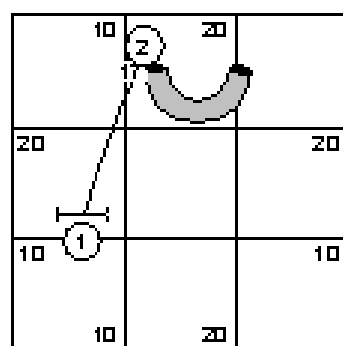


CPE Course Design Guidelines

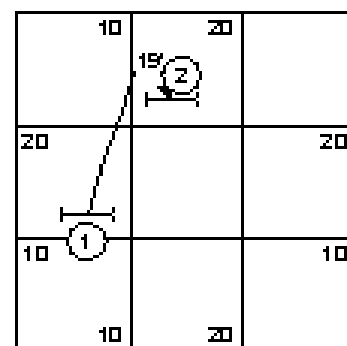
Effective February 1, 2018

1. There shall be a balance between course segments requiring control and segments that encourage speed.
2. The distance between obstacles must be 16'-21' unless otherwise specified (18'-21' between obstacles is preferred, **no more than 2 times per course at 16'-18'**), 18'-24' for spread jumps – at least 20' is preferred.
 - **No distance may be less than 16'**, including landings/exits after obstacles, *off courses*, including start/finish lines.
 - Except for spread jumps, **no distance may be more than 21'** without an explanation, it may or may not be approved. If approved, no more than once on a course is allowed.
3. All courses shall encourage the handler to work the dog on both sides of the handler. There should be a safe handler path on both sides of each obstacle.
4. The finish should be set so as not to interfere with the next dog to run. There should be at least 20'-40' between the start and finish areas whenever possible. Avoid possible off courses to the first obstacle when the next dog would be setting up.
5. Courses should be designed that are easily judged without excessive movement from the judge and without interfering with the dog or handler's logical path.
6. **Course designs should be such that they are easily adjusted to the next course in the ring with a minimum of obstacle movement, however, course design guidelines must be adhered to which will require some obstacles being moved.**
7. In Standard, Colors, Wildcard and Jumpers: for each course change by level(s), the course pattern must change. This should be accomplished by changing only a few obstacles, renumbering part or the entire course. Ideally, a course change between levels should be accomplished in 5-10 minutes.
8. When the course direction is open tunnel to an a-frame and the tunnel is under the a-frame, where the sequence creates a dog's path with a 180-degree turn is allowed. Requirement: Judge's briefing **MUST** include cautionary statement of safety to the effect that the team will be faulted if an unsafe execution on the upside of the a-frame is performed.
9. If an open tunnel is under the a-frame or dog walk, at least one open end must extend no farther than 2 feet perpendicular to the contact side. If both ends of the tunnel are perpendicular to the contact, the other end must not extend so far as to present an unsafe handler path.
10. No course can begin on the weaves, contact or a spread jump. No faultable course can end on the weaves or a contact, and preferably not ending on a spread jump. **In Jackpot or FullHouse – if there is only one obstacle for the start (no choice for start obstacle), it cannot be the combo jump.**
11. Levels 1 & 2 must run the same course for all games. It is allowed in the games that Levels 3/4/5/C (exception: Traditional Jackpot) may be the same course with appropriate SCT differences or in the point games the challenge is the difference in points required between levels.
12. No mandatory back-to-back same obstacles are allowed.
13. No mandatory entering of tunnels from backside is allowed – see example on the bottom of this page.
14. No mandatory jumping the backside of a jump is allowed – see example on the bottom of this page.

NOTE: Any deviations from course design guidelines for any class MUST be approved prior to submitting the course(s). The deviation may or may not be approved.



Backside Tunnel



Backside Jump

Standard

Obstacle Requirements Note: see design option for contacts exception	Minimum obstacles	Maximum obstacles	Minimum obstacle performances	Maximum obstacle performances
Dog Walk	1	1	1	1
A-Frame	1	1	1	1
Teeter Totter (not in Level 1)	1	1	1	1
Tunnels (Open - total)	1	4	2	4
Broad, Double	1	2	1	2
Weave Poles – Level 2 (not in Level 1)	6	6	6	6
Weave Poles – Levels 3	6	12	6	12
Weave Poles – Levels 4 / 5 / C	12	12	12	18
Bar Jumps (winged / wingless)	3	12	5	12
Panel Jump	0	1	0	2

When combining levels 2 & 3: can only be combined for up to 50% of the total number of standards for that trial.

If all three contact obstacles are available, the Standard Class Design Option may only be utilized for one day's Standard classes for consecutive day trials. Small indoor and/or obstructed ring sites may be granted an exemption, but that exemption must be requested for each trial.

A standard course may be designed with only 2 contacts, with an acceptable replacement obstacle when the judge is using the design option. This can exceed maximum obstacles listed above for one of the following: a contact or 6 weaves.

Standard Design Options:

- **Level 1:** The Level 1 course may be designed with only one (1) contact (A-frame or Dog Walk). In lieu of the absent contact, there **MUST** be a second performance of the present contact or the Ascending Double Jump on the course. If two Ascending Double Jump performances are used, they should not follow the same pattern. The club does not need to have two double jumps - the triple can be set as the second double.
- **Level 2:** The Level 2 course may be designed with only two (2) contact obstacles. In lieu of the absent contact, there **MUST** be a second performance of one of the other two contacts.
- **Level 3:** The level 3 course may be designed with only two (2) contact obstacles. In lieu of the absent contact, there **MUST** be a second performance of one of the other two contacts, **OR** an additional 6 weaves (one set of 6 poles performed twice **OR** two sets of 6 poles performed once each; 12 poles total).

NOTE: When combining Levels 2 & 3 in Standard, the only design option allowed is when there are 3 contact performances. The substitution of weaves for a contact is not allowed in this instance.

- **Level 4 / 5 / C:** The Level 45C course may be designed with only two (2) contact obstacles. In lieu of the absent contact, there **MUST** be a second performance of one of the other two contacts, **OR** additional weaves, with the total weaves performed 18 poles. The number of weaves in each section must meet the equipment available and normal guidelines of not less than 6 poles per section, and not more than 12 poles per section.

Standard Class Checklist – Level 1

The purpose of the class is to test the dog's ability to safely perform obstacles, at a moderate rate of speed.

	The course includes 12-16 numbered obstacles (Not allowed: weave poles, teeter-totter)
	The course includes 1-2 challenges
	Change of handling sides flow smoothly and logically for this level. At least one change is required.
	There are no more than 45 degree approaches for the following obstacles: a-frame, dog walk, broad and double jump
	Obstacle discriminations are no less than 8' apart; except for a tunnel next to or under a contact is 3', however – this sequence is not recommended for this level.

Standard Class Checklist – Level 2

The purpose of the class is to test the dog's ability to safely perform obstacles, at a moderate rate of speed with some directional control.

	The course includes 14-18 numbered obstacles
	The course includes 1-2 challenges
	Change of handling sides flow smoothly and logically for this level. At least two changes are required.
	There are no more than 60 degree approaches for the a-frame
	There are no more than 90 degree approaches for the dog walk, teeter-totter, broad and double jump
	Obstacle discriminations are no less than 8' apart; except for a tunnel next to or under a contact is 3', however – this sequence is not recommended for this level.

Standard Class Checklist – Level 3

The purpose of the class is to test the dog's ability to safely perform obstacles, at a moderately faster rate of speed than Level 2, with some directional and distance control.

	The course includes 14-18 numbered obstacles
	The course includes 2-4 challenges
	Change of handling sides flow smoothly and logically for this level. At least 2-4 changes are required. At least one change should be when the dog is visible to the handler.
	There is no more than a 90 degree approach for the a-frame
	There are no more than 135 degree approaches for the following obstacles: dog walk, teeter-totter, broad, double and triple jump
	Obstacle discriminations are no less than 5' apart; except for a tunnel next to or under a contact is 3'.
	Segments should be included that encourage distance handling

Standard Class Checklist – Levels 4 / 5 / C

The purpose of the class is to test the dog's ability to safely perform obstacles at a faster rate of speed than Level 3, with more directional and distance control.

	The course includes 16-20 numbered obstacles
	The course includes 3-5 challenges
	Change of handling sides flow smoothly and logically for this level. At least 2-4 changes are required. At least one change should be when the dog is visible to the handler.
	There is no more than a 135 degree approach for the a-frame. If 135 degrees, a minimum approach of 18' is required.
	There are no more than 180 degree approaches for the following obstacles: dog walk, teeter-totter, broad and double jumps.
	Obstacle discriminations are no less than 3' apart; except for a tunnel next to or under a contact.
	Segments are included that encourage distance handling

COLORS

Exhibitors do not 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 or tunnel (same obstacle starts both courses)
- Both courses begin on the same obstacle, but the courses must separate by the third obstacle
- If the dog chooses the course not intended by the handler to be performed, the handler can choose to change to the other course, however, the run will then result in an NQ.

The following must be on each mini-course:

Obstacle Requirements	Minimum obstacles	Maximum obstacles	Minimum obstacle performances	Maximum obstacle performances
Dog Walk - or - A-Frame - or - Teeter Totter (see teeter note below)	0	1	0	1
Tunnels (Open - total)	1	3	1	3
Broad, Double, Triple Jump (see triple note below)	0	2	0	2
Weave Poles – Levels 345C (no weaves in levels 1 & 2)	6	6	6	6
Bar Jumps (winged / wingless)	3	9	3	9
Panel Jump	0	1	0	2
***In addition to the above – choose one of the following for each mini-course: Dog Walk, A-Frame, Teeter Totter, Broad Jump, Double Jump, Triple Jump, Panel Jump	1	1	1	1

Note: levels 1 & 2: teeter or triple if used, can only be on one of the two courses. If there are two rounds of colors in one day and the courses do not change, neither course can have teeter or triple. Levels 345C - triple if used, can only be on one of the two courses. If there are two rounds of colors in one day and the courses do not change, neither course can have the triple.

All levels must follow the items below:

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). NOTE: Try to keep at least 20' between the start and finish obstacles.
There are 8 – 12 numbered obstacles on each of the two courses (may be different number of obstacles for each course, but must be within 2 digits of each other) – 10 - 12 obstacles preferred. <i>Colors is two individual courses that will interact 4-5 times including the start and finish obstacle. This interaction may be the same obstacle from the same direction and same approach but this type of interaction cannot be used more than three obstacles in a row.</i>
Each course is relatively equal in difficulty for each level
Each course is approximately the same length, however, the SCT is determined by the longer course

Colors Class Checklist - Levels 1 / 2

Each course includes 1-2 challenges
Change of handling sides flow smoothly and logically for this level. At least one change is required.
There are no 180 degree turns to a contact (Exception: tunnel next to a-frame or dog walk contact, from under the contact obstacle, however – this sequence is not recommended for this level.)
There are no more than 45 degree approaches for the following obstacles: a-frame, dog walk, teeter, broad, triple and double jump
Obstacle discriminations are no less than 8' apart; except for a tunnel next to or under a contact is 3', however – this sequence is not recommended for this level.

Colors Class Checklist - Levels 3 / 4 / 5 / C

Each course includes 2-4 challenges
Change of handling sides flow smoothly and logically for this level. At least one change is required. If there is more than one change, one should be when the dog is visible to the handler.
There is no more than a 90 degree approach for the a-frame
There are no more than 135 degree approaches for the following obstacles: dog walk, teeter-totter, broad, double and triple jump
Obstacle discriminations are no less than 5' apart; except for a tunnel next to or under a contact is 3'.
Segments should be included that encourage distance handling

Wildcard

Obstacle Requirements	Minimum obstacles	Maximum obstacles with wildcards	Minimum obstacle performances	Maximum obstacle performances with wildcards
Dog Walk	0	1	0	1
A-Frame	0	1	0	1
Teeter Totter	0	1	0	1
Tunnels (Open - total)	1	3	1	4
Broad, Double, Triple Jumps 2 Double Jumps may be used Triple jump may only be used for one wildcard (2 point obstacle)	1	2	0	2
Panel Jump	0	1	0	2
Weave Poles – Levels 1 & 2	0	6	0	6
Weave Poles – Levels 3 / 4 / 5 / C *	6	18	6	18
Bar Jumps (winged / wingless)	3	12	5	12

***Note - weaves for Levels 3/4/5/C must be one of the following:**

- At least 6 weaves or more as one regular course obstacle
- At least 6 weaves or more as one regular course obstacle and 6 weaves as a wildcard
- If only using weaves as wildcards, two sets of 6 weaves in two of the wildcards must be used

Numbering the course for exhibitor copies: Number the course as usual. Use **square obstacle labels at each 2 point (B) wildcard as follows (using obstacle #3 as the example):**

3a – would be 1 point wildcard / 3b – would be 2 point wildcard

3b1 and 3b2 would be if a combo is within the wildcard

Make sure to put the numbers and text boxes from the side the obstacle will be performed from

All levels must follow the items below:

The course includes 10-12 numbered obstacles; **a wildcard cannot be the start obstacle.**

The appropriate wildcard obstacles are used for each level

1 point: bar jumps, open tunnel, broad, panel 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. See 2 point list below for acceptable obstacle combos.

2 point: any contact, double or triple jump, open tunnel, weave poles

- **Allowed combinations of two 1 point obstacles for a 2 point wildcard: bar jumps, panel jump, open tunnels. Allowable combos: 2 bar jumps / bar jump and open tunnel / bar jump and panel jump / panel jump and open tunnel.**

Triple, Weaves and Teeter in level 1 & 2: can only choose one, and it must be a two point wildcard

Wildcard Class Checklist - Levels 1 / 2

	The course includes 1-2 challenges
	Change of handling sides flow smoothly and logically for this level
	There are no 180 degree turns to a contact (Exception: tunnel next to a-frame or dog walk contact, from under the contact obstacle, however – this sequence is not recommended for this level.)
	There are no more than 45 degree approaches for the following obstacles: a-frame, dog walk, teeter, broad, triple and double jump
	Obstacle discriminations are no less than 8' apart (Exception: tunnel next to a-frame or dog walk contact, from under the contact obstacle - 3', however, this sequence is not recommended for this level). Discrimination exception: wildcard paired obstacles are to be placed 5' apart for all levels.

Wildcard Class Checklist - Levels 3 / 4 / 5 / C

	The course includes 2-4 challenges
	Change of handling sides flow smoothly and logically for this level. At least one change is required. If there is more than one change, one change should be when the dog is visible to the handler.
	There is no more than a 90 degree approach for the a-frame
	There are no more than 135 degree approaches for the following obstacles: dog walk, teeter-totter, broad, double and triple jump
	Obstacle discriminations are no less than 5' apart. (Exception: tunnel next to a-frame or dog walk contact, from under the contact obstacle – 3').
	Segments should be included that encourage distance handling

Snooker

- Only one contact is allowed if any contacts on the course
- A contact is not allowed to be part of a combo
- Up to two combos are allowed if there are no contacts on the course
- If two combos are used, neither shall be more than 2 obstacles
- There may be one combo and one contact on the course
- No more than two reds can also be a color
- A red cannot be more than one obstacle within a combo

Obstacle Requirements	Minimum	Maximum	Weave Poles
Contacts	0	1	<ul style="list-style-type: none"> ➤ Weaves are required if levels 45C are split out ➤ Weaves are optional for level 345C grouping, IF replaced with a combo (maximum of two combos total on course still apply) ➤ If there are two or more snooker runs during the same trial, it is preferred that weaves are used on at least one course
Open Tunnels	1	N/A	
Double Jump	0	1	
Weave Poles – Levels 3/4/5/C	0	6	
Weave Poles – Levels 4/5/C ONLY	6	12	
Bar Jumps: Reds - wingless	4	4	
Course Bar Jumps (Winged/Wingless)	0	N/A	
Panel Jump (cannot be a red)	0	1	
Table - finish line - Required	1	1	

NO BROAD/TRIPLE JUMPS ALLOWED

Course design guidelines for distance, angles and discrimination apply, to the extent that they can be reasonably and safely applied to Snooker.

Snooker Class Checklist

4 "reds" are on the course with at least 2 within 10' feet of the start line
<i>The "reds" are displaceable winged 1 bar single bar jumps or wingless 2 bar single bar jumps</i>
Closing obstacle #2 cannot be a double jump
Closing obstacles #2 and #3 cannot be a contact, weaves or a combo
1 contact (no teeter in levels 1 or 2) OR in lieu of a contact, a combination obstacle: 2 or 3 obstacles Combination is recommended; but not required to have no contacts on the course
1 double (optional)
1 open tunnel
2 additional obstacles (no broad, or triple spread jumps)
The Table must be used as the 'finish line'. The table must be within 30' of the exit gate. Only one paw on table is required to stop the clock.
Levels 3 / 4 / 5 / C only: 0 to 6 weave poles (Note: up to 12 weaves are permissible if the course is only levels 4 / 5 / C)

Note: only one set of numbers 2-7 may be on the course. Exception: the combination of obstacles within one colored obstacle number for a combo.

Jackpot Obstacle Checklist

Obstacle Requirements	Maximum on course	Minimum Level 1 / 2	Minimum Level 3	Minimum Level 4 / 5 / C
Contacts	3	2	2	2
Open Tunnel	4	2	2	2
Weaves Levels 1 & 2 – maximum of 12 weaves	18	1 set of 6 weaves (cannot have a set of 12)	1 set of 6 weaves OR 1 set of 12 weaves	2 sets of 6 weaves OR 1 set of 12 weaves
Jumps – Bar only	15	6	6	6
Panel Jump	1	0	0	0
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 jumps must be performed only in flow in either direction to earn points.**

Course design guidelines for distance, angles and discrimination apply within the gamble and in the "field", to the extent that they can be reasonably and safely applied.

All levels must follow the items below:

The course may not have a contact, weaves or spread jump placed so it is the first obstacle used from a start line
The total gamble points may not be changed. No team is able to accumulate more than 99 total points. Count your obstacle points, double it, add the possible gamble points – if it is more than 99 points, your design or briefing (multiple gambles, etc) must be changed.
Non-traditional gambles - Allowed points per gamble: ➤ 3 obstacles – minimum 15 points: if this point option is utilized, the table must be worth 5 points for all dogs regardless gamble(s) successfully performed. ➤ 4 obstacles – minimum 20 points ➤ Any gamble – maximum 25 points Note: No more than 3 gambles are allowed on a Non-Traditional Jackpot course. <i>In a Non-Traditional Jackpot: When using a gamble line or specifying types of obstacles to be performed as the gamble, Traditional design guidelines (including obstacles) are to be followed, with the table being the finish obstacle; may or may not be the last obstacle of the gamble, only ends game time.</i>
If a multiple obstacle gamble is allowed to be performed before the whistle, gamble points are not to be doubled after the whistle if the team chooses to perform it then.
The opening sequence obstacle placement is predominately smooth and flowing; allows for required point accumulation within time allowed.
The following may vary depending on gamble variations – the following standards are for a traditional gamble line. If submitting a gamble variation, an explanation must be on the course grid or attached. Gamble Line Restrictions: Levels 1 / 2: beginning at 0' up to 5', may graduate up to a maximum of 10' Level 3: beginning at 0' up to 10' may graduate up to a maximum of 15' Levels 4 / 5 / C: beginning at 0' up to 15' may graduate up to a maximum of 20'
Gamble obstacles: a traditional gamble will be comprised of only 4 obstacles including the finish obstacle. The Dog Walk, Broad, Double or Triple Spread Jumps cannot be used as gamble obstacles within a traditional gamble line. Level 1 / 2: bar jumps, open tunnels, panel jump, a-frame (gamble line must allow the handler to be within 5' of the a-frame) Level 3 / 4 / 5 / C: any of the above, plus teeter-totter, a-frame and weave poles (5-12) Stopping Time: Traditional gamble, the finish line is part of the gamble (may be table, bar jump 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. Non-Traditional Gamble: Table stops the time as the "finish line" obstacle.
The Traditional Gamble must consist of four obstacles; up to two dummy obstacles may be on the gamble course. The Dog Walk, Broad, Double or Triple Spread Jumps 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, Panel Jump or the Table.
 - ❖ 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).
 - May be used only for the last obstacle of a traditional gamble to stop the clock; it will have a point value.
 - 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.
 - ❖ 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.
 - ❖ If the last obstacle is an open tunnel - the timer stops the clock when the dog's nose exits the tunnel.
 - ❖ 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.

Traditional Gamble directional control: The gamble obstacle discrimination has appropriate distance and angles depending on obstacle and level

Levels 1 / 2: may have up to 1 to 2 mild directional changes

Level 3: may have up to 2 directional changes

Level 4 / 5 / C: may have up to 2 to 3 directional changes

Calling Points after the opening course time:

Traditional Jackpot – no points are to be called once the opening course time had been signified by the horn/buzzer until the dog properly begins the gamble.

Non-Traditional Jackpot – regardless of the type of gamble, points are to be called throughout the entire game time, opening and closing.

Jackpots Per Weekend

It is not mandatory that you do so, however, if the club asks for either a traditional or non-traditional Jackpot, please take it into consideration. The following rules must apply though for multiple Jackpots - the club cannot request all traditional or non-traditional Jackpots.	
One Jackpot	Judge's choice if traditional or non-traditional
Even number of Jackpots	half must be traditional, half must be non-traditional
Odd number of Jackpots over one	at least one traditional, at least one non-traditional, other can be Judge's choice Note: in the case of a 4 day trial, there could be as many as 5 Jackpots, at least 2 must be traditional, and 2 non-traditional - 5 th is Judge's choice

If Jackpot is held more than once per weekend, at least one traditional and one non-traditional must be designed.

If there is more than one judge, you would need to check with the other judge to determine who will do which type of Jackpot on a respective day.

If you consistently judge only one Jackpot per weekend, and most shows are in the same geographic area, it is suggested you alternate the type of Jackpot (traditional and non-traditional) that you design each time you judge.

FullHouse Obstacle Checklist

Obstacle Requirements	Minimum	Maximum
Bar Jumps (Winged/Wingless)	6	10
Panel Jump	1	1
Tunnels (Open - total)	3	3
A-frame, Dog Walk, Broad Jump, Double Jump	2	2
Teeter Totter, 6 Weaves, Triple Jump	1	1
Table	1	1

Note: no more than two contacts can be on the course

FullHouse Class Checklist

Course design guidelines for distance, angles and discrimination apply within the "field", to the extent that they can be reasonably and safely applied.

The course may not have a contact or spread jump placed so that it could logically be used as the first obstacle from the start line.

	Finish line is always the Table (table is live at all times once the timer says "go")
	6 – 10 bar jumps (worth 1 point each)
	3 open tunnels & 1 panel jump (worth 3 points each)
	<p>3 "jokers" (worth 5 points each) – choose two from List 1 and one from List 2 (for a no contact FullHouse course, two doubles can be used if no broad is available).</p> <ul style="list-style-type: none"> ❖ 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 1 or 2 below. <ul style="list-style-type: none"> ➤ List 1: Dog Walk, A-Frame, Broad Jump, Double Jump ➤ List 2: Teeter-Totter, Weaves, Triple Jump <p>Maximum Joker Notes: per design, if either of the below are used:</p> <ul style="list-style-type: none"> ❖ up to only two contacts are allowed ❖ up to only one jump combo joker is allowed

Jumpers Class Obstacle Checklist

Obstacle Requirements	Minimum obstacles	Maximum obstacles	Minimum obstacle performances	Maximum obstacle performances
Open Tunnels	1	3	2	4
Double Jump – all levels required	1	2	1	2
Broad Jump	0	1	0	1
Bar Jumps (winged / wingless)	4	12	6	N/A
Panel Jump	0	1	0	2

Jumpers courses may not begin, and prefer not to end with a spread jump.

Jumpers Class Checklist

Course design guidelines for distance apply.

All Levels - No more than 8-10 jumps may be in a sequence before an open tunnel is placed to break the jump sequence (no more than 8 is preferred). Jumps include the spreads.

Jumpers Class Checklist – Levels 1 & 2

12 to 16 total numbered obstacles on course
no more than 45 degree angle approach to the broad jump or double jump
obstacle discrimination – must be at least 8' feet apart
Change of handling sides flow smoothly and logically for this level. At least one change is required.

Jumpers Class Checklist – Level 3

14 to 18 total numbered obstacles on course
no more than 135 degree angle approach to the broad jump or double jump
obstacle discrimination – must be at least 5' feet apart
Change of handling sides flow smoothly and logically for this level. At least 2-4 changes are required. At least one change should be when the dog is visible to the handler.

Jumpers Class Checklist – Levels 4, 5, C

16 to 20 total numbered obstacles on course
no more than 180 degree angle approach to the broad jump or double jump
obstacle discrimination – must be at least 3' feet apart
Change of handling sides flow smoothly and logically for this level. At least 2-4 changes are required. At least one change should be when the dog is visible to the handler.