)	0	1

Colors will follow Standard SCT yardage times.

The course yardage will be determined by measuring for 20" dogs, with 5 seconds added to the SCT for 4", 8" & 12" jump heights. When Levels are combined, the lower Level shall receive 5 seconds more than the higher level for that levels' respective jump height.

Enthusiasts and Specialists – add 5 seconds to the Regular SCT's for each respective jump height groupings.

Two different colored markers will label each course, cones are recommended.

**Effective January 1, 2009:**

**Exhibitors will no longer need to specify their color choice.**

**The judge will determine the course a dog is performing by one of the following:**

- **Each course begins on a different obstacle**
- **Each course begins on the opposite side of a jump, tire or tunnel (same obstacle starts both courses)**
- **Both courses begin on the same obstacle, but the courses must separate by the third obstacle**

# WILDCARD

Object: Successfully complete the course including enough “wildcards” to qualify

Scoring: All obstacles must be performed successfully to qualify unless within the faults allowed

- ◆ Levels 1, 2, 3, 4: may not exceed 10 faults total
- ◆ Level 5: may not exceed 5 faults total
- ◆ Level C: clean runs only, no faults are allowed

Faults Allowed	Level 1	Level 2	Level 3	Level 4 & 5
Other Faults	1	1	1	1
Off Course	1	1	0	0
Bar Down	1	1	1	1
Over Time	5	5	5	5

The dog must complete wildcards for its level:	Level 1 & 2	Level 3/4/5/C
1 point wildcards	2	1
2 point wildcards	1	2

Designing the course (Level 1 & 2 will run the same course):

A modified Standard Course will be the base for Wildcard. The course obstacles shall be 10 - 12 numbered obstacles, and 3 choice obstacles. Level 3, 4, 5 & “C” MUST have 5-8 weave poles that must be performed either in or outside of the wildcards.

Course obstacles must include the following:

Obstacle Requirements	Minimum Obstacles	Maximum Obstacles with wildcards
Dog Walk	0	1
A-Frame	0	1
Teeter Totter*	0	1
Tunnels (Open & Closed - total) If used, Closed once only on course	2	4
Broad, Double, Triple* Jumps 2 Double Jumps may be used	1	2
Tire Jump	0	1
Weave Poles – Levels 1 & 2*	0	5 - 6
Weave Poles – Levels 3 / 4 / 5 / C Must perform at least one set of 5 - 6	5 - 6	18
Bar Jumps (winged / wingless)	3	12

Faulted Wildcard obstacles can only be corrected if it is an open or closed tunnel, tire or weave poles – IF the obstacle has only been used for one of that number’s Wildcard. Example: Tunnel, one opening 1 points, other opening 2 points – cannot be corrected. A 5-point fault for off course or other faults may be assessed. Any other obstacles that are faulted cannot be corrected and will be scored as 15 faults (failure to perform), and will result in an NQ due to not having completed all three “wildcards”.

A dog must have correct number and type of wildcard respective to its level to qualify.  
It is possible to NQ with zero faults, if the correct wildcards are not “collected”.

A handler cannot change their Wildcard obstacle once the dog has touched or committed to the other Wildcard obstacle, whether the handler instructed the dog to that obstacle or not. If the handler does so, that Wildcard will be scored as 15 faults (failure to perform).

There will be three “Wildcards” on the course. One of the obstacles in each wildcard is included as the regular course obstacle. The “Wildcards” are two obstacles placed approximately parallel to each other.

- The parallel spacing between wildcard obstacles is 5' for all Levels.
- The Judge will call “1 or 2” when the dog does the respective Wildcard. This is for scribing purposes.

Points will be as follows:

- **1 point:** bar jumps, tire jump, tunnel (open or closed), broad or double jump
  - ❖ Combination: if Dog Walk is a two point obstacle, the one point obstacle may need to be a combo to balance the length of the dog walk.
- **2 point:** any contact, double or triple jump, open or closed tunnel, weave poles
  - ❖ Allowed combinations of two 1 point obstacles for a 2 point wildcard: bar jumps, open tunnels, tire (Note: only a double bar jump combo is allowed; cannot use double tunnel or double tire)

Wildcard will follow the Standard class measuring, yardage figures and SCT’s.

# SNOOKER

Object: To test the planning strategies of the handler and the dog's ability to concentrate on and execute a handlers' directions

Scoring and Placements:

To receive a Qualifying Score, the team must have successfully completed 3 "reds" and accumulate a total number of points during the run (see below for list of points). The team must have a time to Qualify.

Regular and Veterans	
Level 1	26 Points
Level 2	28 Points
Level 3	30 Points
Level 4, 5 & C	32 Points

Enthusiast and Specialist	
Level 1	24 Points
Level 2	26 Points
Level 3	28 Points
Level 4, 5 & C	30 Points

Designing the course:

Obstacle Requirements	Minimum	Maximum
Contacts	0	1
Open Tunnels	1	N/A
Tire Jump	0	1
Weave Poles – Levels 3/4/5/C	5	8
Weave Poles – Levels 4/5/C <b>ONLY</b>	10	12
Bar Jumps: Reds - wingless	4	4
Course Bar Jumps (Winged/Wingless)	0	N/A

Timing: SCT's will be based on 20" dogs; 4", 8" & 12" receive 5 seconds additional time, there is no additional time allowance for Enthusiast or Specialist, those teams will get a point allowance – see point table above.

Direction on the course:

Snooker is run as a two-part course. The first part (opening sequence) consists of the handler and dog attempting a "red" jump (1 point each). If the attempt is successful, the team has earned the right to go on to a "color" of choice, 2 through 7. The "color" obstacles are the points designated by the cones assigned to that obstacle on that respective course.

After attempting or completing the color, the procedure repeats itself until the team has completed 3 "reds" and attempted or completed 3 "colors" (3 "reds" MUST be successfully completed for a Qualifying Score).

The team then attempts to perform the second part (closing sequence) 2 through 7. Note: a dog does not need to complete the closing to qualify – to qualify in Snooker requires a time and a total score based on that dog's level and height category.

The following rules must be adhered to in the opening sequence:

- A "red" jump MUST be successfully completed to earn the right to perform a "color" of your choice
- Each "red" jump can only be used once, only 3 can be used during the opening – the 4<sup>th</sup> is in case one is dropped
- If a "red" jump bar is knocked, a different "red" must be completed before attempting a "color"
- No points will be awarded if a "color" is faulted - the team must continue to another "red" or the closing depending on where they are in the run. 4-paw safety rule is in effect on contacts, zero points if jump bar is dropped (that color is then not available in the closing for points).
- The same obstacle/combo may be used in the opening sequence for each "color"
- If a dog performs a different obstacle than the handler had directed, the team is not penalized if no other faults occur.
- If one of the combo obstacles is faulted, the remainder of the combo must be completed, as a combo is "one obstacle".
- If the dog "cuts" through the weaves on the way to another obstacle, the dog has then committed to the weaves.

The following rules must be adhered to in the closing sequence:

- Point Accumulation ends if an obstacle is faulted - bar down (from the opening or closing – bars are not reset when a dog is running), or 4-paw safety rule
- Point Accumulation ends if the dog goes Off Course in the closing sequence (includes "cutting" through the weaves)
- SCT ends, timekeeper will blow their whistle - time only stops when the dog touches the table with at least one paw

Point Accumulation will end if any of the following occurs:

- If a "red" is faulted, then a "color" is taken
- If a "red" is completed, then two "colors" are taken
- If a "red" then a "color" is taken, then the same "red" is taken
- If two "reds" in a row are taken, same or different, bar up or down
- If a "color" is taken before a "red"
- 4<sup>th</sup> "red" is taken, after 3 others were successfully completed
- The handler purposely uses the table to move around the course
- When time expires

If the Judge says "Thank you" (or signals with a whistle) at any point, or the timer indicates "play time" has expired, the team MUST move immediately to the table to stop the clock. The dog must have completed their last obstacle past the point of faulting to earn points. Any delay in heading for the table, OR directing the dog to perform an obstacle on the way to the table will result in the loss of the last point value earned. There is no penalty if the dog takes an obstacle on the way to the table without handler direction. The Judge's decision is final.

# JACKPOT

Object: To test the course planning strategies of the handler, and the dog's ability to work at a distance. The handler will attempt to accumulate the minimum required points in the first part of the game, then going on to the gamble, working for the Jackpot!

Qualifying: When the handler and dog perform the gamble without faults and within the required time, and have acquired the required accumulation points or greater, they have earned a qualifying score.

Direction on the course:

Jackpot is run as a two-part course. The first part consists of the handler and dog working the course, attempting to accumulate at least the minimum required points for their level, in the stated amount of time. The end of the accumulation time is signified by the timekeeper's whistle. (See course variations at end of Jackpot rules for different types of gambles)

In a traditional Jackpot, the handler and dog then proceed to work through a series of gamble obstacles within a time set by the judge. The handler must stay out of a designated area, while the dog works within this area, with commands from the handler. The obstacles must be executed in the correct order, without faults, and cross the finish line (may be table), to earn the gamble points. The required points (including gamble points) must be within the total game time, in order to qualify.

All Judges decisions are final.

- Back-to-back obstacles are allowed at any time. The following obstacles may be taken twice in a row, provided the dog makes a complete loop and approaches the obstacle in the correct direction safely: teeter totter, ascending broad jump, ascending double jump, triple jump & chute. If the Judge deems the back-to-back performance unsafe, he/she will not award points for the performance. All obstacles may be performed twice for points.
- No two gamble obstacles can be performed in a row in the opening sequence - forward or backwards (unless the Judge declares differently in his/her briefing). If a gamble jump bar is knocked down in the opening sequence, the gamble is null and void. The bar will not be reset.
- If the Judge says "Thank you" (or signals with a whistle) at any point, the team MUST move immediately to the finish line to stop the clock. The judge's decision is final.

Obstacle Point Values:

1 point obstacles	Single Bar Jumps
3 point obstacles	Tire Open or Closed Tunnel Spread Jumps 5 to 8 weaves
5 point obstacles	10 to 12 weaves (not in levels 1 & 2) Contacts Combination (to replace one contact on course)
Judge's choice 7 point obstacle (one time only, regular points second performance)	Usually a challenging placement or long distance from the start line <ul style="list-style-type: none"> <li>• Jump combo: 2 to 3 single Bar Jumps</li> <li>• Contact or long set of Weaves</li> <li>• Tire, Open or Closed Tunnel, Spread Jump</li> </ul>

Designing the course:

Obstacle Requirements	Maximum on course	Minimum Level 1 / 2	Minimum Level 3	Minimum Level 4 / 5 / C
Contacts	3	2	2	2
Tire / Window	1	0	0	0
Open Tunnel	4	2	2	2
Closed Tunnel	1	0	0	0
Weaves Levels 1 & 2 – maximum of 12 weaves	18	1 set of 5- 6 weaves (cannot have a set of 10-12)	1 set of 5- 6 weaves OR 1 set of 10 – 12 weaves	2 sets of 5- 6 weaves OR 1 set of 10 – 12 weaves
Jumps – Bar only	15	6	6	6
Spread Jumps	3	1	1	1
Total Obstacles on course	24	13	13	16

\*If only two contacts are used, a combo of two displaceable bar jumps MUST be designated as a 5 point obstacle.

If a dog performs only one of the two jumps OR drops one of the bars, in the combo, the dog earns zero points.

The bars are not reset for that run. **The jumps must be performed only in flow in either direction to earn points.**

NOTE: The Table is NOT live until after the whistle blows for the gamble. If the judge briefed that the team can end at any time within a Non-Traditional Jackpot, the handler may direct the dog to the table to end their run (no penalty if the dog touches the table at any other time during this type of Non-Traditional Jackpot run). The time stops if the dog touches the table with at least one paw during the whistled gamble time – the run may or may not be a qualifying run. Judge's briefing and decisions are final. The dog must have completed their last obstacle past the point of faulting to earn points when the gamble whistle sounds.

Traditional Jackpot Point Schedule Regular and Veterans			
Level	Opening	Gamble	Total to Q
1	12 Points	20 Points	32 Points
2	16 Points	20 Points	36 Points
3	20 Points	20 Points	40 Points
4, 5 & C	24 Points	20 Points	44 Points

Traditional Jackpot Point Schedule Enthusiast and Specialist			
Level	Opening	Gamble	Total to Q
1	10 Points	20 Points	30 Points
2	14 Points	20 Points	34 Points
3	18 Points	20 Points	38 Points
4, 5 & C	22 Points	20 Points	42 Points

NOTE: In a non-traditional Jackpot – the above point schedules may or may not be in effect for opening and gamble points. Make sure to attend the Jackpot briefing and have all of your questions answered before walking the course.

- If the scoring will be different from the above schedule, the judge will announce it in the briefing. The total points to Q will be the same regardless of the type of Jackpot – traditional or non-traditional. At no time will non-traditional Jackpot points be less or greater than the total number required as listed above for a dog's titling category and level.

<p>The following standards are for a traditional gamble line, it may be different for a non-traditional jackpot.</p> <p><b>Gamble Line Restrictions:</b>  <b>Levels 1 / 2:</b> beginning at 0' up to 5', may graduate up to a maximum of 10'  <b>Level 3:</b> beginning at 0' up to 10' may graduate up to a maximum of 15'  <b>Levels 4 / 5 / C:</b> beginning at 0' up to 15' may graduate up to a maximum of 20'</p> <p><b>Traditional Gamble directional control:</b> The gamble obstacle discrimination has appropriate distance and angles depending on obstacle and level  <b>Levels 1 / 2:</b> may have up to 1 to 2 mild directional changes  <b>Level 3:</b> may have up to 2 directional changes  <b>Level 4 / 5 / C:</b> may have up to 2 to 3 directional changes</p> <p><b>Gamble obstacles: a traditional gamble will be comprised of only 4 obstacles including the finish obstacle.</b> The dog walk, chute or spread jumps are never allowed within a gamble line.  <b>Level 1 / 2:</b> bar jumps, open tunnels, tire, a-frame (gamble line must allow the handler to be within 5' of the a-frame)  <b>Level 3 / 4 / 5 / C:</b> any of the above, plus teeter-totter, a-frame and weave poles (5-12)  <b>Stopping Time: Traditional gamble,</b> the finish line is part of the gamble (may be table, bar jump, tire or open tunnel). The dog must cross the line and stop the clock before gamble time expires. It is possible for the dog to earn the last points of the gamble and NQ.  <b>Non-Traditional Gamble:</b> Table stops the time as the "finish line" obstacle.</p> <p>The Traditional Gamble must consist of four obstacles; up to two dummy obstacles may be on the gamble course. The Dog Walk, Broad or Triple Spread cannot be used as gamble obstacles within a traditional gamble line.  The last obstacle of a traditional gamble MUST either be a Bar Jump, Open Tunnel or the Table.</p> <ul style="list-style-type: none"> <li>➤ If the Table is used as the last obstacle, the dog must place at least one paw on the table to stop the clock (this is considered the finish line). <ul style="list-style-type: none"> <li>• May be used only for the last obstacle of a traditional gamble to stop the clock; it will have a point value.</li> <li>• May be used to stop the clock in a non-traditional gamble that has a numbered gamble after the gamble whistle. It may or may not have a point value.</li> </ul> </li> <li>➤ Must be used to stop the clock in a non-traditional gamble that does not have a numbered gamble after the gamble whistle, or the course allows gamble at any time. It may or may not have a point value.</li> <li>➤ If the last obstacle is a tunnel (open or closed) - the timer stops the clock when the dog's nose exits the tunnel.</li> <li>➤ If the last obstacle is a bar jump, the timer stops the clock when the dog's nose is over the bar, whether or not the bar is knocked down. This allows for the reaction time of the timekeeper in stopping the stopwatch.</li> </ul>
------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

See the Judge's design guidelines on the CPE website for more Jackpot design details.

#### Timing

- There will be only one whistle in Jackpot to signify the gamble time. A second whistle indicates the team has NQ'ed.
- A judge may state in the briefing (if valid for the course), the option of leaving when you have accumulated enough points to Qualify in a non-traditional gamble.
- A traditional gamble Jackpot MUST always be played until the gamble whistle has been blown.

Jackpot Opening	
4" / 8" / 12"	30 - 40 Seconds
16" / 20" / 24"	25 - 35 Seconds

Gamble*	
4" / 8" / 12"	20 Seconds
16" / 20" / 24"	18 Seconds

\* Add 2 gamble seconds per contact if used within the gamble

\* Add 2 gamble seconds per tunnel used after the first one within the gamble

#### Gamble Variations:

A Judge may use a gamble variation in lieu of the traditional gamble. The Judge will be responsible for adequately explaining the variation to the exhibitors.

# FULLHOUSE

Object: Successfully accumulate required points for your respective level, which includes three of a kind, a pair and a joker, before the whistle (see below).

Qualifying: When the handler and dog perform the required sets, within the required time, and have accumulated the required points, they have earned a qualifying score.

Timing: The timekeeper shall report time in 1/100th of a second for placements and results posting/recording. Fractions are dropped for Q/NQ scoring purposes.

Point Accumulation Time	Total Game Time
4", 8" & 12" = 35 seconds	4", 8" & 12" = 40 seconds
16", 20" & 24" = 30 seconds	16", 20" & 24" = 35 seconds

The timekeeper's whistle will signal the end of point accumulation time. The team then has UP TO 5 seconds to stop the clock by placing at least one paw on the Pause Table. Fractions are dropped for scoring purposes. 1 point is deducted for each full second over the total game time. The dog must have completed their last obstacle past the point of faulting to earn points.

If the team has accumulated the required points for its level, and the required sets, the team does not need to wait for the whistle to proceed to the pause table to stop the clock and finish their run.

Designing the course:

The same course may be used for all levels.

Pause Table, on the finish line, which stops the clock Table heights: 4" or 8" (jump heights 4"/8"/12") 16" (jump heights 16", 20" & 24")
6-10 Bar Jumps (1 MUST be a "one" bar jump; panel jump – optional)
4 "Circles" - Open Tunnel 2 or 3, Closed Tunnel 0 or 1, Tire (substitute Tire or Open Tunnel for chute in adverse conditions)
3 "Jokers" – the judge will choose 2 from List 1 and 1 from List 2 to appear on the course, no more than 2 contacts can be used. A joker may also be a combination of two single bar jumps. Wings must be used if available; must have cones, and only can be done in flow one direction or the other. This would replace a contact or weaves from either list below. List 1: Dog Walk, A-Frame, Broad Jump, Double Jump List 2: Teeter Totter, Weaves (5 or 6), Triple Jump

Total Points to Qualify:

Regular and Veterans		Enthusiast and Specialist	
Level 1	19 Points	Level 1	17 Points
Level 2	21 Points	Level 2	19 Points
Level 3	23 Points	Level 3	21 Points
Level 4, 5 & C	25 Points	Level 4, 5 & C	23 Points

Direction on the Course:

The team will choose its own course, with the purpose of accumulating the required points for their respective level, and the required sets (see below).

Obstacle Point Values		Required number of obstacles within the required points	
1 Point	Single bar jumps	At Least 3	Single bar jumps
3 Points	"Circles" - tunnel, chute, tire	At Least 2	"Circles" - tunnel, chute, tire
5 Points	Contacts, weaves, broad, double, triple	At Least 1	Contacts, weaves, broad, double, triple
0 Points	Pause Table, only stops clock – the table is "live" at all times	Only Once	Pause Table, only stops clock – the table is "live" at all times

The Judge will call out to the scribe, the respective points for the successfully completed obstacles.

If the Judge says "Thank you" (or signals with a whistle) at any point, the team MUST move immediately to the table to stop the clock. The Judge's decision is final.

Back-to-back obstacles are allowed at any time. The following obstacles may be taken twice in a row, provided the dog makes a complete loop and approaches the obstacle in the correct direction safely: teeter totter, ascending broad jump, ascending double jump, triple jump & chute. If the Judge deems the back-to-back performance unsafe, he/she will not award points for the performance.

All obstacles may be successfully scored no more than 2 times.

Scoring for Placements: Placements are determined by Qualifiers, then number of points, then time.

Non-qualifiers that received a time will receive placements after qualifiers.

If a team has "No Time" (NT), that team is ineligible to receive a placement ribbon.

# JUMPERS

Object: Successfully complete course within fault limits and course time.

Scoring: All obstacles must be performed successfully to qualify unless within the faults allowed

- ◆ Levels 1, 2, 3, 4: may not exceed 10 faults total
- ◆ Level 5: may not exceed 5 faults total (Effective February 1, 2007)
- ◆ Level C: clean runs only, no faults are allowed
- ◆ The timekeeper shall report time in 1/100th of a second for placements and results posting/recording. Fractions are dropped for Q/NQ scoring purposes.

Faults Allowed	Level 1 & 2	Level 3	Level 4 & 5
Other Faults	1	1	1
Off Course	1	1	0
Bar Down	1	1	1
Over Time	5	5	5
Obstacles on Course	12 - 16	14 - 18	16 - 20

Scoring for Placements: Placements are determined by Qualifiers, then number of faults, then time. Non-qualifiers that received a time will receive placements after qualifiers. If a team has "No Time" (NT), that team is ineligible to receive a placement ribbon.

Designing the course: The course must follow applicable standard course guidelines, with the exceptions below. The course must include at least the following:

Obstacle Requirements	Minimum obstacles	Maximum obstacles
Open Tunnels	1	4
Double Jump – all levels required	1	2
Broad Jump – Level 1 & 2	0	1
Broad, Triple Jump – Levels 345C	0	1
Tire Jump	0	2
Bar Jumps (winged / wingless)	4	12
Panel / Wall Jump (optional)	0	1

- Level 1 & 2 will run on the same course together.
- The course must be changed for the higher levels (adjust angles, add dummy jumps, etc.).
- Level 3 may run a separate course than Levels 4, 5 & "C".
- If a combined course for Levels 3, 4, 5 & "C" is used, the course time must reflect Level 4, 5 & "C" time, plus 5 or 10 seconds for Level 3, depending on the yardage of the course.
- After determining the Level 2 course time, add 5 seconds for Level 1 course time.

Timing - Yards per second. The course shall be measured for 20" dogs, adding 5 seconds for 8" & 12" jump heights if less than 150 yds, adding 10 seconds if over 150 yds		
L1	L2 / L3	L4 / L5 / "C"
2.5 – 3	3 – 3.5	3.5 – 4

The Judge will set a maximum course time (not to exceed 11 seconds over Enthusiast small dog time) and is responsible to instruct the timer as to that time. The timer will sound a whistle at maximum course time, and the dog will receive an NT (no time) on their scribe sheet.

Enthusiasts and Specialists – add 5 seconds to the Regular SCT's for each respective jump height groupings.

## CPE TITLE INFORMATION

- Multiple C-ATCH and C-ATE titles will be awarded. The respective requirements must be completed again for each title to obtain the next numerical title.  
Title examples: C-ATCH3, C-ATE2
- The award for each title is listed – certificate, title plaque, etc. Effective January 1, 2007, members may order grid plaques directly. The order form is on the CH/EX page on CPE's website.
- The number of judges is not tracked for CPE titles.

### Dummy Legs – Note: if the title has already been earned prior to 7/5/07, no dummy legs are required

If the dog had completed requirements in Regular/Veterans prior to the requirements changes effective July 5, 2007, dummy legs may need to be added for the full title to be generated. Not all every dog with a title that crosses over the July 5, 2007 date will require dummy legs. If you were expecting a title that has legs that cross over the July 5, 2007 date, and it has been at least 2 weeks from the mailing date on the Processed Trials webpage, please email CPE.

- Dummy Legs would only be added to Regular/Veterans Level 3 & 4 games or Level 5 for a C-ATCH
  - ❖ Standard (levels 1-4, C), Games (levels 1,2, C) will not require dummy legs.
- Dummy Legs are not assigned any point value
- Dummy Legs cannot be transferred to Enthusiast or Specialist
- Dummy Legs do not count towards the Regular/Veterans Class Champion Titles

### Point Level Titles

- Point Level Titles are optional – they are NOT required to be earned
- Points are awarded to qualifying scores only, NQ's and placements do not receive any points
- See the points table below for qualifying score point values
- The Point Level Titles may be earned from any combination of classes within a single Level and Titling Category
- Current legs will also count towards the Point Level titles
- Once a dog moves up to the next level in a class, they may not move back to the previous level to earn the Point Level titles (see Level 5 & C exception - *Level 5 Champion & Level C Extraordinaire Titles*).
- The Point Level Titles have the same point requirements for all Titling Categories - the title acronyms will differ (see table below)
- A Title Certificate and Plaque will be awarded for each title. Plaques will be ordered each January for the previous year.

### Point Level Titles – Required points and Title acronyms

Titling Category	Level 1	Level 2	Level 3	Level 4	Level 5	Level C
	1000 Points	2000 Points	3000 Points	4000 Points	5000 Points	10,000 Points
Regular & Veterans	L1-PLT	L2-PLT	L3-PLT	L4-PLT	L5-PLT	LC-PLT
Enthusiast	L1T-PLT	L2T-PLT	L3T-PLT	L4T-PLT	L5T-PLT	LCT-PLT
Specialist	L1S-PLT	L2S-PLT	L3S-PLT	L4S-PLT	L5S-PLT	LCS-PLT

### Lifetime Cumulative Team Point Awards

- Points are awarded to qualifying scores only, placements do not receive any additional points
- See the Class Point Table for qualifying score point values
- The titles will be earned from the total cumulative points (all height categories, levels and classes combined) for a respective dog's lifetime points within CPE
- A Title Certificate and Plaque will be awarded for each title. Plaques will be ordered each January for the previous year.

### Required points and Title acronyms

Point Total	Title Earned (acronym)	30,000	C-30
10,000	C-10	35,000	C-35
15,000	C-15	40,000	C-40
20,000	C-20	45,000	C-45
25,000	C-25	50,000	C-50

### Class Point table (See the specific faultable class for the fault limits for each level: Standard, Colors, Wildcard and Jumpers)

Class	Zero faults or a Q in a point class - Points earned	One to Five faults Points earned	Six to Ten faults Points earned
Standard	25	20	15
Colors	15	10	5
Wildcard	20	15	10
Snooker	25	N/A	N/A
Jackpot	25	N/A	N/A
FullHouse	20	N/A	N/A
Jumpers	20	15	10

Levels 1 – 4 are allowed a maximum of 10 faults, within the fault limits, for faultable classes

Level 5 is allowed a maximum of 5 faults, within the fault limits, for faultable classes

Level C legs must be zero faults, for faultable classes

## TRANSFERRING LEGS and ENTERING LATERAL LEVELS FOR ANOTHER HEIGHT CATEGORY

\*\*\*If you have any questions about this page, please see the FAQ's webpage and/or contact CPE – [cpe@charter.net](mailto:cpe@charter.net)\*\*\*

NOTE: Legs and titles do not crossover between titling categories – a transfer form for levels 45C is required

### REGULAR/VETERANS

**Regular/Veterans legs (Level 4, 5, C ONLY) can be transferred to Enthusiast and/or Specialist per the Regular Transfer Form (see the forms page on the CPE website, or at the back of the rulebook).**

Due to the process involved in verifying and transferring legs, there will be a \$15 fee per dog, per form (regardless of the number of pages) to transfer Regular/Veterans legs.

- Legs can only be transferred to the same lateral level (dummy legs cannot be transferred)
- Dogs can continue showing in the levels transferred  
Example: Level 5 Colors leg is transferred to Enthusiast or Specialist – the dog can show in level 5 for all classes in the height category the leg was transferred to.
- Legs that were used for ANY title CANNOT be transferred (includes class Champion and Extraordinaire titles)
- Online records prior to January 1, 2007 will show an R in the "Ht Cat" column for all Regular and Veterans legs. Veterans legs after January 1, 2007 will show a V.
- If you are a current member for the renewal year when your form has been received, your online records will be updated when the form has been processed.

**A dog that is in Regular/Veterans, and has finished the requirements for a complete level, can begin in Enthusiast and/or Specialist at that level OR the next level.**

#### **Examples:**

- **Dog A** has completed all of level 4 in Regular/Veterans. That dog can begin in Enthusiast and/or Specialist in level 4 OR level 5.
- **Dog B** has completed all of level 3 EXCEPT Jumpers. That dog cannot begin in Enthusiast and/or Specialist level 4 unless Regular/Veterans Jumpers level 3 is completed. **Exception:** Jumpers is going to be the dog's "skipped" class in Enthusiast and/or Specialist, and if that is the case, then the dog can begin in level 4 in Enthusiast and/or Specialist.
- **Dog C** has completed the SpCH or SpEX title. That dog may begin in level 4 Specialist.

### ENTHUSIAST/SPECIALIST

**Enthusiast legs can be transferred to Specialist per the Enthusiast Transfer Form (Level 4, 5, C ONLY)**

Due to the time involved in verifying and transferring legs, there will be a \$15 fee per dog, per form (regardless of the number of pages) to transfer Enthusiast legs.

- Legs can only be transferred to the same lateral level
- Dogs can continue showing in the levels transferred  
Example: Level 5 Colors leg is transferred to Specialist – the dog can show in level 5 for all classes in the height category the leg was transferred to.
- Legs that were used for ANY title CANNOT be transferred (includes class Champion and Extraordinaire titles)
- Enthusiast or Specialist legs cannot be transferred to Regular/Veterans
- Specialist legs cannot be transferred to Enthusiast
- Regular/Veterans legs transferred to Specialist cannot be transferred "up" in height to Enthusiast at a later date

## ENTERING LATERAL LEVELS FOR ANOTHER HEIGHT CATEGORY

**A dog that is in Enthusiast or Specialist can begin in Specialist or Enthusiast, respectively, in that level or the next higher level, for any classes that have been completed within a category title.**

#### **Example:**

**Dog A** has completed all of level 4 in Enthusiast (may have skipped one class as allowed by the tilting rules). That dog can begin in Specialist in level 4 OR level 5.

**Dog B** has completed all of level 4 in Specialist (may have skipped two classes as allowed by the titling rules). That dog can begin in Enthusiast in level 4 OR level 5.

**Dogs that are entered in enthusiast when they begin CPE, and complete level 4 or higher cannot begin regular/veterans any higher than level 3.**

**Dogs that are entered in specialist when they begin CPE, and complete level 4 or higher cannot begin regular/veterans or enthusiast any higher than level 3.**

## CATEGORY TITLES – REGULAR & VETERANS

See CPE TITLE INFORMATION for Point Level Titles for each level

### CPE Titles and Requirements – Levels 1 through 4

All titles follow a dog's name

Title Certificates will be awarded for all titles listed unless otherwise noted

Level	Title Category	Requirements	Title
1	Standard	2 qualifying legs	CL1-R
1	Handler	1 Qualifying leg in each game: Colors and Wildcard	CL1-H
1	Strategy	1 Qualifying leg in each game: Snooker and Jackpot	CL1-S
1	Fun	1 Qualifying leg in each game: FullHouse and Jumpers	CL1-F
Completed all Level 1 titles – CL1 (not a title certificate, follows a dog's name, signifies that all Level 1 titles have been earned)			

Level	Title Category	Requirements	Title
2	Standard	4 qualifying legs	CL2-R
2	Handler	2 Qualifying legs in each game: Colors and Wildcard	CL2-H
2	Strategy	2 Qualifying legs in each game: Snooker and Jackpot	CL2-S
2	Fun	2 Qualifying legs in each game: FullHouse and Jumpers	CL2-F
Completed all Level 2 titles – CL2 (not a title certificate, follows a dog's name, signifies that all Level 2 titles have been earned)			

Level	Title Category	Requirements	Title
3	Standard	6 qualifying legs	CL3-R
3	Handler	3 Qualifying legs in each game: Colors and Wildcard	CL3-H
3	Strategy	3 Qualifying legs in each game: Snooker and Jackpot	CL3-S
3	Fun	3 Qualifying legs in each game: FullHouse and Jumpers	CL3-F
Completed all Level 3 titles – CL3 (not a title certificate, follows a dog's name, signifies that all Level 3 titles have been earned)			

Level	Title Category	Requirements	Title
4	Standard	8 qualifying legs	CL4-R
4	Handler	4 Qualifying legs in each game: Colors and Wildcard	CL4-H
4	Strategy	4 Qualifying legs in each game: Snooker and Jackpot	CL4-S
4	Fun	4 Qualifying legs in each game: FullHouse and Jumpers	CL4-F
Completed all Level 4 titles – CL4 (not a title certificate, follows a dog's name, signifies that all Level 4 titles have been earned)			

## C-ATCH & C-ATE TITLES – REGULAR & VETERANS

See Point Level Titles for each level and see Level 5 Champion & Level C Extraordinaire class Title Information

- Multiple C-ATCH and C-ATE titles will be awarded. The respective requirements must be completed again for each title to obtain the next numerical title.

Title examples: C-ATCH3, C-ATE2

### CPE Agility Trial Champion: C-ATCH

Level	Title Category	Requirements
5	Standard	10 qualifying legs
5	Handler	5 Qualifying legs in each game: Colors and Wildcard
5	Strategy	5 Qualifying legs in each game: Snooker and Jackpot
5	Fun	5 Qualifying legs in each game: FullHouse and Jumpers
A Title Certificate and Title Plaque will be awarded when the entire C-ATCH has been completed Title Plaque orders are placed 2-4 times per year There are no Title Category titles in Level 5 (Standard, Handler, Strategy, Fun) This title will precede the dog's name		

### CPE Agility Team Extraordinaire: C-ATE

- Entry Level "C" is for dogs, which have completed the required legs in the corresponding class in Level 5.
- To Qualify: Clean runs only - 0 faults are allowed.
- Qualifying ribbons will be in a rainbow color
- 5000 points are required to obtain the C-ATE
  - ◆ 3000 points are defined by class requirements (see chart below)
  - ◆ 2000 points are earned by handler choice of classes

#### A Title Certificate and Title Plaque will be awarded

Class	Points for 0 faults	Number of legs required in class	=	Total Points Required in Class
Standard	25	20	=	500
Colors	15	20	=	300
Wildcard	20	20	=	400
Jackpot	25	20	=	500
Snooker	25	20	=	500
FullHouse	20	20	=	400
Jumpers	20	20	=	400
Total Points from Required Legs				3000
Total Points required from Team's choice of classes				2000
Total Points Required for C-ATE				5000
A Title Certificate and Title Plaque will be awarded when the entire C-ATE has been completed Title Plaque orders are placed 2-4 times per year There are no Title Category titles in Level C (Standard, Handler, Strategy, Fun) This title will precede the dog's name				

## CATEGORY TITLES – ENTHUSIAST

See CPE TITLE INFORMATION for Point Level Titles for each level

### CPE Enthusiast Titles and Requirements – Levels 1 through 4

All titles follow a dog's name

Title Certificates will be awarded for all titles listed unless otherwise noted

Level	Title Category	Requirements	Title
1	Standard	2 qualifying legs	CTL1-R
1	Handler	1 Qualifying leg in each game: Colors and Wildcard	CTL1-H
1	Strategy	1 Qualifying leg in each game: Snooker and Jackpot	CTL1-S
1	Fun	1 Qualifying leg in each game: FullHouse and Jumpers	CTL1-F
Completed all Level 1 titles – CTL1 (not a title certificate, follows a dog's name, signifies that all Level 1 titles have been earned)			

Level	Title Category	Requirements	Title
2	Standard	4 qualifying legs	CTL2-R
2	Handler	2 Qualifying legs in each game: Colors and Wildcard	CTL2-H
2	Strategy	2 Qualifying legs in each game: Snooker and Jackpot	CTL2-S
2	Fun	2 Qualifying legs in each game: FullHouse and Jumpers	CTL2-F
Completed all Level 2 titles – CTL2 (not a title certificate, follows a dog's name, signifies that all Level 2 titles have been earned)			

Level	Title Category	Requirements	Title
3	Standard	6 qualifying legs	CTL3-R
3	Handler	3 Qualifying legs in each game: Colors and Wildcard	CTL3-H
3	Strategy	3 Qualifying legs in each game: Snooker and Jackpot	CTL3-S
3	Fun	3 Qualifying legs in each game: FullHouse and Jumpers	CTL3-F
Completed all Level 3 titles – CTL3 (not a title certificate, follows a dog's name, signifies that all Level 3 titles have been earned)			

Level	Title Category	Requirements	Title
4	Standard	8 qualifying legs	CTL4-R
4	Handler	4 Qualifying legs in each game: Colors and Wildcard	CTL4-H
4	Strategy	4 Qualifying legs in each game: Snooker and Jackpot	CTL4-S
4	Fun	4 Qualifying legs in each game: FullHouse and Jumpers	CTL4-F
Completed all Level 4 titles – CTL4 (not a title certificate, follows a dog's name, signifies that all Level 4 titles have been earned)			

Skipping a class levels 1-4 in enthusiast:

In enthusiast, one class may be skipped completely. If the handler elects to then enter that class later, the class must be entered where it was first skipped.

Skipped classes in levels 1-4 cannot be made up from extra legs in any other class.

Example: Jackpot is skipped starting at level 3. The dog progresses through level 4 and is in level 5 in all other classes. The handler decides to enter Jackpot. Jackpot must be entered at level 3, not level 5. The dog would need to get level 3 and level 4 Jackpots per requirements (as the dog started skipping Jackpot in level 3) before entering level 5 in Jackpot.

## CT-ATCH & CT-ATE TITLES – ENTHUSIAST

See Point Level Titles for each level and see Level 5 Champion & Level C Extraordinaire class Title Information

- **Multiple CT-ATCH and CT-ATE titles will be awarded. The respective requirements must be completed again for each title to obtain the next numerical title.**

**Title examples: CT-ATCH3, CT-ATE2**

### CPE Enthusiast Agility Trial Champion: CT-ATCH

The Enthusiast C-ATCH (CT-ATCH) may be earned with the requirements of only 6 of the 7 classes offered by CPE (listed below), however, to earn the title, the overall total minimum number of legs are required to be completed.

Total legs within the CT-ATCH = 40 legs

Must be earned within at least 6 of the 7 classes offered by CPE – “skipped” legs must be made up from other classes

Level	Title Category	Requirements
5	Standard	10 qualifying legs
5	Handler	5 Qualifying legs in each game: Colors and Wildcard
5	Strategy	5 Qualifying legs in each game: Snooker and Jackpot
5	Fun	5 Qualifying legs in each game: FullHouse and Jumpers

A Title Certificate and Title Plaque will be awarded when the entire CT-ATCH has been completed

Title Plaque orders are placed 2-4 times per year

There are no Title Category titles in Level 5 (Standard, Handler, Strategy, Fun)

This title will precede the dog's name

Note: The title is awarded based on counting the first 6 completed classes, then in date order – counting “extra” legs until a total of 40 legs (including the first 6 completed classes) has been reached, regardless if the team intends to skip a class or not in part or completely.

### CPE Enthusiast Agility Team Extraordinaire: CT-ATE

- Entry Level “C” is for dogs, which have completed the required legs in the corresponding class in Level 5.
- To Qualify: Clean runs only - 0 faults are allowed.
- Qualifying ribbons will be in a rainbow color
- 4000 points are required to obtain the CT-ATE (see chart below).

\*\*\*NOTE: The Enthusiast C-ATE (CT-ATE) may be earned with the requirements of only 6 of the 7 class requirements listed below, however, to earn the title, the overall total minimum number of points (4000 points) is required to be completed.

Example: Owner wishes to skip Standard – the 20 Standard legs that are required for the title, must be made up by extra legs within the other 6 classes. An entire class need not be skipped, however, any legs not earned in the one class must be made up within the other 6 classes.

The title is awarded based on counting the first 6 classes that have at least 20 legs, then in date order – counting “extra” legs until a total of 4000 points (including the first 6 completed classes) has been reached, regardless if the team intends to skip a class or not in part or completely.

#### A Title Certificate and Title Plaque will be awarded

Class	Points for 0 faults	Number of legs required in class	=	Total Points Required in Class***
Standard	25	20	=	500
Colors	15	20	=	300
Wildcard	20	20	=	400
Jackpot	25	20	=	500
Snooker	25	20	=	500
FullHouse	20	20	=	400
Jumpers	20	20	=	400
Total Points from Required Legs***				3000
Total Points required from Team's choice of classes				1000
Total Points Required for CT-ATE				4000
A Title Certificate and Title Plaque will be awarded when the CT-ATE has been completed. Title Plaque orders are placed 2-4 times per year There are no Title Category titles in Level C (Standard, Handler, Strategy, Fun) This title will precede the dog's name				

## CATEGORY TITLES – SPECIALIST

See CPE TITLE INFORMATION for Point Level Titles for each level

### CPE Specialist Individual Titles and Requirements – Levels 1 through 4

All titles follow a dog's name

Title Certificates will be awarded for all titles listed unless otherwise noted

Level	Title Category	Requirements	Title
1	Standard	2 qualifying legs	CSL1-R
1	Handler	1 Qualifying leg in each game: Colors and Wildcard	CSL1-H
1	Strategy	1 Qualifying leg in each game: Snooker and Jackpot	CSL1-S
1	Fun	1 Qualifying leg in each game: FullHouse and Jumpers	CSL1-F
Completed all Level 1 titles – CSL1 (not a title certificate, follows a dog's name, signifies that all Level 1 titles have been earned)			

Level	Title Category	Requirements	Title
2	Standard	4 qualifying legs	CSL2-R
2	Handler	2 Qualifying legs in each game: Colors and Wildcard	CSL2-H
2	Strategy	2 Qualifying legs in each game: Snooker and Jackpot	CSL2-S
2	Fun	2 Qualifying legs in each game: FullHouse and Jumpers	CSL2-F
Completed all Level 2 titles – CSL2 (not a title certificate, follows a dog's name, signifies that all Level 2 titles have been earned)			

Level	Title Category	Requirements	Title
3	Standard	6 qualifying legs	CSL3-R
3	Handler	3 Qualifying legs in each game: Colors and Wildcard	CSL3-H
3	Strategy	3 Qualifying legs in each game: Snooker and Jackpot	CSL3-S
3	Fun	3 Qualifying legs in each game: FullHouse and Jumpers	CSL3-F
Completed all Level 3 titles – CSL3 (not a title certificate, follows a dog's name, signifies that all Level 3 titles have been earned)			

Level	Title Category	Requirements	Title
4	Standard	8 qualifying legs	CSL4-R
4	Handler	4 Qualifying legs in each game: Colors and Wildcard	CSL4-H
4	Strategy	4 Qualifying legs in each game: Snooker and Jackpot	CSL4-S
4	Fun	4 Qualifying legs in each game: FullHouse and Jumpers	CSL4-F
Completed all Level 4 titles – CSL4 (not a title certificate, follows a dog's name, signifies that all Level 4 titles have been earned)			

Skipping a class levels 1-4 in specialist:

In specialist, one class may be skipped completely. If the handler elects to then enter that class later, the class must be entered where it was first skipped.

Skipped classes in levels 1-4 cannot be made up from extra legs in any other class.

Example: Jackpot is skipped starting at level 3. The dog progresses through level 4 and is in level 5 in all other classes. The handler decides to enter Jackpot. Jackpot must be entered at level 3, not level 5. The dog would need to get level 3 and level 4 Jackpots per requirements (as the dog started skipping Jackpot in level 3) before entering level 5 in Jackpot.

## CS-ATCH & CS-ATE TITLES – SPECIALIST

See Point Level Titles for each level and see Level 5 Champion & Level C Extraordinaire class Title Information

- **Multiple CS-ATCH and CS-ATE titles will be awarded. The respective requirements must be completed again for each title to obtain the next numerical title.**

**Title examples: CS-ATCH3, CS-ATE2**

### CPE Specialist Agility Trial Champion: CS-ATCH

The Specialist C-ATCH (CS-ATCH) may be earned with the requirements of only 5 of the 7 classes offered by CPE (listed below), however, to earn the title, the overall total minimum number of legs are required to be completed.

Total legs within the CS-ATCH = 40 legs

must be earned within at least 5 of the 7 classes offered by CPE

Level	Title Category	Requirements
5	Standard	10 qualifying legs
5	Handler	5 Qualifying legs in each game: Colors and Wildcard
5	Strategy	5 Qualifying legs in each game: Snooker and Jackpot
5	Fun	5 Qualifying legs in each game: FullHouse and Jumpers

A Title Certificate and Title Plaque will be awarded when the entire CS-ATCH has been completed

Title Plaque orders are placed 2-4 times per year

There are no Title Category titles in Level 5 (Standard, Handler, Strategy, Fun)

This title will precede the dog's name

Note: The title is awarded based on counting the first 5 completed classes, then in date order – counting “extra” legs until a total of 40 legs (including the first 5 completed classes) has been reached, regardless if the team intends to skip a class or not in part or completely.

### CPE Specialist Agility Team Extraordinaire: CS-ATE

- Entry Level “C” is for dogs, which have completed the required legs in the corresponding class in Level 5.
- To Qualify: Clean runs only - 0 faults are allowed.
- Qualifying ribbons will be in a rainbow color
- 3000 points are required to obtain the CS-ATE (see chart below).

\*\*\*NOTE: The Specialist C-ATE (CS-ATE) may be earned with the requirements of only 5 of the 7 class requirements listed below, however, to earn the title, the overall total minimum number of points (3000 points) is required to be completed, which must include at least 5 of the 7 classes having at least 20 legs. An entire class(es) need not be skipped, however, any legs not earned in the one/two class(es) must be made up within the other 5 or 6 classes.

The title is awarded based on counting the first 5 classes that have at least 20 legs,

then in date order – counting “extra” legs until a total of 3000 points (including the first 5 completed classes) has been reached, regardless if the team intends to skip a class or not in part or completely.

#### A Title Certificate and Title Plaque will be awarded

Class	Points for 0 faults	Number of legs required in class	=	Total Points Required in Class***
Standard	25	20	=	500
Colors	15	20	=	300
Wildcard	20	20	=	400
Jackpot	25	20	=	500
Snooker	25	20	=	500
FullHouse	20	20	=	400
Jumpers	20	20	=	400
Total Points from Required Legs***				3000
Total Points Required for CS-ATE				3000
<p>A Title Certificate and Title Plaque will be awarded when the entire CS-ATE has been completed</p> <p>Title Plaque orders are placed 2-4 times per year</p> <p>There are no Title Category titles in Level C (Standard, Handler, Strategy, Fun)</p> <p>This title will precede the dog's name</p>				

## Level 5 Champion & Level C entering information and Extraordinaire Titles

### Regular & Veterans, Enthusiast, Specialist

Dogs must have completed the level 5 requirements for a respective class prior to entering level C in that class. See level 5 C-ATCH, CT-ATCH or CS-ATCH requirements.

- ◆ Dogs may show in either level 5 or C at any show for a specific class, however, they must enter only one level or the other, for multiple runs of the same class on the entry form for the same day.
- ◆ If move ups are allowed at the trial, the dog can then either move up to level C or move down to level 5, for the next day(s).
- ◆ Dogs may go between levels 5 & C for the Champion and Extraordinaire titles; however, the C-ATCH must be completed prior to a C-ATE being awarded, in Regular/Veterans, Enthusiast or Specialist.
- ◆ Level 5 legs cannot count towards level C titles.
- ◆ Level C legs cannot count towards level 5 titles.
- ◆ It is possible to obtain an extraordinaire title before a champion title in the same class.
- ◆ A tracking page is available on the CPE website Forms page or in the back of the rulebook.
- ◆ Legs do not crossover between titling categories for the CH and EX titles: regular/veterans is one titling category, enthusiast is separate and specialist is separate.

<b>Level 5 Champion Titles</b>					
15 legs in one class, one height category to earn that class title					
A Title Certificate will be awarded for each title listed					
<b>Regular &amp; Veterans</b>		<b>Enthusiast</b>		<b>Specialist</b>	
ChST	Champion Standard	TChST	Enthusiast Champion Standard	SpChST	Specialist Champion Standard
ChCL	Champion Colors	TChCL	Enthusiast Champion Colors	SpChCL	Specialist Champion Colors
ChWC	Champion Wildcard	TChWC	Enthusiast Champion Wildcard	SpChWC	Specialist Champion Wildcard
ChSN	Champion Snooker	TChSN	Enthusiast Champion Snooker	SpChSN	Specialist Champion Snooker
ChJP	Champion Jackpot	TChJP	Enthusiast Champion Jackpot	SpChJP	Specialist Champion Jackpot
ChFH	Champion FullHouse	TChFH	Enthusiast Champion FullHouse	SpChFH	Specialist Champion FullHouse
ChJU	Champion Jumpers	TChJU	Enthusiast Champion Jumpers	SpChJU	Specialist Champion Jumpers

<b>Level C Extraordinaire Titles</b>					
30 legs in one class, one height category to earn that class title					
A Title Certificate will be awarded for each title listed					
<b>Regular &amp; Veterans</b>		<b>Enthusiast</b>		<b>Specialist</b>	
ExST	Extraordinaire Standard	TExST	Enthusiast Extraordinaire Standard	SpExST	Specialist Extraordinaire Standard
ExCL	Extraordinaire Colors	TExCL	Enthusiast Extraordinaire Colors	SpExCL	Specialist Extraordinaire Colors
ExWC	Extraordinaire Wildcard	TExWC	Enthusiast Extraordinaire Wildcard	SpExWC	Specialist Extraordinaire Wildcard
ExSN	Extraordinaire Snooker	TExSN	Enthusiast Extraordinaire Snooker	SpExSN	Specialist Extraordinaire Snooker
ExJP	Extraordinaire Jackpot	TExJP	Enthusiast Extraordinaire Jackpot	SpExJP	Specialist Extraordinaire Jackpot
ExFH	Extraordinaire FullHouse	TExFH	Enthusiast Extraordinaire FullHouse	SpExFH	Specialist Extraordinaire FullHouse
ExJU	Extraordinaire Jumpers	TExJU	Enthusiast Extraordinaire Jumpers	SpExJU	Specialist Extraordinaire Jumpers

## **AGILITY OBSTACLES**

All of the courses include obstacle minimums, however, the Judge has full authority to remove or substitute an obstacle if it does not meet CPE specifications, is deemed unsafe or due to weather conditions. The Judge shall try to substitute a similar obstacle or may substitute more than one obstacle to meet distance requirements.

### **OBSTACLE PERFORMANCE – the Judge’s decision is final**

#### ***Contact Obstacles***

The 4-Paw Safety Rule applies to all contact obstacles. If the dog places all four paws on a contact obstacle, then leaves the obstacle prior to completion, the dog may not attempt the obstacle again – as a result of the handler’s command. If the dog does attempt the contact obstacle again, by handler indication, the team must be excused from that run. If the dog does attempt the contact obstacle again without handler indication, the dog will NQ, and the team may continue the run.

This rule pertains to: Standard, Colors and Wildcard; the closing in Snooker; Jackpot gambles.

NOTE: for 3 legged dogs, judge as above for 3 paws.

Back-to-back contact performances in the point games must be performed safely or points will not be awarded for the second performance.

#### ***A-Frame***

The dog must touch the descending contact area - with at least one paw. If a contact area is missed, a failure to perform fault is assessed. If the dog leaves the obstacle before beginning its descent, a failure to perform will be assessed. If the dog ascends the incorrect ramp in a numbered course or gamble, an off course will be assessed.

#### ***Dog Walk***

The dog must touch the descending contact area - with at least one paw. If a contact area is missed, a failure to perform fault is assessed. If the dog leaves the obstacle before beginning its descent, a failure to perform will be assessed. If the dog ascends the incorrect ramp in a numbered course, an off course will be assessed.

#### ***Teeter-Totter***

The dog must touch both contact areas - ascending and descending - with at least one paw. If a contact area is missed, a failure to perform fault is assessed. The dog must touch the teeter-totter before the pivot point with at least one paw, and must touch the contact area on the descent with at least one paw. If the dog leaves the obstacle before beginning the pivot, or if the dog leaves the plank after the pivot, and before the descent, a failure to perform will be assessed. The plank must touch the ground while the dog has at least one paw in contact with the obstacle, otherwise a fly-off (failure to perform) shall be assessed.

If the dog has completed the teeter, turns immediately and performs the teeter on the wrong side (the teeter has not begun its return tip), an off course or a No Time excusal will be assessed – the Judge’s decision is final.

#### ***Closed Tunnel***

The dog must pass through the rigid opening to the fabric “chute”, burrowing through to the end. If the wind opens the end of the chute fabric, and the dog performs the chute backwards, an off course will be assessed.

#### ***Open Tunnel***

The dog must perform the tunnel as directed by the Judge’s course design. If the dog performs the tunnel in the wrong direction, an off course will be assessed.

#### ***Pause Table***

The table is used only as a time stopping method in the games. The table height shall be 4” or 8” for 4”, 8” & 12” jump heights and 16” for 16”, 20” & 24” jump heights. The dog need only place one foot on the table to stop the clock.

#### ***Tire***

The dog must jump through the tire as directed by the Judge. If the dog jumps the tire in the wrong direction, an off course will be assessed. If the dog performs the tire in an unsafe manner, a major fault is called.

#### ***Broad Jump***

The dog must jump the broad jump as directed by the Judge. If the dog places a paw on a plank, 5 faults will be assessed. Ticking the jump is not a fault. An off course will be assessed if the dog jumps between the corner marker poles, or jumps in the wrong direction.

#### ***Jumps - bar, panel, winged, wingless; double or Spread Jump***

The dog must jump over the barrier as directed by the Judge. The dog must pass between the uprights or wings, without displacing the top barrier. If the top barrier is displaced, a 5-point fault is assessed (bar down). If the dog jumps the obstacle in the wrong direction, an off course will be assessed. If the dog makes contact with the obstacle such that the top bar should have displaced even though it did not, then the Judge may assess a 5-point other fault. All decisions by the Judge are final.

Bars knocked in a faultable class when used multiple times are only judged the first time the bar is knocked. If a dog knocks the second bar on the next performance, another knocked bar would apply. Bars are not replaced during a run, thus, in a point class, a knocked jump is not worth points for multiple performances.

Single bar jumps: the bottom bar should be set at approximately half the height of the top bar for 8” – 24”, 4” jumps – the bottom bar can rest on the ground IF there is no chance of it rolling under the dog’s feet by the time they perform that jump, or creates a spread jump out of the bar jump.

### **Weave Poles**

The dog must weave in and out through a line of poles as directed by the Judge. For judging to begin, the dog must enter with the first pole at its left shoulder. The dog would then continue the performance by bending to the right to go past the second pole at its right shoulder, then bending to the left to go past the third pole at its left shoulder, continuing until the obstacle is complete.

If the course contains two sets of weaves to make up the required total, each set of weaves is scored independently.

Back weaving shall be faulted as a 5 fault **off course**, only if the dog actually enters between any two poles, as if weaving, and completes at least three poles in a weaving rhythm.

### **Standard Class Judging Weaves**

- Level 2: Weaves are not faulted for any reason other than **failure to perform** (15 faults) in the faultable classes. Weaves only need to be completed.
- Level 3: 5 – 8 weaves on course - Restarts and/or mid-point corrections are faulted as a 5 fault **other fault**. Only one 5-fault penalty shall be assessed, regardless of the number of restarts or mid-point corrections.
- Level 3: 9 – 12 weaves on course, one continuous set: Weaves are not faulted for any reason other than **failure to perform** (15 faults). Weaves only need to be completed. If weaves are split into two sets – see rules for Level 3, 5 – 8 weaves.

**Note: When Levels 2 & 3 are combined for a standard course, the weaves will be judged under Level 2 rules.**

- Levels 4 / 5 / C: Restarts and/or mid-point corrections are faulted as a 5 fault **other fault**. Only one 5-fault penalty shall be assessed, regardless of the number of restarts or mid-point corrections.

### **Games Classes (all levels), Judging Weaves**

- Weave poles **MUST** be completed, however, are **not faulted** for any reason except as a 15-fault **failure to perform** in Colors and Wildcard. Weaves are not faulted in Snooker, Jackpot or FullHouse. If not corrected or completed, points will not be awarded – this may also end the run in Snooker and/or Jackpot.

## **OBSTACLE SPECIFICATIONS**

All obstacles must be constructed with the dog's safety in mind. All sizes of dogs must be able to perform all obstacles without injury. All equipment must be maintained on a regular basis. When PVC is used in the construction of obstacles, schedule 20 or 40 may be used.

Whenever rubber granules are stated, the wet apply method (see the book: Making Rubber Skins For Agility Equipment, by Darlene Woz, [www.cleanrun.com](http://www.cleanrun.com)) is recommended – the sprinkle on method does not hold up to "traffic", sheds – requiring continuous maintenance.

### **Open Tunnel**

The Open Tunnel consists of a flexible tube that can be curved into shapes. The tunnel openings are round with a maximum diameter of 24", with an allowance of 2". The length may be 10' to 20' long when extended. The tunnel must be able to be secured safely to minimize a dog's motion from moving the tunnel. Black & clear tunnels are not permitted and very dark interiors are discouraged (traditional blue and red are allowed).

### **Closed Tunnel**

The Closed Tunnel has two parts. The first part is a rigid tunnel, with a circular opening, with a diameter of 24", with an allowance of 1". It may be 24" to 36" in length. The rigid tunnel must be able to be secured or weighted if a dog's motion may move it. The chute barrel: a non-skid surface must extend halfway up the sides of the barrel; if using rubber granules: only allowed with the "wet apply" method to be used as a non-skid surface.

Note: there is a flat bottom chute "barrel" being developed. As long as the opening meets above specifications with the flat bottom, it is acceptable to be used. The base of the flat bottom must be a non-skid surface, wet apply method rubber granules is recommended (cannot use sprinkle on method).

The Closed Tunnel chute attaches to the rigid tunnel. The chute should be a durable fabric, though lightweight. The ideal fabric would be opaque, non-static, and water-resistant. Packcloth or Nylon is strongly recommended. The chute shall be sewn so that there is an opening at either end. The exit opening shall flare from the rigid tunnel to a circumference of 96", with an allowance of 2".

The total length of the chute fabric cannot exceed 8' (the circumference will be less than 96").

### **Pause Table:**

The Pause Table will be a square measuring 36". Only rubber granules, paint/perlite mixture (see contacts), or paint/sand mixture, are allowed surfaces. The top shall be one color; the sides can be the same or a contrasting color.

NOTE: rubber granules must not allow the dog's feet to slip

The table must not have any sideways movement when a dog jumps onto it.

The table must be able to adjust to 4" or 8", and 16" heights.

### Weave Poles:

The weave pole base shall be no more than 1/2" in height (no higher), and 2" in width (variance: no more than up to an additional 2" in width). The bottom of the poles, and pole fasteners should be as smooth as possible so that no dog is injured. The base shall have some traction between the poles – the traction shall only add a negligible amount to the base height. Poles should flex moderately at the base when the dog is weaving. **Bands of colored tape, along the length of the pole, are recommended for better visibility.**

Base floor braces – ideally, the right brace should extend from the second pole, so the dog does not enter the weaves on a brace, and each subsequent brace is alternating from the side opposite from where the dog is weaving.

Pole Width 1" PVC  
Pole Height 36" to 48"  
Between Poles on Base: spacing is 24" from pole center to pole center. A variance of no more than 1/2" is allowed.

### Contact Obstacles

**NOTE: contact CPE if your club is looking at obtaining rubber granule contacts. There are new innovations all the time with this surface. Rubber Granule colors must follow specifications below.**

The contact obstacle surfaces shall be made from wood, fiberglass or composite board. The surfaces must be maintained on a regular basis for the safety and foot traction of the dogs. Recommended traction surface is rubber granules. Other surface materials: texture additive for paint (perlite) - known brand names: Skidex, Bondex, Homax. Do not use "fine". Recommended consistency of paint and additive is thick oatmeal. Apply with deep napped paint roller, do not over roll. Will dry smoother than when rolled on. Any high points can be removed by running hand over them. Sand is an acceptable alternative. A paint mixture that includes fine sand provides better traction than coarse sand. The surfaces should not be so rough that footpads are injured.

The obstacles must be painted in a contrasting color to the contact zones - which are a bright color (e.g.: yellow). Recommended colors: blue, purple, or red. Paint MUST be flat only! Do not use a gloss or semi-gloss of any kind.

### Slats

Aframe with rubber granules: slats are only required above the contact zones, and must meet the current rulebook specifications, see aframe specifications below for slat size.

Dog Walk and Teeter with rubber granules: slats are optional, if used, are only required above the contact zones, and must meet the current rulebook specifications, see obstacle specifications for slat size.

Slats are required on the A-Frame and are strongly recommended on the Dog Walk. The slats are placed across the width of the board, spaced at 12" intervals. The allowed slat size is 1 / 4" to 1 / 2" in height, and 1" to 1.5" in width. Rubber pieces are not allowed as slats. **\*\*\*Contact CPE before using rubber granules for slats.\*\*\* Recommended size is 1/4" - 3/8" in height, 1" in width.** No slat may be within 4" of the top of the contact zone. Edges must be rounded.

Adequate support must be provided for the A-Frame and the Dog Walk so there is minimal to no movement when the dog is ascending or descending. The Teeter-Totter base should be wide enough to support the largest of dogs safely.

The Teeter-Totter should have an extension from the base, on each side of the plank, to alert the dog to the pivot point.

The following length measurements have an allowance of 1" to 2"; height measurements have an allowance of up to 2" lower

Description	A-Frame	Dog Walk	Teeter-Totter	Teeter-Totter Calibration
Plank Width	3' to 4'	12"	12"	When placing a 3-pound weight 1 foot from the end of the board, the teeter-totter will make contact with the ground within 2.5 to 3 seconds.
Contact Zone	42"	42"	42"	
Plank Length	8'	8'	12'	
Apex Height	4' 8"	36"	24"	
Plank Length	9'	12'	NA	
Apex Height	5' 3"	48"	NA	

### Bar Jumps

**Effective January 1, 2007 – bars for 4" jumps may not be crossed on the 8" cups. They must be resting on 4" cups.**

The Bar Jumps may consist of one or two bars in the same vertical plane. Bar jumps must be flanked by upright side standards, with graduated "cups" to support the bars. Jump heights are measured from the top of the bar to the ground. The "cups" must accommodate all jump heights. The second bar of a vertical jump should be placed at approximately one half of the jump height. On the 4" & 8" jump heights, it may be placed on the ground.

The jump bars should be 1" diameter PVC, or square, lightweight wood - 1" to 2" square. The bars must be between 4' to 5' long, and be striped with contrasting color(s) for visibility.

The uprights should have a minimum inside height of 32", and width of 1" (1.5" or more is recommended). Jump standards can be made out of many different materials; however, safety rules must be adhered to - for the dog and handler alike. Jump standards are recommended to be no more than 30" in overall width, with a maximum of 48".

**The Judge shall have complete authorization to deny the use of any jump that he / she deems unsafe.**

### Panel Jump

The Panel Jump consists of up to six planks, resembling a solid wall. The planks shall be 4' to 5' in length, 3" to 4" wide, and up to 1" thick. The planks must be displaceable.

**Tire**

The Solid Tire Jump consists of a frame to hold a suspended “tire”. The tire must have an opening of 24” (plus or minus 1”) and be of 1 piece construction. The wall of the tire must be 4” thick. The tire must be wrapped for the safety of the dog. There must be at least two contrasting colors on the tire - at least one of the colors should be a dark color.

There should be four equally spaced 2” or wider bands of white tape (or contrasting color, EX: indoor facility with white walls) on the tire to for enhanced visibility. Note: lighter colored walls at an indoor show - a two-tone darker colored tire without the white bands may be more visible to the dogs. It is up to the discretion of the judge if the white bands are needed.

The frame should be made from PVC, steel/aluminum or wood, with a wide base so that it will not topple onto a dog. If aluminum, the tire frame base must be heavy enough not to allow the tire to topple over if a dog hits the tire itself.

The tire must be suspended from the frame either at the four corners, two at the top and two at the bottom; or top / bottom (bottom optional) / both sides.

The frame top and sides should be square to the tire. There should be at least 8” clearance between the tire and the frame. The frame must be tall enough to accommodate all jump heights, with the tire resting on the ground for the 4” jump height. The jump height is measured from the inside bottom of the tire to the ground.

If bungee cords are used to suspend the tire, covering the hook ends is strongly recommended for safety. A short piece of garden hose can be quickly slipped up and down. Bungee cord hooks can be replaced by a closed eyehook, with an opposite clip end. Make sure to use a virtually unbreakable “thread” to sew the bungee to the eyehook.

**Safety Tire – allowed for trials effective January 1, 2009**

The Magnetic Safety tire is allowed for use in CPE trials. **Note: the only design now accepted for new purchases is through MAX 200. If another company is approved, it will be added to the online rulebook.**

**No bungees are allowed with the safety tire – side straps must be used; a chain or cable will be used from the top of tire to the frame which must also allow the setting of correct jump heights.**

Any other design must be approved by CPE prior to trial use. White duct tape should be applied to the 4 “corners” of the tire (also see above).

Note: Previously approved “flat sided” safety tires can be used if already owned by a host club.

**Broad Jump**

The Broad Jump consists of 1 - 5 planks, 6” - 8” in width, 4’ - 5’ in length. Each board’s height is graduated and can be slanted. If slanted, the next board should be 1/2” taller than the previous. Each board should have the front edge measuring 1/2” lower than the back.

The Broad Jump may be used as a one direction (upward slant) or two-direction jump (graduated up and down – “Hogback”).

The Broad Jump must be made easily visible to the dog - freestanding, corner marker flags are recommended. Flags should be at least 1” in width, and 36” in height. See the following for jump widths:

Jump Height	Jump Width	Number of Boards		Maximum Height
		8”	6”	
4”	8”	1	1	6”
8”	16”	2	2	6”
12”	24”	3	4	6”
16”	32”	3	4	6”
20”	40”	4	5	8”
24”	48”	4	5	8”

**Double Jump**

The Double Jump is ascending. The Double Jump consists of two sets of parallel bars (4’-5’ allowed, 5’ length recommended bars), the two highest bars being set at ascending order for the jump height (see table below). The bars must be spaced one half of the jump height, center to center (see table below). A second set of bars should form an “X” under the highest height bar. For the 4” height, the “X” will be one bar that rests on the ground as a mini “broad” jump.

If a second double is needed but not available, the two highest bar measurements on the triple can be used as an ascending double.

Jump Height	First Bar	Second Bar	Bar Spacing
4”	Ground	4”	2”
8”	4”	8”	4”
12”	8”	12”	6”
16”	12”	16”	8”
20”	16”	20”	10”
24”	20”	24”	12”

**Triple Spread Jump**

The Triple Spread Jump consists of three ascending bars (5’ length bars).

Jump Height	Bar Heights			Bar Spacing
4”	Ground	Ground	4”	2”
8”	4”	6”	8”	4”
12”	6”	9”	12”	6”
16”	8”	12”	16”	8”
20”	10”	15”	20”	10”
24”	12”	18”	24”	12”

## **CODE OF CONDUCT AND DISCIPLINARY ACTION - See the CPE rules webpage for any updates throughout the year**

The Host Club Committee ("Committee") holding a CPE trial, and the Judge(s) of record, has full authority within CPE rules and the Host Club rules set within the premium, at the site for the duration of that trial. Duration of a trial begins when the first club member arrives for set up, and the last club member leaves the show grounds on the last day of the event.

The Committee must hold a meeting in the case of any dog on dog, dog on person, person abusing a dog or person vs. person reported incident. Parties involved in an incident who will attend the meeting may include any of the following: judge, host club committee (must be chairperson, secretary and two committee people), victim if person, dog's owner(s) and witnesses. Statements must be obtained from any of the involved persons and any witnesses.

The Committee has the responsibility of asking the victim(s) if they wish to file a report (a report **must** be filed for a dog on person attack – regardless if blood is drawn, or dog on dog attack that drew blood). The Committee may need to make the victim(s) aware of the seriousness of the incident, to help them decide if it is the best interests of the parties involved, the Host Club, the sport of agility and CPE, to file the report. If the victim(s) decline to file a report, and the Committee feels the incident is serious enough, the Committee may choose to file the report themselves, with statements from the other parties involved, and submit the findings to CPE, including a recommendation from the outcome of the meeting.

Host Club Committee meetings must happen the day of the incident, unless the injury is severe enough to warrant immediate veterinary or doctor's care, then it must be sometime during the trial.

If in the rare event, a full meeting is not possible during the show, all parties involved must produce a statement at the trial regarding the incident, and the host club meeting report will identify who was not in attendance and the reason why.

**When a judge excuses a team from a run:** the judge will discuss the situation with the handler at that time. If severe enough, the Judge will excuse the handler from the show. If excused from the show, the Committee must call a meeting, which will include a written report to CPE – the judge must attend the meeting. Statements from all involved parties will be sent to CPE, including a recommendation from the outcome of the meeting.

The Host Club has the right to ask any person, whether they are entered in the trial or not, to leave the show grounds, without any expectation of refund of any fees connected to the trial. This can be any just cause where the handler and/or dog is behaving in a manner that is against Host Club or CPE rules, or other reasons that can cause a safety hazard.

The following list is a guideline and may not be all inclusive:

- Abuse towards another person or dog and/or unsportsmanlike conduct
- Acting in a manner that could endanger another person or dog including not having control of their dog(s)
- Their dog(s) acting in a manner that could endanger another person or dog
- Acting in a manner that could cause the loss of an event site or hotel
- Not following CPE rules or event rules set forth in the premium

During the Host Club Committee Meeting:

The host club must prove the following:

- The incident happened per the facts gathered
- The incident happened sometime during the duration of the event, within the show grounds

If these items cannot be proven, the report shall reflect the discussion of the meeting and be sent to CPE with all statements from the involved parties. If CPE can determine these items can be proven with additional information, CPE reserves the right to reopen the incident case for disciplinary action.

If these items have been proven, the report shall reflect the discussion of the meeting and be sent to CPE. The Host Club Committee will include a recommendation of sanctions (including length of suspension), however, CPE may or may not follow the recommendation and/or length of sanctions.

### **Dog on Person Attack – a report must be filed**

If a dog has made contact with a person that has or has not drawn blood, that dog is immediately marked as E (Excused) from the trial. The dog is removed from the ring/spectator area and must be secured until the handler can leave the site after the host club committee meeting has been concluded.

The victim(s) must file a report with CPE, no choice is offered. When state law requires a dog bite to be reported to local authorities, the victim and dog owner must do so and follow up with those local authorities.

### **When a person/dog/team has been excused from the trial**

All runs the dog is entered in for that trial, including those already run in are marked as E (Excused) with any qualifying runs being forfeited. If a person is excused - all runs for all dogs entered are covered by the above sentence.

### **Determination is made from the host club report, victim, owner and witness statements.**

The Host Club Committee must notify the handler that the dog may not enter nor attend another CPE trial until a final determination is made by CPE from the statements and host club meeting report. The Host Club must email a short version of the incident to CPE immediately following the last day of the trial including names, dog(s) and CPE id numbers. CPE will schedule a review meeting usually within 3 months, for determination upon receipt of the reports from the host club by mail. A final determination may be delayed, if clarification or further statements are required.

If it is determined that the attack was not due to aggression, the dog and/or handler will receive a minimum suspension of 3 months for a first offense.

If it is determined that the attack was unprovoked, due to aggression or dog on person - the dog and/or handler will receive a minimum suspension of 6 months up to a full ban from CPE for a first offense.

In either instance, if the same dog and/or handler has a second offense of any kind, the dog and/or handler could be banned for life from entering or attending CPE trials. Other sanctions can also be applied on a case by case basis, including owner sanctions in the case of a dog incident and related fees.

During the suspension period, the suspended dog and/or handler cannot enter nor be on the grounds of a CPE trial. At the end of the suspension period, the member must email CPE for a reinstatement form.

Any decision made by CPE regarding sanctions, the reinstatement form or a lifetime ban is final.