

CPE Course Design Guidelines

Effective January 1, 2022 for courses not already reviewed

1. There shall be a balance between course segments requiring control and segments that encourage speed.
2. The distance between obstacles must be 16'-26' unless otherwise specified (18'-24' between obstacles is preferred, *no more than 2 times per course at 16'-17'*), 20'-24' for spread jumps.
 - **No distance may be less than 16'**, including landings/exits after obstacles, *off courses*, including first and last obstacle.
 - **No distance may be more than 26'**
 - **Distances greater than 24' up to 26'**
 - Level 45C no more than 3x on a course
 - Level 3 no more than 2x on a course
 - Level 1 and 2 No more than 1x on a course
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, Snooker, Wildcard and Jumpers: for each course change by level(s), the course pattern must change. Simply removing weaves from 345C to change to 12 does NOT constitute pattern 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 or dogwalk and the tunnel is under the a-frame or dogwalk, 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 or dogwalk 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 36" 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.
14. No mandatory jumping the backside of a jump is allowed
15. Triple and Tire if used may only be on a numbered course with a straight approach and no more the 45-degree departure
16. **Remember one of the foundations of CPE is new, young, green dogs. When designing Level 1 & 2 courses keep this in mind, make sure these courses are not using everything you possibly can just because it is allowed per the guidelines. The idea is that they have a knowledge of the equipment and can perform it to standard, from there getting around the course is often the bigger challenge.**
17. **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.

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	3	1	4
Broad, Double, Wall, Tire , Triple	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

Level 3 when all 3 contacts are used can have 1 set of 6 weaves or one set of 12 weaves, it cannot have 2 sets of 6 weaves.

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.

**18 is only allowed as a design option when one contact is eliminated, may be three sets of 6 (maximum two sets of 6 on the course) or one set of 6 and one set of 12.*

Standard 45C must contain a continuous set of 12 weaves at least once in a trial.

See note 15 on page 1 for Triple and Tire usage on course.

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 90-degree approaches for the following obstacles: a-frame, Dogwalk and no more than 45-degree approaches to Double, Broad, Wall
	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 90-degree approaches for the a-frame, dog walk, teeter-totter, Double, Broad, Wall.
	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, Double, Broad, Wall
	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
	Level 3 when all 3 contacts are used can have 1 set of 6 weaves or one set of 12 weaves, it cannot have 2 sets of 6 weaves.

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, double, broad, wall. 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.
	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 **off-course fault**.
- If there are two Colors courses on 1 day, at minimum it must be a reversal of courses, it is recommended for a redesign, never allowed to be same course
- Triple and Tire usage must follow point 15 on page 1

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 Must be a contact on one course and Must not be a contact on the other course	0	1	0	1
Tunnels (Open - total)	1	2	1	2
Broad, Double, Triple Jump, Wall, Tire	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 the course without a contact: Broad, Double, Triple, Panel, Wall or Tire	1	1	1	1

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 90-degree approaches for the following obstacles: a-frame, dog walk, teeter, and no more than 45 degrees to the broad, wall 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 wall
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	2	1	3
Broad, Double, Wall, Tire 2 Double Jumps may be used	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
- Wildcards are to be 5' apart in most cases (exceptions are possible, please confirm with your reviewer) show as 6' on design map
- Tire usage must follow point 15 on page 1, Triple is no longer an obstacle of choice in Wildcard due to required angle of approach

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, Tire 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, broad, double, open tunnel, weave poles, Wall jump

- 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.

Weaves and Teeter in level 1 & 2: can only have one or the other.

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 90-degree approaches for the following obstacles: a-frame, dog walk, teeter, and no more than 45 degrees to the, broad, wall 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 6' 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 wall 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"> ➤ Min 6 Weaves are required if levels 45C are split out ➤ Weaves are optional for level 345C grouping ➤ If weaves are in they can only be after 3, can be a set of 12 or 2 sets of 6 ➤ 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	0	3	
Double Jump, Wall Jump	0	1	
Weave Poles – Levels 3/4/5/C ONLY	0	12	
Bar Jumps: Reds – winged preferred.	4	4	
Course Bar Jumps (Winged/Wingless)	0	N/A	
Panel Jump (cannot be a red)	0	1	
Table or Finish Jump - Required	1	1	

NO BROAD/TRIPLE/TYRE 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 single bar jumps preferred but may be wingless</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)
	3 additional obstacles (no broad, or triple spread jumps)
	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). 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. If a bar jump is used as the finish obstacle electronic timers may be used.

If a finish Jump is used in place of the Table, it is strictly to stop time. It will act the same as the table, live following the successful/unsuccessful 3rd color. The jump only stops time and is not a faulted obstacle (this means it cannot be used as a Number or a Red obstacle) so knocking the bar means nothing. As a table is technically multi directional the finish jump will always be bidirectional.

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	1 set of 6 weaves OR 1 set of 12 weaves
Jumps – Bar only	15	6	6	6
Panel Jump	1	0	0	0
Double, Broad, Wall	3	1	1	1
Total Obstacles on course	24	14	14	14

*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.

If your Non-Traditional Gamble is allowed at any time (opening or closing) you must use the Table to finish

Non-traditional gambles - Allowed points per gamble:

- 3 obstacles – minimum 15 points: if this point option is utilized, the Finish table/jump/tunnel must be worth 5 points for all dogs regardless gamble(s) successfully performed. A finish Jump/Tunnel worth points would need to be successfully completed in order to earn the points; A finish Table will require 1 paw to earn the points.
- 4 obstacles – minimum 20 points
- Any gamble – maximum 25 points

Note: No more than 3 gambles are allowed on a Non-Traditional Jackpot course.

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 allowed) are to be followed, with a table/jump/tunnel/panel being the finish obstacle this may or may not be the last obstacle of the gamble, only ends game time.

If a multiple obstacle gamble can 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', One obstacle must be Min 5'

Level 3: beginning at 0' up to 10' may graduate up to a maximum of 15', One obstacle must be Min 10'

Levels 4 / 5 / C: beginning at 0' up to 15' may graduate up to a maximum of 20' One obstacle must be Min 15'

Gamble obstacles: a traditional gamble will be comprised of only 4 obstacles including the finish obstacle. The Dog Walk cannot be used as a gamble 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 (6-12), Double, Broad, Wall, 2 Jump combination that would be a 5 point obstacle in the opening

- **Use appropriate Level angles of approach shown in Standard as your guideline in the gamble for these obstacles**

Stopping Time: Traditional gamble, the finish line is part of the gamble (may be table, bar jump or open tunnel).

The Traditional Gamble must consist of four obstacles; up to two dummy obstacles may be on the gamble course.

<p>➤ The last obstacle of a traditional or Non-Traditional gamble MUST either be a Bar Jump, Open Tunnel, Panel Jump or the Table. 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.</p> <ul style="list-style-type: none"> ❖ 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"> • 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. ❖ 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. <p>➤ In a Non-traditional Jackpot the last obstacle may or may not have a point value. A finish Jump/Tunnel worth points would need to be successfully completed in order to earn the points, A finish Table will require 1 paw to earn the points.</p>	
<p>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</p>	
<p>Calling Points after the opening course time: <i>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.</i> Non-Traditional Jackpot – regardless of the type of gamble, points are to be called throughout the entire game time, opening and closing.</p>	

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, Wall 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, Wall Jump <p>Maximum Joker Notes:</p> <ul style="list-style-type: none"> per design, if either of the below are used: <ul style="list-style-type: none"> ❖ up to only two contacts are allowed ❖ up to only one jump combo joker is allowed ➤ If there are Multiple FullHouse classes on a weekend, please attempt to vary your Joker choices.

Jumpers Class Obstacle Checklist

Obstacle Requirements	Minimum obstacles	Maximum obstacles	Minimum obstacle performances	Maximum obstacle performances
Open Tunnels	1	3	1	3
Double, Broad, or Wall	1	2	1	2
Bar Jumps (winged / wingless)	4	12	6	N/A
Panel, Triple, Tire	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 10 jumps may be in a sequence before an open tunnel is placed to break the jump sequence. 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, wall 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 20 total numbered obstacles on course
	no more than 135-degree angle approach to the broad jump, wall 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 135-degree angle approach to the broad, wall 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.



15' Sand Bags Example

Tunnels –

- S shaped tunnel is not allowed.
- Tunnels less than 15' in length may not exceed a 60-degree bend
- 15' Tunnels may not exceed a 150-degree bend
- 15' Tunnel must use a minimum of 4 sets of tunnel bags evenly spaced the length of tunnel
- 20' Tunnels may not exceed a 180-degree bend
- 20' Tunnel must use a minimum of 6 sets of tunnel bags evenly spaced the length of tunnel
- See examples below

Tunnel Bags

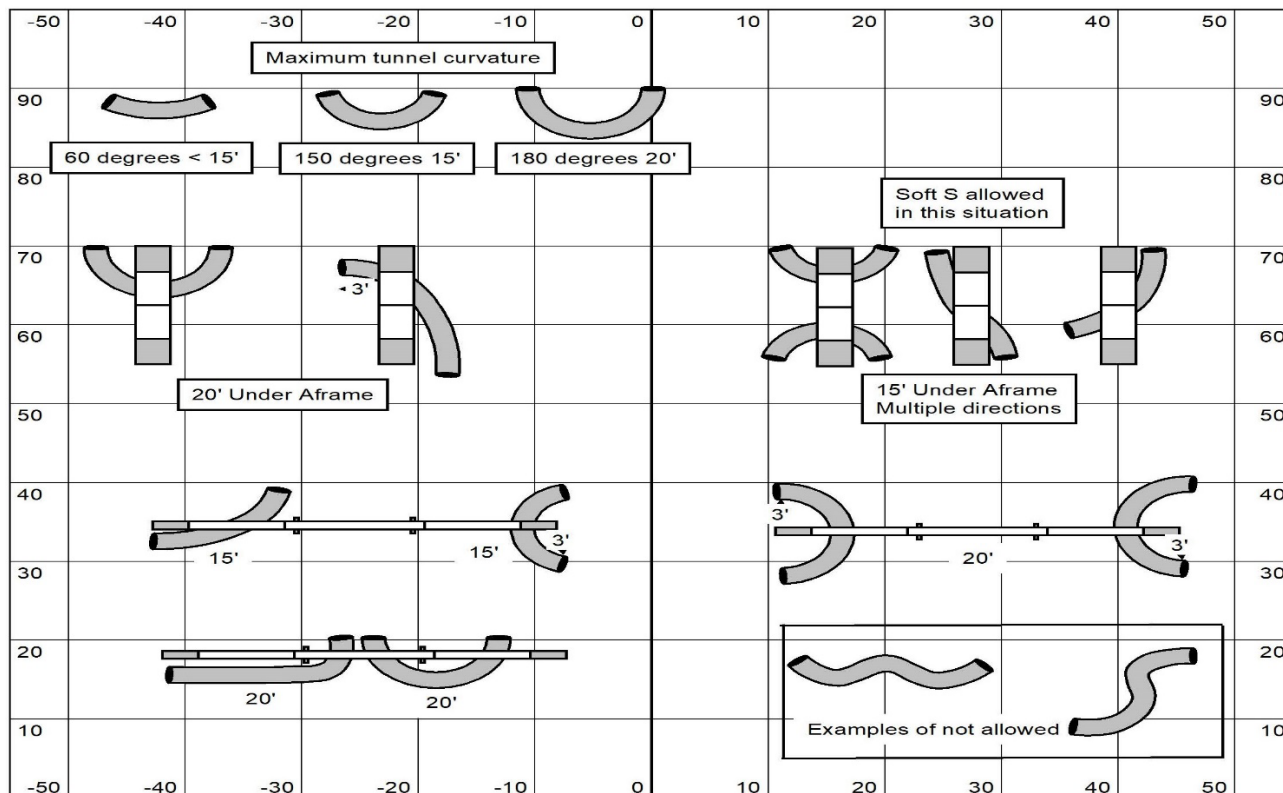
Recommended weight material

- 1- Water bags
- 2- Bags filled with pea gravel or similar material e.g. Fish tank gravel
- 3- Sand

Recommended -

- 25-30 pounds per bag (can be higher weight, should not be lower than 23 pounds)
- Minimum see minimum number of bags required, shown above in relation to tunnel lengths

When designing courses, it is important that you consider not only approach but also speed of approach to tunnels for the safety of the dogs.



1. Clubs can continue as they currently are with Gate chutes we have had for several years.

2. Clubs can use a similar design to what we are using at Nationals. If the club alternates in and out gates, keep the outer gate open on the box being used as the In. See picture below with the title "Leash Boxes"
 3. Clubs can have gates at the ring end of the chute only so you open a gate to enter and you open a gate to leave with a chute space before the entrance gate and a chute space after the exit space. See picture below with the title "Gates ring side."
 4. Any gates must allow for easy opening and closing, accordion style ring gating is not to be used as a gate for option 2 and 3, it must be a hinged gate.
 5. Be aware no matter which design is used, rings must be ADA accessible.
- Judges will continue to make a No Time call if they feel the dog currently being Judged has stopped working even with closed gates.
- No matter which design a club uses the next dog MUST be allowed to be in the ring at the point on the course where the Judge ask for them to be in the ring, while the previous dog is finishing its course.

