



## **Canine Performance Events**

**Effective January 1, 2022**

Unless otherwise noted within the rulebook  
Rulebook posted online – January 6, 2022

**Agility**

**Canine Scent Sport (CSS)**

**SpeedWay**

**All changes for Agility, CSS and SpeedWay for 2022  
are within this rulebook.**

## CPE

See the contact us page on the website  
for mailing and email addresses

[www.k9cpe.com](http://www.k9cpe.com)

All forms are available on the  
Forms page on the CPE website

## Dedications

To the dogs:  
with whom we have  
so much fun and joy in our lives!

To the ultimate heroes of agility:  
club workers and volunteers,  
thanks to them, we get another place to play with our dogs!

Thanks to the members,  
host clubs and judges who have sent  
in comments and suggestions!

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permission from Canine Performance Events, Inc. (CPE)

Any revisions during the year will be posted to the online rulebook.

**All exhibitors have permission to use the CPE title acronyms with their dog's name.  
Ribbon companies: contact CPE for permission to use the CPE logo.**

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When a rule change goes into effect, this rulebook will be updated and  
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## 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.

Canine Performance Events, Inc. will be referred to throughout this rulebook as CPE.

## 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 any show site.

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

The owner / handler is responsible to have complete control over their dog(s) while attending a 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 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 visible device can be used by the handler that can video or time the dog's run while in the ring. No device can be used on the handler or within a pocket that can notify the handler of the SCT for any class during a run.

No exhibitor, spectator, or their children and/or dog may be in a 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.

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.

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

## EVENT ENTRY AGE REQUIRMENTS

*Regardless of age or entered event, the owner / handler is responsible to have complete control over their dog(s) while attending any CPE event.*

- Agility – any dog 15 months or older the day of the trial or later.
- Canine Sport Scent – any dog 6 months or older the day of the trial or later.
- SpeedWay – any dog 12 months or older the day of the trial or later.

## CPE RIGHTS FOR MEMBERSHIPS

In addition to the powers possessed by each Host Club, CPE reserves the right to reject any membership application, to suspend or revoke the membership of any member, and to not renew a membership renewal application, if, in its sole judgment and discretion, CPE determines it is in the best interest of CPE and its members. In the event of a revocation, the renewal fee paid to CPE by the revoked member during the calendar of the revocation will be refunded, if it had been paid. However, no suspended or revoked member shall be entitled to any refund for fees paid for entry into a CPE sanctioned event.

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

- Dogs may be registered for a CPE ID number at any time.
- All dogs entered in a CPE trial must be registered with CPE prior to sending an entry for that trial. If the trial has Day of Show (DOS) entries, a printout (or showing the current page on an electronic device) from the member's member services page, with the assigned CPE ID number must be presented at the trial.
- Purebreds and mixed-breeds are equally eligible for entry. Wolves, wolf-hybrids, coyotes or coyote-hybrids, foxes or fox-hybrids are not allowed to show in CPE.
- See Member Services on the CPE website to obtain a new membership or add a new dog, renew, change names or dog's information, address, phone, or email changes and transfers.
- **Effective for all trials beginning January 1, 2023**, any handler who is running a dog in CPE events **MUST** have a CPE Member ID Number regardless if that person has a dog registered with CPE. Any individual who signs the entry form shall provide a member number on the entry form. The only exception: minors under 18 years old on the day of the trial may show a dog that is owned and registered to a CPE member. The registered member shall sign the entry form for the dog.

**CPE Membership Information – see Member Services to register online: <https://www.k9cpe.com/memberservices>**

**NOTE: A new member is a member that has never obtained a CPE number.**

**If you have previously registered with CPE, go to Member Services, sign into your page to add 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, different suffix. Example: 01283-01, 01283-02.
- Online membership/added dog requests received by Wednesday noon ET each week are processed by end of the next business day, 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 closures.
- An email will be sent with information about the member services page and welcome letter.
- Hard copy rulebooks are no longer sent. See the CPE website Rules page for a printable version of the current rules.
- The initial membership fee for a new member includes one year of dues when a member joins. New membership dues will expire per the dues paid through date on a member's member services page. Note: renewal is not required to show in CPE once you have a membership listed, renewal dues are required to view a dog's records and all pages beyond the member's page on Member Services.
- Once a membership request is processed (new, added dog, renewal, transfer form, etc.), no refund would be forthcoming.
- Any overpayment of \$10 or less will be considered a donation and added to what CPE donates to dog related charities that year.

**Member names** (maximum of two member names can be listed for one membership ID number)

- If both names are the same last name, both names will be listed on paperwork, labels and trial paperwork.
- If both names are different last names, both names will be listed on paperwork. **Only** 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.
- A Jr Handler must have a parent/guardian listed as a member on their membership – the Jr Handler can be the primary member if the membership includes one or more dogs. The titles can be printed in only the Jr Handler's name.

**Dog information (new membership or adding a dog)**

- Call Name (required) – the usual short name the dog is called on a daily basis, maximum of 12 characters
- Birthdate (required) – if the dog is a rescue, list your "chosen" birthday for your dog.
- Dog's name to print on title certificates – if different than the dog's call name. Do not include any title initials, length cannot exceed 30 characters/spaces.
- Breed (required) – check off "All American" or "All Canadian" for any mixed breed dog, per the country you live in.
- 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 **must** be printed on the title certificates; cannot exceed a total of 45 characters/spaces.

➤ **Changes: sign into your member service page to make personal information and other changes.**

**Transferring a dog to a new owner**

- Add the dog to the new owner's CPE membership as if the dog was new to CPE.
- By mail: Include a note with the dog's previous CPE ID number, and a letter from the previous owner regarding the transfer (in case of death of owner, a letter from the executor is needed).
- To transfer the dog's records to the new number: include an additional fee of \$20 per transferring dog.
- Official date of transfer for titles is the date the work is processed by CPE. The form cannot be processed if information or fees are not complete. Titles can be reprinted with the new owner's name for a reprint fee – email CPE for details.

**Renewals**

- Renewal information is included in the member information letter that will appear on the member services page each year.
- Dogs are registered for life; renewal is for the owner's membership.
- Renewal dues expire one year (or years if multiple years were paid) after the posting date of the dues (Effective with dues received on/after April 1, 2018. If posted before, they will expire December 31 of the year dues were paid through) of that dues year. Dues can be paid at any time; renewals expire per a members' dues paid through date on their member services page. Records will be updated with the first update after renewal dues are processed.
- Once a member is initially registered with CPE, renewal is not required to show in CPE. Renewing members are able to view their dogs' Q records throughout the renewal period in member services (weekly unless the office is closed for an extended period, see the contact us web page for office closures).
- If a duplicate renewal payment is received, the membership dues paid date will reflect the paid through future date. Once processed, no refund would be forthcoming.

## 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 or call the trial secretary listed in the respective premium.
- 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, or by the last day of the trial (if not the same day, placements will not be changed). This also includes if there was a correction to a scribe sheet – the handler must verify that the results were corrected as well.
- Printed ribbon labels are not official results – ONLY the posted results at the show are official.

If a leg is missing from a dog's record, required details (listed on the online records webpage) must be supplied for the leg to be researched. Legs cannot be researched if more than 2 years old.

Member Services Q Records are for verification purposes only, tracking forms are on the CPE website.

See the gray box on your Member Services page for when trial results were last processed, titles and C-ATCH/C-ATE plaques were last mailed - through the listed earned date (may be different for each).

Use these dates prior to questioning a missing leg, title certificate or plaque not received. A recent show may not have been received/processed when the online updates were posted.

- Members, who renew will have access to their records online, which will be updated weekly except when the office is closed for an extended period (see the contact us web page for office closures).
- Effective January 1, 2019: Members who do not renew will only have access to their main member page. To have access to dog records, renewal is required.

## PREMIUM LIST

The host club is required to make a premium list available to prospective entrants. The premium list will be posted to the CPE website events page when received from the club and approved – submitted at least 4 months prior to the event date or upon approval of the trial application.

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

Note: If classes are not completed on one day of a trial for any reason, those classes cannot be held over to the next day.

## 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, and all SpeedWay classes (Effective Jan 1, 2022 clubs may use Teal for all levels)

Rainbow - for level C (Effective Jan 1, 2022 clubs have the option to no longer offer Rainbow Ribbons)

Orange - for Jr Handler Standard, and all SpeedWay classes in which a Jr Handler enters and runs a dog

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, Canine Scent Sport Trial, etc

(optional to list the performance event here, **or delete this line from ribbons entirely if a club is hosting multiple performance events each year**)

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 3rd place in each class and jump height. The host club may award more places if desired, in other common placement 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.

First Place – Blue / Second Place – Red / Third Place – Yellow / Fourth Place – White (if offered)

The club may give other awards, which are not required, that may or may not be included in the Premium ListCash awards are not permitted, although gift certificates are allowed.

**JUDGE:** The Judge shall be chosen from the approved CPE Judges list.

**ALL DECISIONS OF THE JUDGE ARE FINAL**

**See each respective rulebook appendix for Judge's duties.**

### **SHOW COMMITTEE AND OFFICIALS**

See each respective rulebook appendix for requirements.

### **TRIAL SHOW SITE**

See each respective rulebook appendix for requirements.

### **Jr HANDLER**

See each respective rulebook appendix for requirements.

### **HANDICAPPED / DIFFERENTLY ABLED HANDLER**

See each respective rulebook appendix for requirements.

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

See each respective rulebook appendix for requirements.

## CODE OF CONDUCT AND DISCIPLINARY ACTION

All CPE related events and activities are governed by the current CPE Code of Conduct and Disciplinary Rules as published on the CPE website rules page, [www.k9cpe.com](http://www.k9cpe.com). All members and participants agree to familiarize themselves with the current Code and Rules and agree to be bound by its terms.

**Updates Effective May 1, 2014 and are retroactive to past incidents - reinstated or pending  
Effective April 1, 2021: A warning report has been added**

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 show site includes any lodging that an exhibitor is staying at during the trial duration.

The Committee must hold a committee meeting for all reported incidents; this may include incidents that are determined from the meeting to be warnings, which will require a warning form to be completed and submitted to CPE. All host clubs must keep the latest incident and warning reports on hand (they are included with each trial approved email and available by emailing CPE).

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 before the meeting. Exceptions: if a person or dog needs to leave before the meeting to seek medical attention.

**A report *must* be filed regardless of if the victim(s) do not wish to for the following (see the included flow chart for guidance):**

- **dog on person – regardless of if blood is drawn or not, may or may not have made contact, this includes a dog rushing/barking at ring crew or judge**
- **dog on dog – that did not draw blood, the dog was intent on an attack but prevented, and/or made contact (this would not include dogs reacting to passing each other on leash, making noise but no contact or intent on attack; nor dogs reacting in their crates to passing dogs – these dogs would need to be covered to lessen stress for all)**
- **dog on dog – that drew blood**
- **person on person – verbally abusive, physical (one or both persons may be at fault)**

If the host club, judge or exhibitor hears of an issue, but a report is not filed with the host club, they may elect 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 person(s) feels the incident is serious enough, they may choose to file the report themselves with the host club. When that happens, the host club is responsible for obtaining statements from all parties involved. At no time shall a host club member nor a CPE judge try to convince a person not to file a report. If there is a question of whether a report should or should not be filed, have the judge of record contact CPE.

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 that all parties cannot attend, all parties present 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. The Judge may choose to excuse the dog/handler from the show. If the dog/handler is excused from the show, the Host Club 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 judge may elect to file a warning if the dog/handler is not excused from the show.

### **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 warning report is allowed and 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.

## **CODE OF CONDUCT AND DISCIPLINARY ACTION - continued**

### **CPE and Host Club Rights**

The Host Club has the right to ask any handler/dog, 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 for any cause where the handler/dog is, in the sole judgement of the Host Club or Judge, behaving in a manner that is against Host Club or CPE rules, or exhibits behavior reasons that can cause disruption of the event or pose a safety hazard. If such occurs, a warning form must be filed with CPE.

The following list is a guideline of grounds for removal and may not be all inclusive:

- Abuse towards another person or dog
- Unsportsmanlike conduct, including verbal abuse
- 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
- Engaging in conduct that disrupts the event or is offensive to other participants

### **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 Committee must have the handler sign the corresponding form that is to be sent to CPE, a second blank copy is to be given to the handler. If the handler refuses to sign the form, the form is to be filled in by the club and marked "refused to sign".

The Host Club must email a pdf of all paperwork to CPE immediately following the last day of the trial including names, dog(s) and CPE id numbers.

CPE will schedule a review meeting (2-6 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. **No review will be scheduled until the handler form is signed and received by CPE, and the review fee received by CPE (listed on the handler's form).** If the club did not supply such form to the handler, the handler needs to contact CPE for that form.

If it is determined that the attack was not due to aggression, the dog and/or handler will receive a minimum suspension of 6 - 12 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 9 - 12 months up to a full ban from CPE for a first offense.

### **All suspended dogs will be required to show proof of further training before reinstatement is considered, to try to avoid another incident from happening.**

In either instance, if the same dog and/or handler have 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 review and/or 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. Fees related to the suspension must be included with the reinstatement form as well as the signed agreement to any conditions listed on said form.

A person who is suspended for abuse towards another person or dog and/or unsportsmanlike conduct is not allowed to be a CPE judge, host club contact, trial chairperson or trial secretary regardless of the circumstances and/or reinstatement determination.

A handler who has a dog with at least one or more suspensions that resulted in a lifetime ban of that dog, or multiple dogs with at least one suspension each, is not allowed to be a CPE judge, host club contact, trial chairperson or trial secretary regardless of the circumstances, lifetime ban and/or reinstatement determination.

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

### **Warning reports**

When a dog receives a warning report it will be reviewed by the CPE office to determine if sanctions should be assessed. If so, see above for sanction and reinstatement information.

When a warning report is received and sanctions are not assessed, and the dog receives a second warning, sanctions will be assessed per the above sanctions and reinstatement information.

### **Controlling Law and Arbitration.**

Any claim or action brought against CPE, its officers, directors, employees or agents, arising out of CPE's rules, its sanctioned events, or its governing activities shall be interpreted and enforced in accordance with the laws of the State of Michigan. No action by a current or former member may be brought in any court, in any jurisdiction, except according to the terms of this paragraph. All disputes between the parties shall be submitted for arbitration in Southeast Michigan before one arbitrator selected according to and applying the rules of the American Arbitration Association. A judgment shall be rendered upon the award made pursuant to such submission by any Michigan court with jurisdiction.

# APPENDIX A – AGILITY (AG)

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

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

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

- Bitches in season or any dogs who are fully 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 are not 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.

## EVENT ENTRY AGE REQUIREMENTS

*Regardless of age or entered event, the owner / handler is responsible to have complete control over their dog(s) while attending any CPE event.*

- Any dog 15 months or older the day of the trial or later.

## 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. Agility - Dogs on the measuring sheet must be able to be measured or they cannot show.

- Effective Jan 1, 2022. Measuring can be held at any time throughout the day, the Judge of Record can assign one alternate Judge to do measuring through the day while the Judge of record is Judging if another full CPE Agility Judge is present at the trial. It is the responsibility of the Judge of Record to ensure all dogs are measured, and be the Judge who measures when possible. This may entail the Judge of record rechecking the measuring sheet prior to each class if there are some dogs still to measure that day, a quick comparison of the gate sheet to the measuring sheet prior to each class will help this process. It is still preferred that all dogs be measured prior to the first class starting.

It is recommended that all entered dogs be required to check in before the start of the first class. The check-in and measuring procedure and schedule must be included in both the premium and confirmation letter. Host clubs may elect not to have a formal check in, dogs would then be checked in on the gate sheets.

In the event that an exhibitor arrives after general briefing, 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.

If a dog measures for a higher jump height, the dog must move to that height, or 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 (the fee must be included in the premium to be charged).

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 (see the fee above); if not, 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 the judge of record may measure a dog. A Judge has the right to measure any dog, with or without a P-card. 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 & Agility Height P-cards (permanent cards) – See the Member Services web page to sign in for your membership and dog's P-card. Note: if the dog is not showing in an event that requires a P-card, TEMP will be listed on member services.**

- If a dog does not have a P-card, they must be measured regardless of the entered jump height.
- A P-card is a printout of the member's Member Services page that includes a respective dog's ID and information.
- If the dog is under 2 years old as of its last measurement, the dog must be measured, after its 2 year old birthday.
- Upon check-in at an agility trial, the member's printout (see above) shall be shown if required by the club. If there is no printout, the dog must be measured, 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, may or may not be at the same show. 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 be measured after 2 years of age. Any measurements prior to their 2 year old birthday are no longer valid, if more than one measurement is required.
- Owners may enter their dogs in a higher jump height than the measured CPE jump height, in the regular height category only. The p-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 process measuring sheet with measurements and signatures from the host club holding the trial, usually within 1-2 weeks (depends on when the club sends it and mailing time). See your Member Services page for updates. If your dog's record is not updated after a month, see above about multiple measurements.

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 their Member Services printout for the dog to be remeasured.

Dogs that are remeasured for a lower height card must obtain two (three if a tie-breaker is needed) 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.

It is up to the host club if unentered dogs may be measured at a trial. If allowed, the owner must present their Member Services printout for the dog to be measured. The dog must be over 15 months old to be measured.

## AGILITY JUMP HEIGHT TABLE

NOTE: P-Card = Permanent Card: the lowest Regular height a dog may jump in CPE. No dog will jump lower than 4".

Measurement	Regular P-card or higher	Veterans 4" lower than P-card	Enthusiast 4" lower than P-card	Specialist 8" lower than P-card
8.0" or less	4"	4"	4"	4"
over 8" up to and including 12.0"	8"	4"	4"	4"
over 12" up to and including 16.0"	12"	8"	8"	4"
over 16" up to and including 20.0"	16"	12"	12"	8"
over 20" up to and including 24.0"	20"	16"	16"	12"
over 24"	24"	20"	20"	16"

## AGILITY JUMP HEIGHT CATEGORIES

**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 a different jump height category 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. The armband will have nothing after the number. <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 will have a "V" after the number. Veterans will place with their regular P-card height peers in the regular titling classes. A veteran dog is one or more 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 dog that measures over 24" at any age over 15 months</li> </ul> <p><b>Veterans dogs work towards the Regular/Veterans titles (do not count enthusiast or specialist legs and/or 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 will have a "T" 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 (do not count regular/veterans or specialist legs and/or 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 will have an "S" 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 (do not count regular/veterans or enthusiast legs and/or titles).</b></p>

## 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.

## 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, dogs may only run each class once per day offered, regardless of handler.

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.

### Walk-through Times

If one walk-through is held for a class, it shall be 5 minutes followed by a 5-minute post walk-through then first dog on the line. If 5 dogs are ready prior to the 5-minute post walk-through time completing the class may proceed.

If the walk-through is split into two or more walk-throughs, each walk-through will be 5 minutes, followed immediately by first dog on the line. If a handler has more than one dog, no matter the jump height, they are free to use the entire walk-through time as long as they are still ready to run when it is their turn.

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

Dogs shall run without anything attached to its body except for a collar as described below. This is for the safety of the dog. This includes no: stitches, wraps or any other item. The only other exception is a small barrette or rubber band to keep hair out of a dog's eyes.

Effective January 1, 2022. Handlers have a choice regarding dogs wearing collars. Dogs may run courses with or without one collar. Collars should preferably be quick release style, and may be flat buckle, rolled leather. No attachments of any kind are allowed on the collar.

**Flea and Tick collars are permitted to be left on, but the dog may not wear an additional collar if this is worn. Dogs running with loose attachments (tags etc.) on a collar are to be immediately NT'd and their run ended. If this is noticed prior to the run commencing they must remove the collar in order to run.**

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/leash, slip or martingale lead, quick release harness or head halti/leader. Any method must be able to be quickly put back on the dog at the finish of the run.

Retractable leashes may not be used around the ring or to take the dog into the ring. If prong collars are allowed per the show site, they may *not* be used to take a dog into the ring.

**LEASHES:** All handlers have the choice to put their leash in their pocket or safely loop it around their waist or neck, it does not have to be out of the dog's sight, however, if the dog plays with it during the run, it would be considered a toy and result in an NT. If the handler cannot carry their leash, leashes should be dropped on the ground/floor at the start line and the leash runner will pick it up with a gripper device and place it at the exit gate on a chair or the ground/floor.

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.

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

### ➤ No gate chute

If the site is set up so that gates close at ring barrier it is the Judges responsibility to determine if the dog has quit working.

### ➤ Gate Chute

The ring can 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. This does not include the dog's working momentum taking them into the gate chute and continue working.
- Closing the ring gates at the end of the gate chutes is for safety reasons only - the next dog must be able to enter the ring at the time specified by the judge in the briefing.

### ➤ Gate Box

- Gate boxes can be installed by clubs wishing a safe leashing alternative. A gate on both the ring edge and at the end of the chute allows dog and handler to enter the box quickly following a run where their leash can be easily attached while the next dog is running the course. Both the ring gate and the exit gate open into the box so that it allows quick entry from the ring, but the handler must pull the gate to exit the chute once they are leashed. This is only an option and not a requirement of CPE. See the CPE website under rules for an example of this.

## **FEO – FOR EXHIBITION ONLY (also see Training in the Ring)**

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 any part of the course on leash.**

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 the entry fees listed in the respective premium.

## **TRAINING IN THE RING**

### **CPE – Training in the Ring and Four Paw Safety Rule change**

**These rules are to be in effect for trials held after March 14, 2019 and are subject to change. Any changes will be published in the online rulebook, [www.k9cpe.com](http://www.k9cpe.com).**

This is to help dogs in areas where they may struggle early in their career or perhaps to reaffirm a piece of equipment that may not have been familiar to them at this trial. This is not to replace training and classes.

### **Four Paw Safety Rule - Contacts**

When a contact is the correct obstacle and a dog places all four paws on the contact it is considered to have engaged (attempted) the obstacle. If the dog leaves the obstacle without completion after placing all four paws on it, this will result in a major fault or no points.

This pertains to: Standard, Colors and Wildcard; the opening and 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.

### **Fix and Go and Declared Training in the Ring**

#### **Fix and Go**

- First occurrence of Training in the ring will result in an NT (No Time) however the team may continue their run with the Judge signaling the timer to sound the whistle or horn at expiration of Large Dog SCT (Standard Course Time supplied and instructed by the Judge prior to each class).
- If the team chooses to execute second occurrence the judge will excuse the team from the ring with a thank-you or a whistle. This includes a second repetition of the same obstacle/sequence The team must immediately stop their run and head to the exit gate at that time.
- Fix n Go is not permitted in Snooker.
- **Handlers may reset a knocked bar if the course time permits.**
- Further offenses or continuing the run will result in additional excusals for the day/weekend per the judge's discretion.

#### **The following items are not considered training in the ring:**

- Dog grabbing its 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 NT for training in the ring for additional requests to the dog).

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

- Directing the dog back onto the contact after having engaged with all 4 paws at the same time
- 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, continuous repositioning or repeated commands can be a delay of start)
- If the dog jumps off the table after the handler directs the dog to the table, the handler then directing the dog back on the table (point games)
- Following an off course, repeating a section of the course beginning up to two prior obstacles to where the off course occurred.
- Some additional things that are considered training in the ring: petting or touching your dog as a reward during your run. Touching the equipment to assist the dog (such as holding the teeter as it moves).

This list is not all inclusive and the judge's decision is final.

### **While running on course**

- The handler will direct the dog through the course without a collar or lead. 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, 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.
- Food, (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.
- Toys, training devices not allowed within 10' of the ring except as part of *Declared Training in the Ring* described below.
- No visible device can be used by the handler that can video or time the dog's run while in the ring.
- No device can be used on the handler or within a pocket that can notify the handler of the SCT for any class during a run (one example: wristwatch).
- The handler may not carry anything that could aid the dog in its performance. Exception noted below under prior to class starting.

Exclusion: Handicapped/Differently Abled Handlers using a cane, scooter, wheelchair, etc., to enable their progression around the course.

### **Declared Training In the Ring (DTIR)**

- **Not permitted at National events**

***If allowed by the Host Club and a handler decides they may want to use a toy or training aid at any time during their run the handler must approach the Judge during Walkthrough or previously in that trial day for the Judge to approve the toy or training aid for use on the course.***

- Handler must alert the Judge upon entry to the ring that the dog will be TIR. Handler is then allowed to have a reasonably sized silent toy/aid with them for use once their run has started (this toy must be approved by the Judge of record **PRIOR** to the start of the class to determine its eligibility, absolutely no food/scents/audible devices). The toy is **NOT** allowed to be used in the IN gate chute or prior to the previous dog leaving the ring.
  - Timer will start the time on the Judges signal. Timer will either blow whistle or sound horn at expiration of Large Dog SCT (Standard Course Time supplied and instructed by the Judge prior to each class).
  - Handler must leave the ring with their dog expeditiously allowing the next dog to enter.
  - Although the Judge will not be judging for a score, they are required to watch the handler throughout their run both for safety and to ensure the team is proceeding through the course as designed by the Judge
  - **Handlers may reset a knocked bar if the course time permits.**
  - Team may start on any obstacle, crossing start line will start time as directed by Judge, this now includes use of the gamble in Jackpot.
- **JUDGE AND DUTIES:** The Judge shall be chosen from the approved CPE Judges list.  
**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

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 4 months to the trial, or if the premium has already been approved and published.

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. The Host Club can elect not to allow a judge to show their dogs.



Apprentice judges cannot show their own dogs when they are the judge of record at the trial, nor can their dogs run with anyone else at that trial. An apprentice judge may judge the judge of records dog(s) as a step in judge, however, cannot judge any other dogs while an apprentice.

#### **Effective July 1, 2015**

- Judges may only show their dogs with the limitation of one dog entered per class (not grouping)
- Judges cannot show their own dogs at a trial that exceeds 250 runs per any day (300 runs per day until July 1, 2015) - pre-entry or DOS
- Judges cannot show their own dogs at a trial that includes two judges, two rings
- Judges can show their own dogs at a trial that includes two judges, but ONLY one ring; and cannot exceed 250 runs on any day they wish to run

#### **Effective March 1, 2021**

- Judges may show their dogs at a trial when officiating as a supervising judge if approved by the club and limited to 5 runs per day total, not per dog.

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, immediate family (child, spouse, sibling, parent), or significant other (includes lifetime partners, girl/boyfriends, etc.).

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

The Show Secretary is at minimum responsible for answering prospective entrants' questions, email/mailling premium lists to prospective entrants, email/mailling confirmation notices, preparation of the show catalog, ensuring the scorekeepers understand 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.

**Timing:** 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 timer be consistent and accurate.

**Start line and timing:** *When the dog performs the first obstacle or crosses the plane of the start line (the start line plane is infinite from the first obstacle(s) indicated on the course map and/or by the judge for timing purposes, the judge may limit the actual start line for the team to start within on point games, for fault classes, the team must begin on/attempt the first obstacle as indicated on the course), the run time would begin and scoring starts for the dog regardless of the class.*

- *For fault classes, this can result in faults being called if the dog does not perform the first obstacle as indicated by the course.*
- *For point classes, this can result in zero points for the first obstacle if the dog does not return to perform it (depending on the course and obstacle, could be either direction), and in some point classes, may result in other points not being awarded depending on the class/course (ex: snooker, skipped red jump, dog performs a non-red obstacle, dog's run ends. Ex: FullHouse, dog crosses the start line plane and goes to the table, dog's run ends without points). If the dog completely skips the first obstacle, point accumulation would begin with the next obstacle the dog takes if legal for the course.*
- *No course can begin on a contact, weaves or spread jump, the dog must first attempt another obstacle.*

If there is a problem with the stopwatch or electronic timer, the timer shall notify the Judge: Faultable classes - within 3 obstacles of the dogs start, or immediately after the run; point classes – immediately when known.

The timer is also responsible for sounding the whistle/horn 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, 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 worker is needed, dog is late to the ring, or has a ring conflict - another dog may show first. Late dogs will be moved to the end of the class, unless the handler has multiple dogs – then the gate steward will determine the best placement of the dog, working with the other handlers. The gate steward must communicate any changes, once the class starts, to the scribe.

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 if needed

Leash runner and scribe sheet runner

## AGILITY TRIAL SHOW SITE

The Host Club Committee holding a CPE trial, and the Judge(s) of record (within the ring), 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, 2021

**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 (length cannot exceed 140'). 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 140' on any given side. Minimum approvable outdoor sites must be at least 60x90 with no obstructions or unusable areas.
- Indoor sites: no more than 3 structural support columns/poles within the ring; length is not to exceed 140'
- Must be a Min. Square footage of 5400 sq ft to host games only or 6,000 sq ft to include Standard with the following restrictions
  - If the Width is at least 60': Length is no less than 90' for games only, 100' – 140' for trials with standard offered on any day.
  - If the Width is at least 80': Length is no less than 70' for games only, 75' – 140' for trials with standard offered on any day.
  - If the Width is 90' – 140': Length is no more than 140' 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/changed date for a club or new site for a different club.**

The ring area should be of a non-slip surface. Outdoors/under open pavilion - 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. Other footing must be approved.

At least one warm-up area (no training allowed) 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***

**Level 1** – 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.

**Any dog OR handler may begin showing in CPE in Level 1 regardless of their past experience.**

**Level 2** – 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.

**Any dog OR handler may begin showing in CPE in Level 2 regardless of their past experience.**

**Level 3** – recommended for dogs who may have earned at least the first title or higher in one or more other agility organizations.

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 its 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 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.

## 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; a dog may be entered at their regular jump height at another 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.

**EARLY VETERAN EXCEPTIONS: Effective January 1, 2019 – early veteran exceptions will cease for any new dog registered, or any dog that turns 3 years old on or after January 1, 2019 – to jump 4” lower, these dogs would enter enthusiast. Dogs that are already showing as an early veteran before January 1, 2019 may continue to do so. Once a dog turns 6 years old, they may enter veterans, or a P-24 dog that is over 15 months.**

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 Bulldog, Petit Bassett Griffon Vendeen, St Bernard, Welsh Corgi (Cardigan & Pembroke).

## 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 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 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 adjusted 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. 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.

### **EFFECTIVE FOR TRIALS BEGINNING March 31, 2020 OR LATER**

- If the handicapped / differently abled handler DOES NOT need the adjusted course time to qualify, the dog is scored WITHOUT an adjusted course time and is eligible for placements.
- If the handicapped / differently abled handler DOES need the adjusted course time to qualify, the dog is scored WITH an adjusted course time and is NOT eligible for placements. For any adjusted course time, an "H" will be entered in the placement column.
- If the handicapped / differently abled handler will not qualify with the adjusted course time, the time is not adjusted and the dog's unadjusted non-qualifying (NQ) score is used and is eligible for placements.
- In snooker only: there is no longer an adjusted time allowance.

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 Effective March 31, 2020, there is no adjusted time for Snooker	5 seconds Effective March 31, 2020, there is no adjusted time for Snooker

### **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. Fly-off of Teeter-Totter (board did not touch the ground). Failure to perform any obstacle.	
5 to 15 Faults		Unsafe performance of any obstacle.	
5 Faults		Bar down, broad jump stepped on, Judge's decision: otherwise faulted (maximum of 5 Faults per any one jump).	
5 Faults		Off Course – at least one paw on/in an obstacle, cutting through the weaves, or over a jump.	
5 Faults or 5 Points off score		Handler Intentionally blocking the Judge's view; blocking the dog forcing a certain path with or without direction to the correct obstacle, handler touches an obstacle on course (including stepping over end of contact, jumping jumps or ducking under an obstacle, stepping through weaves). 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. Handler wearing a visible or pocketed device to video/time a dog's run. See page 2 for full wording. 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.
Fix n Go / Declared Training in the Ring	No Time- Large Dog SCT	Arms crossed over chest

## 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	Level 3	Level 4 & 5
Bar Down	1	1	1	1
Off Course	1	1	1	0
Other Faults	1	1	1	1
Over Time	5	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)	1	3
Broad, Double, Wall, Tyre, Triple	1	2
Weave Poles – Level 2 (not in Level 1)	6	6
Weave Poles – Level 3	6	12
Weave Poles – Levels 4 / 5 / C	12	18
Bar Jumps (winged / wingless)	3	12
Panel Jump	0	1

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.

Obstacles on Course	Minimum	Maximum	Standard Course Time (SCT)	Yards per Second (YPS):
Level 1	12	16	Level 1 / 2	2.00 – 2.50
Level 2 / 3	14	18	Level 3	2.25 – 2.75
Level 4 / 5 / C	16	20	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. 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. 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.

One course must contain a contact the other may not have a contact.

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)	1	2
Broad, Double, Triple Jump, Wall, Tyre (If Triple is used, can only be on one of the two courses)	0	2
Weave Poles – Levels 345C (no weaves in levels 1 & 2)	6	6
Bar Jumps (winged / wingless)	3	9
Panel Jump	0	1
In addition to the above – choose one of the following for the course without a contact: Broad, Double, Triple, Panel, Wall or Tyre	1	1

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

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.

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

# 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 (A will appear on course maps)	2	1
2 point wildcards (B will appear on course maps)	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 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)	1	2
Broad, Double, Wall, Tire 2 Double Jumps may be used,	1	2
Weave Poles – Levels 1 & 2	0	6
Weave Poles – Levels 3 / 4 / 5 / C Must perform at least one set of 6	6	18
Bar Jumps (winged / wingless)	3	12
Panel Jump	0	1

Faulted Wildcard obstacles can only be corrected if it is an open tunnel 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:

<b>1 point: (course map marked "A")</b> bar jumps, open tunnel, broad or double jump, Tyre ❖ 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.
<b>2 point:</b> any contact, Broad, double jump, 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 choose one, and it must be a two point wildcard

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	0	3
Double Jump, Wall Jump (Broad, Tire and Triple jumps are not allowed)	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

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).

Once the 3rd color has been completed (successfully or unsuccessfully) the table/finish jump is live

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, only requiring 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 or passes through the uprights of the finish jump.

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 or Finish Jump 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 or finish jump 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/finish jump OR directing the dog to perform an obstacle on the way to the table/finish jump 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/finish jump 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. 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 consecutive gamble obstacles can be performed in a row in the opening - forward or backwards (unless the Judge declares differently in his/her briefing for a non-traditional only). 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, Panel Jump
3 point obstacles	Open Tunnel Double, Broad, Wall 6 weaves
5 point obstacles	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>• Open 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
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 sets of 6 weaves OR 1 set of 12 weaves
Jumps – Bar only	15	6	6	6
Double, Broad, Wall Jump	3	1	1	1
Panel Jump	1	0	0	0
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 bars are not reset for that run. **The jumps must be performed only in flow in either direction to earn points.**

**NOTE:** The Table/Finish obstacle 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 or completes the finish obstacle 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. No course can begin on a contact, weaves or spread jump, the dog must first attempt another obstacle.

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 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.

The following standards are for a traditional gamble line, it may be different for a non-traditional jackpot.	
<b>Gamble Line Restrictions:</b>	
<b>Levels 1 / 2:</b> beginning at 0' up to 5', may graduate up to a maximum of 10', One obstacle must be minimum 5' from line	
<b>Level 3:</b> beginning at 0' up to 10' may graduate up to a maximum of 15', One obstacle must be minimum 10' from line	
<b>Levels 4 / 5 / C:</b> beginning at 0' up to 15' may graduate up to a maximum of 20' One obstacle must be minimum 15' from line	
<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	
<b>Gamble obstacles: a traditional gamble will be comprised of only 4 obstacles including the finish obstacle.</b> The Dog Walk cannot be used as gamble obstacles within a traditional gamble line.	
<b>Level 1 / 2:</b> bar jumps, open tunnels, panel jump, 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 (6-12) Double, Broad, Wall, 2 Jump combination that would also be a 5 point obstacle in the opening	
<b>Stopping Time: Traditional gamble,</b> 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.	
<b>Non-Traditional Gamble:</b> 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 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, Panel Jump or the Table.	
<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).</li> <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>➤ Must be used to stop the clock in a non-traditional gamble. It may or may not have a point value.</li> <li>➤ If the last obstacle is an open tunnel - 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>	
<b>Calling Points after the opening course time:</b>	
<b>Traditional Jackpot</b> – 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.	
<b>Non-Traditional Jackpot</b> – regardless of the type of gamble, points are to be called throughout the entire game time, opening and closing.	

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		Gamble*	
4" / 8" / 12"	30 - 40 Seconds	4" / 8" / 12"	20 Seconds
16" / 20" / 24"	25 - 35 Seconds	16" / 20" / 24"	18 Seconds

\* Add 2 gamble seconds per contact, 2 Jump Combination, 12 Weave Poles if used within the gamble

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

Note: A competitor shall receive a No Time (NT) for standing idle in the vicinity of the approach to the Jackpot sequence for purposes of awaiting the conclusion of the opening time period (loitering) or for performing obstacles repeatedly with no potential for point accumulation (loitering or training in the ring).

# 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
4", 8" & 12" = 35 seconds
16" veterans jumping 12", 16", 20" & 24" = 30 seconds

Total Game Time
4", 8" & 12" = 40 seconds
16" veterans jumping 12", 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 Heights: 4" for dogs jumping 4"; 8" for dogs jumping 8" & 12"; 16" for dogs jumping 16", 20" & 24"
1-point obstacles: 6-10 Bar Jumps
3-point obstacles: 3 Open Tunnels, 1 Panel Jump
5-point obstacles: 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, Combo List 2: Teeter Totter, Weaves (6), Wall, Combo Maximum Joker Notes; if either of the below are used: ❖ up to only two contacts are allowed and only one jump combo joker is allowed

**Total Points to Qualify:**

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

Enthusiast and Specialist	
Level 1	17 Points
Level 2	19 Points
Level 3	21 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	
1 Point	Single bar jumps
3 Points	Open tunnels, Panel Jump
5 Points	Contacts, weaves, broad, double, Wall, Combo
0 Points	Pause Table, only stops clock – the table is "live" at all times

Required number of obstacles within the required points	
At Least 3	Single bar jumps
At Least 2	Open tunnels, Panel jump
At Least 1	Contacts, weaves, broad, double, Wall, Combo
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. If the Judge deems the back-to-back performance unsafe, he/she will not award points for the performance. No course can begin on a contact, weaves or spread jump, the dog must first attempt another obstacle. 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
- ◆ 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	3
Double, Broad or Wall Jump	1	2
Bar Jumps (winged / wingless)	4	12
Panel, Triple, Tire Jump	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.
- The number of judges is not tracked for CPE 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 below 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.
- Effective January 1, 2018 – lifetime point titles will begin at 15,000 points

### Required points and Title acronyms

Point Total	Title Earned (acronym)
15,000	C-15
20,000	C-20
25,000	C-25
30,000	C-30

Point Total	Title Earned (acronym)
35,000	C-35
40,000	C-40
45,000	C-45
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 and/or contact us webpage\*\*\*

NOTE: Legs and titles do not crossover between titling categories. See your dog's records for the transfer form.

## REGULAR/VETERANS

Regular/Veterans legs 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 fee per dog, per form (regardless of the number of pages) to transfer Regular/Veterans legs – see the transfer form through member services.

- 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 fee per dog, per form (regardless of the number of pages) to transfer Enthusiast legs – see the transfer form through member services.

- 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.**

### **Level 4 – Effective March 30, 2018, all height categories**

**Level 4 will now be an optional level** – it is not required to be completed to move to level 5. If a dog is entered in Level 4 and the member decides to then skip to Level 5, Level 4 does not need to be completed, but the dog may not then move back to Level 4 in any class they have earned a Q in Level 5.

## 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	4 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	4 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)			

Tracking forms for all levels and height categories are on the forms page of the CPE website.

### Changes effective March 30, 2018 – all height categories

**Level 3 – standard: 4 qualifying legs (Q's)**

**Level 4 – standard: 4 qualifying legs (Q's)**

This change is retroactive for titles. Dogs that have the requirements for the standard class per the above changes may move to the next higher level immediately. See the page before Regular/Veterans titling for Level 4 optional information.



## 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/Plate (per information on the bottom of this page) will be awarded when the first C-ATCH has been completed.		
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

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 (or multiple 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				

### EFFECTIVE WITH C-ATCH, CT-ATCH and CS-ATCH TITLES EARNED MAY 1, 2018 OR LATER

- Effective May 1, 2018: multiple title plaques will no longer be automatically sent by CPE. A member may elect to order their own multiple title plaque from the engraver, see the CH/EX web page for ordering information.
- A plaque for the first C-ATCH, CT-ATCH or CS-ATCH is sent automatically from CPE on the next order following the earned date.
- Title Plaque orders are placed 2-4 times per year.

## 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	4 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	4 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.

### Changes effective March 30, 2018 – all height categories

Level 3 – standard: 4 qualifying legs (Q's)

Level 4 – standard: 4 qualifying legs (Q's)

This change is retroactive for titles. Dogs that have the requirements for the standard class per the above changes may move to the next higher level immediately. See the page before Regular/Veterans titling for Level 4 optional information.

## 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/Plate (per information on the bottom of this page) will be awarded when the first CT-ATCH has been completed.		
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.

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 (or multiple 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				

### EFFECTIVE WITH C-ATCH, CT-ATCH and CS-ATCH TITLES EARNED MAY 1, 2018 OR LATER

- Effective May 1, 2018: multiple title plaques will no longer be automatically sent by CPE. A member may elect to order their own multiple title plaque from the engraver, see the CH/EX web page for ordering information.
- A plaque for the first C-ATCH, CT-ATCH or CS-ATCH is sent automatically from CPE on the next order following the earned date.
- Title Plaque orders are placed 2-4 times per year.

## 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	4 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	4 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, up to two classes 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.

### Changes effective March 30, 2018 – all height categories

Level 3 – standard: 4 qualifying legs (Q's)

Level 4 – standard: 4 qualifying legs (Q's)

This change is retroactive for titles. Dogs that have the requirements for the standard class per the above changes may move to the next higher level immediately. See the page before Regular/Veterans titling for Level 4 optional information.

## 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/Plate (per information on the bottom of this page) will be awarded when the first CS-ATCH has been completed.		
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.

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
A Title Certificate and Title Plaque will be awarded when the entire CS-ATE (or multiple CS-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				

### EFFECTIVE WITH C-ATCH, CT-ATCH and CS-ATCH TITLES EARNED MAY 1, 2018 OR LATER

- Effective May 1, 2018: multiple title plaques will no longer be automatically sent by CPE. A member may elect to order their own multiple title plaque from the engraver, see the CH/EX web page for ordering information.
- A plaque for the first C-ATCH, CT-ATCH or CS-ATCH is sent automatically from CPE on the next order following the earned date.
- Title Plaque orders are placed 2-4 times per year.

## 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 web page.
- ◆ 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.

Level 5 Champion Titles					
15 legs in one class, one height category to earn that class title A Title Certificate will be awarded for each title listed					
Regular & Veterans		Enthusiast		Specialist	
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

Level C Extraordinaire Titles					
30 legs in one class, one height category to earn that class title A Title Certificate will be awarded for each title listed					
Regular & Veterans		Enthusiast		Specialist	
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.

The club will report to CPE any equipment that the judge removes if it does not meet CPE specifications or is deemed unsafe.

The judge will report to CPE if they have removed or substituted equipment, the reason and an updated course grid for each affected class.

Note: CPE is not responsible for a company's equipment that does not meet CPE's equipment specifications.

## **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 will now be using the Fix N Go training option. Fix N Go rules will now apply.

This rule pertains to: Standard, Colors and Wildcard; the opening and 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 the descending contact area - 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 (all 4 feet have left the plank), 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 (if dog or handler causes an unsafe departure) will be assessed – the Judge's decision is final.

### **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" for dogs jumping 4"

8" for dogs jumping 8" and 12"

16" for dogs jumping 16", 20" and 24"

The dog need only place one foot on the table to stop the clock.

### **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 will 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 Bar Jumps may consist of one or two bars in the same vertical plane. If 2 bars are used 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.

### **Wall Jump**

The Wall Jump shall be Judged similar to other jumps with the difference being in the case of the Wall Jump, displacement of any of the top blocks will result in a bar down fault.

### **Tire Jump**

The dog must pass through the tire opening in the direction indicated by the Judge without breaking the tire segments apart. Passing under the tire hoop is only a time issue there are no faults for this. Displacement or separation of the tire shall be penalized for a bar down. Banking the tire (without separation) is not penalized. Back jumping through the tire in the wrong direction shall be scored as an off course.

### **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**

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

- 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: 6 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: 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, 6 weaves.
- 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.

### **Weave Poles**

Effective March 15, 2019, weave poles may be attempted up to 3 times before they may be asked to move on. Judges will need to use some discretion here and use this to help dogs and handlers where they may be showing stress.



## 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. No folding jump standards or bases are allowed except wings that have a vertical hinge for folding storage.

Aluminum boards will be allowed for the contacts and table, IF the surface is covered with rubber skins.

Pre-made skins are available from several equipment companies.

### Contact Obstacles

**EFFECTIVE JANUARY 1, 2014:** A-Frame: the only acceptable board length is 9', the only acceptable surface is rubber skins – slat or slatless is allowed.

**EFFECTIVE JULY 1, 2014:** Rubber granules are required to be used on all contact obstacles. Pre-made skins are available from several equipment companies. **a pre-made skin of rubber granules is applied to the contact obstacles or the pause table.**

**Rubber Skin Colors:** The obstacles must be colored in a contrasting color (one shade of one color only) to the contact zones - which are a single bright color (usually yellow). Recommended color for non-contact areas: blue, purple, or red.

### Slats

Slats are optional on all contact equipment and must meet the current rulebook specifications.

Specifications: 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. Slats must be made of molded rubber granules; solid rubber pieces are not allowed. 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.

### Support

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. PVC is not allowed to be used as a support frame for any contact obstacle.

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"; apex measurements have an allowance of up to 1" 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'	12'	
Apex Height		36"	24"	
Plank Length	9'	12'		
Apex Height	5'			
Rubber Granules	All Jump Heights	48"		

- Tape or chalk shall be permitted as a means of extending the contact zone when no other option is available. Tape may only be placed on the edges of a plank in order to provide the judge with a visual line across the surface. **No tape may be placed across the dog paw contact surface of any contact obstacle.**

### Open Tunnel

The Open Tunnel consists of a flexible tube that can be curved into shapes. The tunnel openings are round with a 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). Allowed pitch: 4" or 6". Open tunnels with double thickness are not allowed to be used at indoor trials.

**Tunnel bagging requirements. 15' Tunnels MUST have a minimum of 4 sets of tunnel bags spread appropriately along the length of the tunnel. 20' Tunnels MUST have a minimum 6 sets of tunnel bags spread evenly along the length of the tunnel. Please remember this when designing courses, it is often easier to move a contact or weaves than a tunnel during a course change.**

### Pause Table:

The Pause Table will be a square measuring 36". Only rubber granules are allowed for a surface material; wet apply method (see contact obstacles) is preferred, any other method must prevent dog's feet from slipping upon landing.

The top may be up to four colors, the sides are to be one color and can be a contrasting color to the top. **NOTE: keep in mind designs are for human aesthetic value only and cannot create an issue for any dog performing the table.**

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

### EFFECTIVE MAY 1, 2019

Heights will now be: 4" for dogs jumping 4"; 8" for dogs jumping 8" & 12"; 16" for dogs jumping 16", 20" & 24"

### **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. The poles should be banded or striped (pvc painted, or poles with imbedded stripes preferred) for visibility, solid color poles are also acceptable with no stripe or banding. The entire pole may or may not be banded/striped.

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.

### **Bar Jumps**

**EFFECTIVE JANUARY 1, 2018:** 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. If the judge has designed with any single bar jumps with two vertical bars, the second bar on a vertical jump should be placed at approximately one half of the jump height (4" height, one bar only).

The jump bars should be 1" diameter PVC (the PVC pole will show 1" painted on the outer skin when purchased). The bars must be between 4' to 5' long, and be banded or striped (pvc painted, or poles with imbedded stripes preferred) 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 from many different materials; however, safety rules must be adhered to - for the dog and handler alike. Jump wings and standards combined are recommended to be no more than 30" in overall width, with a maximum of 48", does not include the bar length. Host clubs must have at least 4 jumps that have wings available.

**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. See bar jumps for standard and wing specifications.

### **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' or 5' is 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). **There will be at least one crossbar one end will be one jump cup lower than the highest height, the other end on the ground.**

The standards of the double are to be one piece each, with appropriate jump cups per the table below, no clip on standards are allowed.

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 Jump is ascending. The Triple Jump consists of three parallel bars, 5' in length, being set at ascending order for the jump height (see table below). **There will be a crossbar of 5' in length; one end will be one jump cup lower than the highest height, the other end on the ground.**

The standards of the triple are to be one piece each (with or without wings), with appropriate jump cups per the table below, no clip on standards are allowed.

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"

Note: 4" triple – the two ground bars are to be placed next to each other, no span.

**Wall Jump Optional** – A wall should have displaceable units on the top. The width of jumping area should be no less than 48 inches with a maximum length of 65 inch. Depth of wall may range from 7.5 – 14 inches at base and 5 – 7.5 inches at the highest point. Pillar height should be 3.5 to 4 feet tall and between 11 – 14-inch square width. Displaceable blocks and tiles on top no greater than 8 inches wide and match appropriate depth of the top section in place. The heights available must be the same heights described under the Jumps section. A wall should have displaceable units on the top with 4", 8", 12", 16", 20", 24" heights available. It is at the judges' discretion whether to peg/secure, weight the wall pillars, however they should be pegged/secured/weighted if weather conditions create the need for this. May be used with the same restrictions as the broad jump.

**Tire Jump Optional - Aperture** diameter: 24" with a 1" +/- tolerance. The adjustable heights available must be 8", 12", 16", 20" and 24". Four-inch dogs will be required to jump the tire height of the tire itself resting on the ground. Measurement is from lowest point of the inside of the tire in a straight line to the ground. Saloon style tires are mandatory. Tires may only be used where the dog has a straight approach to the tire. The Tire should be secured whether by sandbags or stakes where possible.

The decision to allow this tire is because the two parts of the tire swing like a saloon door; and how the frame is made, a dog is not able to jump between the tire and frame. This eliminates the safety issue of a dog getting hung up on the strap between the tire and the frame that determined the removal of the previous safety tire.

***Currently supplied in North America by Marks Agility Equipment in Ohio and Galican through Bratty Paws in Florida.***

Run Safe,

Have Fun!

Run Fast,

Run Clean!

## **APPENDIX B – CANINE SCENT SPORT (CSS)**

### **CANINE SCENT SPORT TRIAL**

See host club information regarding holding a CPE Canine Scent Sport Trial, or refer to host club guidelines on the CPE website [www.k9cpe.com](http://www.k9cpe.com)

Spectators are allowed providing there is enough room without compromising the search area.

Videotaping of runs is allowed providing the tape of the search is not shared until after the class is completed. Failure to do so will result in taped team being excused from the trial.

Exhibitors are prohibited from bringing their own odors and practice items to a trial. Doing so will result in exhibitors being excused from the trial.

Practice boxes and a warm-up area will be provided for the teams.

### **ENTERING A CANINE SCENT SPORT TRIAL**

- Any dog registered with CPE may enter a Canine Scent Sport Trial.
- Dogs must be 6 months of age to enter a Canine Scent Sport trial.
- All dogs must start at Level 1 regardless of other titles that may have been earned in other Canine Scent venues.
- A team may be entered in any level and element offered for the day. A maximum of 8 runs per day, if all are offered with multiple trials.
- Once an element has been completed the team may progress to the next level for that element. Or they may stay in that element and level to complete the 40Q element title.
- Bitches in season may not compete in CSS classes. Refunds before and after the closing date are per the club's premium refund policy.
- Blind dogs are permitted to enter a CSS trial, keeping in mind the dog's safety has priority.
- Disabled dogs that use wheeled carts are permitted to enter a CSS trial, keeping in mind the dog's safety has priority.
- There are no FEO (For Exhibition Only) entries allowed in CSS.

### **PLACEMENTS:**

Placements will be awarded for first through third place (more placements up to six are allowed per the club's policies).

Placements will be determined by no faults first, then by least amount of time. If there is a tie of score and time, each dog will be awarded the same placement, with the following placement(s) not awarded, if any. Placements are not awarded if the dog has a non-qualifying score.

### **CSS Premium List**

The premium should describe the site the trial is being held and list any potential concerns for handicap or limited mobility handlers – long distances to searches, steep grades steps, etc.

- If two or more rounds of the same element are offered on the same day, move ups may be allowed between rounds – if the club allows. The premium should publish the move up policy of the club.
- Move ups are allowed day to day.

### **JUDGE AND DUTIES:**

The judges' duties are as follows:

- A judge may judge no more than 8 rounds per day.
- Prepare odors to be used in trial.
- Inspect search areas for safety upon arriving at site.
- Have a written plan where the odors will be placed for each element and level. This is just a "plan" since the site may have unforeseen situations and the odors will need to be placed in area as close as possible to the planned placement.
- Hides should not be placed on obedience, agility equipment, start cones, dog crates, dog beds, or any dog equipment.
- Instruct timer and scribe (if available) of duties.
- Brief exhibitors prior to the start of each level and element.
- The judge may place/hide their own odors/scents in the search areas eliminating the need for a Hot Box Steward. They must wear rubber glove and should avoid touching any non-odor items used in trial.

**It is the host club's decision whether or not to allow the judge(s) to show in the trial they are judging. If so, the judge(s) will only earn a Q or NQ on the courses they run– no placement ribbons shall be awarded.**

Judges may only show their own dogs at a trial that includes two judges.

Judges may only show their dogs with the limitation of one dog entered per class.

Judges cannot show their own dogs at a trial that exceeds 100 runs per any trial - pre-entry or DOS.

Judges may only show their dogs in a class that the other judge is judging.

## SHOW COMMITTEE AND OFFICIALS

### COLD BOX AND HOT BOX RING STEWARDS

- There needs to be at least one cold box steward for each ring. This person is responsible for assisting judge with non-odor items, at no time is this person allowed to handle anything with odor.
- If the judge chooses not to place their own hides, a hot box person is needed. This person places the odor in or on the box/container or “a place” the judge indicates. At no time is this person allowed to touch any box/container or area that is not used for the scent.
- There should also be at least one or two people to handle the boxes/containers or “places” to fix areas that may get disturbed by the working dog. These people should not have handled scent and should move the objects disturbed by searching dog to the original place.

### SCRIBE AND TIMER

The scribe will record the faults as given by the judge.

The timer will start the time when the dog crosses the start line and stop the time when the handler finishes the search, or the judge excuses the dog for faults. They should also give a 30 second warning to the team before the maximum course time is reached. **The judge can also time and/or scribe for themselves eliminating the need for a timer and scribe.**

### GATE STEWARD

The gate steward is responsible for lining up the dogs to enter the ring to keep the ring running smoothly. If possible, they will inform the ring of the next dog in the ring, if out of order.

### DOG AND HANDLER ACCESSORIES INCLUDING COLLARS, LEASHES AND HARNESSSES

- The handlers may carry treat bags or fanny packs for food rewards.
- Dogs must enter and exit the search area on leash. The leash may be any length including flexy/retractable leashes. Dogs may wear flat buckle collars, martingales, and/or harnesses, no hanging tags may be attached, there may be a flat attached tag attached.
- Dogs may wear a properly fitted collar with no tags hanging. In addition, they may wear a properly fitted harness constructed of either a nylon like material or leather. They may wear both a collar and harness.
- The dogs may also wear any accessories deemed necessary by the handler including but not limited to jackets, sweaters, paw covers or booties, hair ties or bows. The judge will deem if the accessory is safe and/or appropriate for the search.
- Handlers may carry their own personal timing device while on course.
- Off-leash searches may be allowed by the judge – SEE LEVEL REQUIREMENTS FOR OFF-LEASH SEARCHES.

### REWARDING THE DOG

- Dogs may be treated with food and/or toy when they have found a hide. Food treats must be given next to the hide box or scent area. Dropping food and/or toy is a fault.
- The toy may not have any squeaker or make any noise. Clickers will not be allowed.
- Food rewards can be carried in hands or mouth in addition to a bait bag.
- A dog will be allowed to re-start the search at any time at the start line. At that time an additional reward may be given.

### PRE-CLASS SCENT DOG

Prior to the start of each class and element the judge will run (if available) a dog who has previously passed that class level and element either in CPE or the equivalent in other venues. This dog will be called “*pre-class scent dog*”. This dog will work the area to be used for the scent/s and element. This will test the integrity of the search area. If the dog encounters difficulty the judge may adjust the location of the hide. If no pre-class scent dog is available, the judge shall use the first dog in the class for this purpose. If this dog encounters a problem, you may adjust the hide and have the dog run again.

### TIMING

There will be a designated start line indicated by cones or similar item for each class. The time will start when the dog crosses between the line. The time will end when the handler has found each element, calls “finish” or when the team has reached maximum course time.

The handler will indicate dog finding the hide preferably by calling “alert” if another word is going to be used the handler should advise the judge of that word. The handler may also choose to raise their hand providing they advise the judge before the beginning of the run.

In Level 2, two wrong alerts are allowed the handler should wait after calling 2<sup>nd</sup> alert until the judge says yes or move on. If the handler calls finish after the second hide and it is incorrect it would be a NQ.

**CALLING FINISH: FINISH SHALL BE CALLED IN ALL LEVELS 2 AND HIGHER when the handler has found all hides.**

#### **ODORS**

- **BIRCH (*Betula Lenta*)** – Used in Level 1 through Level EX (level C)
- **ANISE (*Pimpinella Anisum*)** – Used in Level 2 through Level EX (level C)
- **CLOVE (*Eugenia caryophyllata*)** – Used in Level 3 through Level EX (level C)
- **CYPRESS (*Cupressus sempervirens*)** – Used in Level CH (level 5) through Level EX (level C)
- **VETIVER (*Vetiveria zizanioides*)** – Used in Level EX (level C)

#### **SCENT PREPARATION:**

The judge will prepare the scent using 1 drop of oil per Q-Tip end, this should be done the day before the trial to let the odor sit for 24 hours. The Q-tip will then be placed in a sealed clean glass jar for transport to the trial. More than one Q-Tip with the same odor may be placed in the glass jar. The Q-Tip must be cut at least in half and have a paper shaft. The odor may be prepared on the day of the trial ONLY if due to travel restrictions or other unforeseen circumstances. This must be noted on the judge's report.

#### **Placement of odor at a trial:**

The prepared Q-Tip should be placed in a scent vessel, examples of scent vessels are: metal box with holes, plastic straw, ink pen cap, tea strainers, etc. – anything that will allow the scent to escape. The scent vessel will then be placed where indicated by the judge in a container or attached to a surface using magnets, tape, adhesive putty or anything that will stick to the surface being used without harming the surface.

**The odor at the trial is only handled by the scent steward and/or judge.**

#### **DISTRACTIONS:**

Please be aware at some trials there may be environmental distractions. This would be especially true if the trial is held at a working farm or a community park.

#### **Non-food:**

Dog or child toy, tennis ball, shoe, etc. No item small enough to be swallowed should be used.

Person (besides the judge) in search area, may be standing or sitting.

Visual – LED key chain type light, toy with light element, flashlight etc. **Not to be used in Level 1 or 2.**

Auditory – Radio, cell phone ring, etc. **Not to be used in Level 1 or 2.**

#### **Food:**

Any human or dog food. The food distraction must be contained in a container large enough so the dog may not eat it.

Using a small plastic container containing the food with holes in the top, then placed in a larger container is required.

Empty food containers may also be used – example: cereal box, ice cream container, yogurt cup, etc. Bag type containers are not allowed.

**No food may be used that is harmful to dogs.**

#### **THE FOLLOWING IS NOT CONSIDERED A FAULT**

- dog slightly moving boxes or containers,
- handler slightly disturbing the search area with leash.  
dog slightly scratching or stepping on boxes or containers
- In a class where there are 2+ hides - handler calling alert on a previous called hide. **Judge will tell handler they already called that hide and they are not faulted.**

#### **FAULTS:**

Dogs may still get a qualifying score with 1 or more qualifying faults. The faults only effect placements in the class.

#### **QUALIFYING FAULTS:**

- Dropped food or toy.
- Dog or handler disrupts the search area in such a way that a significant reset is necessary prior to the next team. (Excludes items that may "roll")
- The handler moves items without the judge's permission.
- Handler allows dog to continually disrupt search area with no attempt to control behavior.

- Dog picks up a distraction (toy or ball) and the handler has to touch or take from dogs mouth.
- Incorrect call (allowed in Levels 1 and 2),

#### **NON -QUALIFYING FAULTS and/or EXCUSAL FROM RING**

- Maximum time has been reached.
- Handler names where the hide is, instead of saying alert - this would give an advantage to the exhibitors who have not yet been in the ring. At no time is an exhibitor allowed to name the location of the hide.
- Destroying boxes/containers to the extent more than 2 items need to be replaced
- Scratching vehicles
- Uncontrolled behavior
- Excessive pulling on leash to guide dog.
- Dog stops working due to stress or fear.
- Dog eliminates in search area.
- Other reasons, at the judge's discretion
- Dog picks up a distraction (toy or ball) and resists or will not give to handler.
- In off-leash searches, the dog leaves the search area and is not called back. NOTE the dog may move outside the boundary area as long it can be called back in and continues working.
- Judge asks the handler where the hide is and the handler asks the dog to search again.

#### **WEATHER CONDITIONS FOR EXTERIOR AND VEHICLE SEARCHS:**

*Weather conditions will NOT factor into the exterior and/or vehicle searches on the trial day unless, in the opinion of the judge, conditions pose risk of physical harm to competitors in which case the judge can delay or postpone the element to later in the day. All attempts will be made to finish the exterior and/or vehicles searches entered the day of the trial. Any classes that are not completed will not be carried over to the next day,*



**Note: As Level 4 is optional in agility, to keep all sports following the same levels, there will be no Level 4 in CSS.**

## **Canine Scent Sport (CSS) Class Point Schedule**

Only Qualifying runs count. Placements do not add extra points.

The points are based on the usual difficulty of the class.

<b>Class</b>	<b>Zero Faults</b>	<b>1-5 Faults</b>	<b>6-10 Faults</b>
Containers	20	15	10
Interiors	20	15	10
Exteriors	25	20	15
Vehicles	25	20	15

### **NEW CSS TITLES**

PLEASE NOTE: C-SNITCH AND C-SNITE TITLE CERTIFICATES AND PLAQUES WILL NOT SHOW ON MEMBER SERVICES NOR SENT UNTIL THE PROGRAMMING CAN BE COMPLETED, DATE TO BE DETERMINED IN 2021. We wanted to get the information out to teams so they would be aware of a new title to play with.

CPE – Sniffing Team Champion (C-SNITCH)

Multiple C-SNITCH titles will be awarded. The respective requirements must be completed again for each title to obtain the next numerical title any Plaque earned beyond C-SNITCH 1 can be ordered by the exhibitor from our plaque supplier.

Title example: C-SNITCH3

#### **C-SNITCH Level CH (5)**

<b>Requirements</b>
3 containers
3 interiors
3 exteriors
3 vehicles
A total of 1,000 Points are required in Level CH with the minimum Qs in each class listed above and the balance of the points earned by handler's choice of classes. Obtaining the additional requirements for this title will also count towards your Level 5 (CH) element title (40 Q's) CCSS-LCHET
A Title Certificate and Title Plaque/Plate will be awarded when the first C-SNITCH has been completed.

#### **CPE – Sniffing Team Extraordinaire (C-SNITE)**

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

Title example: C-SNITE3

#### **C-SNITE Level EX (C)**

<b>Requirements</b>
10 containers
10 interiors
10 exteriors
10 vehicles
A total of 3,000 Points are required in Level EX with the minimum Qs in each class listed above and the balance of the points earned by handler's choice of classes. Obtaining the additional requirements for this title will also count towards your Level EX (C) element title (40 Q's) CCSS-LEXET
A Title Certificate and Title Plaque will be awarded when the C-SNITE (or multiple C-SNITEs) has been completed. Title Plaque orders are placed after the completion of the title. This title will precede the dog's name

## CPE CANINE SCENT SPORT LEVELS

### LEVEL 1 - Birch (*Betula Lenta*) Scent

In order to earn the Level 1 (CCSS-L1) title, the dog/handler team must qualify for each element per the table below.

Element	Site Area	Timing	# of hides	Faults	Qualifying legs for title
Containers	8 – 10 boxes	2 minutes	1 hide	1 wrong call	2-Q
Interiors	100 – 200 SQ ft	2 – 4 min	1 hide	1 wrong call	1-Q
Exteriors	100 – 200 SQ ft	2 – 4 min	1 hide	1 wrong call	1-Q
Vehicles	2 vehicles	2 – 4 min	1 hide	1 wrong call	1-Q

- No distractions are allowed in any element at this level.
- Time will start as the dog's nose crosses a designated start line.
- Off leash searches for containers and interiors may be allowed if the area is contained and the judge feels it is safe for dog and exhibitors.

#### Level 1 Container Search

- **Number of Boxes:** 8 to 10 boxes. The boxes must be uniform in size – no smaller than 4" x 6" and no larger than 8" x 8". Or as close to that size as possible. The box must have 4 holes or a lid that will allow the odor to escape.
- **Pattern:** Containers may be set up in a simple pattern such as a square, one or two rows, a circle, triangle etc. no less than three feet apart between boxes.

#### Level 1 - Interior Area Search

- **Description of Room:** This can be anything from kitchens, bathrooms, bedrooms, office rooms, living rooms etc. An interior room search may also be contained within a larger room and designated by a caution tape, ring gates or other acceptable markers provided that there is no scent cross contamination between rooms. If "staging" an area the items should be placed as to imitate a natural area.
- **Room set up:** The odor will be located on, in or under an object. Examples of such hides locations include (but are not limited to) tables, drawers, dressers, chairs, suitcases and bags and any other object that may conceal the scent container from plain sight. No hides are to be placed on obedience, agility equipment, dog crates etc.
- **Room size:** Between 100 and 200 square feet.
- **Height of Scent:** Placed no higher than 12 inches

#### Level 1 - Exterior Area Search

- **Exterior Area set up:** The odor will be located on, in or under an object for a Level 1 Exterior Search. These areas can include picnic table, camp chairs, logs, trash cans, anything found outdoors. At no time may the odor be below ground. If "staging" an area the items should be placed as to imitate a natural area.
- **Search Area dimensions:** Between 100 and 200 square feet
- **Height of Scent:** The hide may be no more than 12" inches.

#### Level 1 - Exterior Vehicle Search

- **Scent Container:** The Scent container must be placed in either the front or rear bumper of an automobile or as close to that as possible if using other types of vehicles.
- **Definition of Vehicles:** A vehicle is defined as an item with at least one wheel, that can be ridden on or in, or carry something. These may include, but not be limited to, automobiles, pick-up trucks, snowmobiles and ATVs, tractors and other agricultural motorized vehicles, boats, RVs etc. A non-motorized vehicle such as a wagon, wheelbarrow or a stabilized bicycle, scooter etc. may be used in the search area. Vehicles may NOT contain dogs or humans when being used in a search.
- **Number of Vehicles:** 2 vehicles shall be used.
- **Vehicle set up:** Vehicles must be parked in a single line or row, no closer than six feet from each other.

40 additional qualifying scores in any combination of elements will count as a Level 1 (CCSS – L1ET) Element Title.

- Boxes/Containers
- Interiors
- Exteriors
- Vehicles

## **LEVEL 2 - ANISE (*Pimpinella Anisum*) Scent or Birch.**

In order to earn the Level 2 (CCSS-L2) title, the dog/handler team must qualify for each element per the table below.

Element	Site Area	Timing	# of hides	Faults	Qualifying legs for title
Containers	8 – 10 containers	3 minutes	2 hides	1 wrong call	4 – Q's
Interiors	200 – 400 SQ ft	3 – 5 min	2 hides	1 wrong call	2 – Q's
Exteriors	200 – 400 SQ ft	3 – 5 min	2 hides	1 wrong call	2 – Q's
Vehicles	2 – 3 vehicles	3 – 5 min	2 hides	1 wrong call	2 – Q's

- **A distance of at least 5 feet between hides of different odors.** If using same odor there needs to be at least 8 feet between hides.
- There will be one non-food distraction at this level except for vehicles.
- The handler should wait after calling the 2nd alert for the judge to confirm or say move on. The handler then must call "Finish" to stop time when all hides are located.
- Off leash searches for containers and interiors may be allowed if the area is contained and the judge feels it is safe for dog and exhibitors,

### **Level 2 Container Search**

- **Number of Containers:** 8-10 containers, may be boxes or containers – flowerpot, gift bag, gift boxes, plastic cup, plastic containers etc. A container is something that you can put something in.
- **Pattern:** Containers may be set up in any pattern the judge chooses and may be no less than two feet apart.
- **Distractions:** There will be one non-food distraction. See distractions for descriptions.

### **Level 2 Interior Room Search**

- **Description of Room:** These can be anything from home kitchens, bathrooms, Bedrooms, office rooms, living rooms, etc. An interior room search may also be contained within a larger room and designated by a caution tape, ring gates or other acceptable markers provided that there is no scent cross contamination between rooms.
- **Room set up:** The odor will be located on, in or under an object. Examples of such hides locations include (but are not limited to) tables, drawers, dressers, chairs, suitcases and bags and any other object that may conceal the scent container from plain sight. They may also be located on a wall or support of the room. No hides are to be placed on obedience, agility equipment, dog crates etc. If "staging" an area the items should be placed as to imitate a natural area.
- **Room size:** Between 200 and 400 square feet
- **Height of Scent:** Placed no higher than two feet.
- **Distractions:** There will be one non-food distraction. See distractions for descriptions.

### **Level 2 Exterior Area Search**

- **Exterior Area set up:** The odor will be located on, in or under an object. These areas can include picnic table, camp chairs, logs, trash cans, anything found outdoors. The odor may be place at ground level – example, in a drainpipe, bottom of a rock or table leg etc. If "staging" an area the items should be placed as to imitate a natural area.
- **At no time may the odor be below ground.**
- **Search Area dimensions:** Between 200 and 400 square feet
- **Height of Scent:** The scent may be placed no higher than two feet
- **Distractions:** There will be one non-food distraction. See distractions for descriptions.

### **Level 2 Exterior Vehicle Search**

- **Scent Containers:** The Scent containers may not be placed inside the vehicle, higher than two feet OR more than 6 inches under the chassis or frame of the vehicle. There may not be 2 hides on one vehicle in this level.
- **Definition of Vehicles:** A vehicle is defined as an item with at least one wheel, that can be ridden on or in, or carry something. These may include, but not be limited to, automobiles, pick-up trucks, snowmobiles and ATVs, tractors and other agricultural motorized vehicles, boats, RVs etc. A non-motorized vehicle such as a wagon, wheelbarrow or a stabilized bicycle, scooter etc. may be used in the search area. Vehicles may NOT contain dogs or humans when being used in a search. Vehicles may be placed in any pattern provided they are no less than 4 feet apart from each other.
- **Distractions:** There will be no distractions at this level for Vehicles.

40 additional qualifying scores in any combination of elements will count as a Level 2 (CCSS – L2ET) Element Title.

- **Boxes/Containers**
- **Interiors**
- **Exteriors**
- **Vehicles**

### LEVEL 3 - Clove (*Eugenia caryophyllata*), Anise, Birch

In order to earn the Level 3 (CCSS-L3) title, the dog/handler team must qualify for each element per the table below.

Element	Site Area	Timing	# of hides	Qualifying legs for title
Containers	10 – 15 items	4 minutes	3 hides	6 Q's
Interiors	400 – 500 SQ ft	4 – 6 min	3 hides	2 Q's
Exteriors	400 – 500 SQ ft	4 – 6 min	3 hides	2'Q's
Vehicles	3 – 4 vehicles	4 – 8 min	3 hides	2 Q's

- A distance of at least 3 feet between hides of different odors. If using the same odor there needs to be a distance of at least 5 feet.
- There will be two non-food distraction. Distractions are not to be placed within 3 feet of odor.
- No incorrect call is allowed at this level.
- You may still have other faults to qualify.
- The handler must call "FINISH" to stop time when all hides are located.
- Off leash searches for containers and interiors may be allowed if the area is contained and the judge feels it is safe for dog and exhibitors,
- Hides may not be placed higher than three feet at this level.

#### **Level 3 Container Search**

- **Number of items:** 10 -15 items some of which may be boxes or containers. A container is something that you can put something in. Also, at this level there will be non-container items such as a piece of clothing, broom, ladder, - anything this is not a container, hides should not be placed on these items. Items may be stacked no more than 3 high on the floor and may include an odor item within the stacked items. This stacked group would be considered one item.
- **Distractions:** There will be two non-food distraction. See distractions for descriptions.
- **Pattern:** Containers may be set up in any pattern (or no pattern at all) based on the judge's decision placed no less than one foot apart.

#### **Level 3 Interior Room Search – 3 hides may be in one or two rooms.**

- **Description of Room:** These can be anything from home kitchens, bathrooms, bedrooms, office rooms, etc. An interior room search may also be contained within a larger room and designated by a caution tape, ring gates or other acceptable markers provided that there is no scent cross contamination between rooms.
- **If using multiple rooms:** Handlers will NOT know the number of hides in each room. There must be 1 hide in one room and 2 in the other. **At no time will there be 0 hides in any room.** . It is not required the handler call a hide in a room before moving to another room. The handler may freely move between rooms. Keeping in mind that there is at least one hide in each room. The judge may not give an indication the number of hides is correct except to verify the hide location was correct. Time will remain running when teams move between rooms. Once the team has completed searching both rooms and has called 3 hides, they must call "finish". At any time during the search they call an incorrect hide the search has ended.
- **Room set up:** The odor will be located on, in or under an object. Examples of such hides locations include (but are not limited to) tables, drawers, dressers, chairs, suitcases and bags and any other object that may conceal the scent container from plain sight. They may also be located on a wall or support of the room. Items may be stacked on the floor, chair, table and may include an odor item within the stacked items. No hides are to be placed on obedience, agility equipment, dog crates etc. If "staging" an area the items should be placed as to imitate a natural area.
- **Room sizes:** One room must be a minimum of 400 – 500 square feet. If using 2 rooms, it is not to exceed 700 square feet.
- **Height of Scent:** The scent may be placed no higher than three feet
- **Distractions:** There will be two non-food distraction, not to be placed within 3 feet of odor. See distractions for descriptions.

### Level 3 - Exterior Area Search

- **Exterior Area set up:** The odor will be located on, in or under an object. These areas can include picnic table, logs, trash cans, anything found outdoors. If “staging” an area the items should be placed as to imitate a natural area. The odor may be placed at ground level – example, in a drainpipe, bottom of a rock or table leg etc. **At no time may the odor be below ground.**
- **Search Area dimensions:** Between 400- 500 square feet
- **Number of hides:** 3 Hides at this level. The hides may be placed a minimum 2 feet apart at this level.
- **Height of Scent:** The scent may be placed no higher than three feet
- **Distractions:** There will be two non-food distraction, not to be placed within 3 feet of odor. See distractions for descriptions.

### Level 3 - Exterior Vehicle Search

- **Scent container/target:** The target Scent may not be placed inside the vehicle, higher than three feet OR more than 6 inches under the chassis or frame of the vehicle. No more than 2 hides may be placed on one vehicle, they must be placed at least 8 feet apart.
- **Definition of Vehicles:** **A vehicle is defined as an item with at least one wheel, that can be ridden on or in, or carry something.** These may include, but not be limited to, automobiles, pick-up trucks, snowmobiles and ATVs, tractors and other agricultural motorized vehicles, boats, RVs etc. A non-motorized vehicle such as a wagon, wheelbarrow or a stabilized bicycle, scooter etc. may be used in the search area. Vehicles may NOT contain dogs or humans when being used in a search. Vehicles may be placed in any pattern provided they are no less than 3 feet apart from each other.
- **Vehicle set up:** Vehicles may be placed in any pattern provided they are no less than 3 feet apart from each other.
- **Distractions:** There will be 1 to 2 non-food distractions at this level, these may be placed on the ground around the vehicles, not to be placed within 3 feet of odor. See distractions for descriptions.

**40 additional qualifying scores in any combination of elements will count as a Level 3 (CCSS – L3ET) Element Title.**

- **Boxes/Containers**
- **Interiors**
- **Exteriors**
- **Vehicles**

### LEVEL CH (LEVEL 5) - Cypress (Cupressus sempevirens), Clove, Anise, Birch

In order to earn the Level CH (level 5) (CCSS-LCH) title, the dog/handler team must qualify for each element per the table below.

Element	Site Area	Timing	# of hides	Qualifying legs for title
Containers	15 – 20 items	4 minutes	4 hides	8 Q's
Interiors	450 – 600 SQ ft	4 – 6 min	4 hides	3 Q's
Exteriors	450 – 600 SQ ft	4 – 6 min	4 hides	3 Q's
Vehicles	4 - 5 vehicles	4 – 8 min	4 hides	3 Q's

- A distance of at least 2 feet between hides whether the same of different odors.
- **There will be two non-food distractions at this level, not to be placed within 2 feet of odor**
- **There will be one food distraction at this level, not to be placed within 3 feet of odor.**
- No incorrect call is allowed at this level.
- You may still have other faults to qualify.
- The handler must call “FINISH” to stop time when all hides are located.
- Off leash searches for containers and interiors may be allowed if the area is contained and the judge feels it is safe for dog and exhibitors,
- Hides may not be placed higher than four feet at this level.

### Level CH (level 5) - Container Search

- **Number of items:** 15 – 20 items some of which may be boxes or containers – flowerpot, gift bag, gift boxes, plastic cup etc. A container is something that you can put something in. Also at this level there will be non-container items such as a piece of clothing, broom, ladder, - anything this is not a container. Items may be stacked on the floor and may include an odor item within the stacked items. This stacked group would be considered one item..

- Items may also be hung on a wall or gating.
- **Distraction:** There will be 3 distractions allowed at this level at the judge's discretion. ***The food distraction must be concealed from plain sight; however, the other distractions need not be.*** (See above)
- **Pattern:** Containers may be set up in any pattern (or no pattern at all) based on the judge's decision placed no less than 6 inches apart.

**Level CH (level 5) - Interior Room Search – 4 hides - must use at least two rooms, may use 3 rooms if space allows.**

- **Description of Rooms:** These can be anything from home kitchens, bathrooms, bedrooms, office rooms, living rooms to motel rooms, school classrooms to warehouse rooms. An interior room search may also be contained within a larger room and designated by a caution tape, ring gates or other acceptable markers provided that there is no scent cross contamination between rooms. Handlers are permitted to move between rooms provided they still have remaining time. Time will remain running when teams move between rooms.
- **Multiple rooms:** The handlers will NOT know the number of hides in each room. The 4 hides must be divided between the rooms offered. **At no time will there be 0 hides in any room.** It is not required the handler call a hide in a room before moving to another room. The handler may freely move between rooms. Keeping in mind that there is at least one hide in each room. The judge may not give an indication the number of hides is correct except to verify the hide location was correct. **The team should have the opportunity to return and re-search the rooms.** Once the team has completed searching all rooms and has called 4 hides they must call "finish". At any time during the search they call an incorrect hide the search has ended.
- **Distraction:** There will be a maximum of 3 distractions allowed at this level at the judge's discretion. ***The food distraction/s must be concealed from plain sight; however, the other distractions need not be.*** (See above)

**Room sizes:** One room must be a minimum of 450 - 600 square feet. If a search area is split into 3 rooms, the total area is not to exceed 900 square feet.

**Level CH (level 5) - Exterior Area Search**

- **Exterior Area set up:** The odor will be located on, in or under an object. These areas can include picnic table, logs, trash cans, anything found outdoors. The odor may be placed at ground level – example, in a drainpipe, bottom of a rock or table leg etc. **At no time may the odor be below ground.**
- **Search Area dimensions:** Between 450- 600 square feet
- **Number of hides:** 4 hides at this level. Hides may be placed within 2 feet of each other
- **Height of Scent:** Concealed scent may be placed anywhere on the ground but no higher than 4 feet
- **Distraction:** There will be a maximum of 3 distractions allowed at this level at the judge's discretion. ***The food distraction must be concealed from plain sight; however, the other distractions need not be.*** (See above)

**Level CH (level 5) - Exterior Vehicle Search**

- **Scent container/target:** The target Scent may not be placed inside the vehicle, higher than three feet OR more than 6 inches under the chassis or frame of the vehicle. No more than 2 hides may be placed on one vehicle, they must be at least 6 feet apart.
- **Definition of Vehicles:** **A vehicle is defined as an item with at least one wheel, that can be ridden on or in, or carry something.** These may include, but not be limited to, automobiles, pick-up trucks, snowmobiles and ATVs, tractors and other agricultural motorized vehicles, boats, RVs etc. A non-motorized vehicle such as a wagon, wheelbarrow or a stabilized bicycle, scooter etc. may be used in the search area. Vehicles may NOT contain dogs or humans when being used in a search. Vehicles may be placed in any pattern with no minimal distance, obstacles could be adjacent to each other.
- **Distractions:** There will be one to three distractions allow at this level. May be food or non-food. Distraction may be hidden on vehicle or placed on the ground – if food distraction must be in a container, a toolbox, metal or nonmetal container etc. If non-food the distraction may be set on the ground near the vehicles.

**40 additional qualifying scores in any combination of elements will count as a Level CH (level 5) (CCSS – L CHET) Element Title.**

- Boxes/Containers
- Interiors
- Exteriors
- Vehicles

**LEVEL EX (LEVEL C) – Vetiver (*Vetiveria zizanioides*), Cypress, Clove, Anise, Birch**

In order to earn the Level EX (level C) (CCSS-LEX) title, the dog/handler team must qualify for each element per the table below.

Element	Site Area	Timing	# of hides	Qualifying legs for title
Containers	18 + items	6 minutes	1 – 5 hides	8 Q's
Interiors	500 – 700 SQ ft	5 – 10 min	1 – 5 hides	4 Q's
Exteriors	500 – 700 SQ ft	5 – 10 min	1 – 5 hides	4 Q's
Vehicles	5 vehicles	5 - 10 min	1 – 5 hides	4 Q's

- **There will be 1-4 distractions allowed at this level, not to be placed within 1 foot of odor.**
- No incorrect call is allowed at this level.
- You may still have other faults to qualify.
- The handler must call "FINISH" to stop time when all hides are located.
- Hides may not be placed higher than four feet at this level.
- Off leash searches may be allowed if the area is contained and the judge feels it is safe for dog and exhibitors.
- There may be one or more hide containing 2 odors in the scent vessel.

Handlers must call the final hide and "finish" to stop the time.

**Level EX (level C) - Container Search**

- **Number of items:** 18 + items some of which may be boxes or containers – flowerpot, gift bag, gift boxes, plastic cup etc. A container is something that you can put something in. At this level there will also be non-container items such as a piece of clothing, broom, ladder, anything this is not a container. Items may be stacked on the floor and may include an odor item within the stacked items. This stacked group would be considered one item.
- Items may also be hung on a wall or gating.
- **Distraction:** There will be 1-4 distractions allowed at this level at the judge's discretion. ***The food distractions must be concealed from plain sight; however, the other distractions need not be.***
- **Pattern:** Containers may be set up in any pattern (or no pattern at all) based on the judge's decision placed no less than 6 inches apart. Hides may be placed within 1 foot of each other.
- **Hides –** There will be 1 to 5 hides located in the search area. The handler will not know the number of hides. When the handler thinks they have found all the hides they will call clear and finish. Calling an incorrect hide or missing a hide will result in an NQ.

**Level EX (level C) - Room Search – 1 - 5 hides - must use at least two rooms, may use 3 rooms if space allows.**

- **Multiple rooms:** Handlers are permitted to move between rooms provided they have remaining time. Time will remain running when teams move between rooms. The hides may be placed at 12 inches apart at this level.
- **Description of Room:** These can be anything from home kitchens, bathrooms, bedrooms, office rooms, living rooms to motel rooms, school classrooms to warehouse rooms. An interior room search may also be contained within a larger room and designated by a caution tape, ring gates or other acceptable markers provided that there is no scent cross contamination between rooms. Handlers are permitted to move between rooms provided they still have remaining time. Time will remain running when teams move between rooms.
- **Multiple hides:** The handler will not know the number of hides 1 – 5. When the handler thinks they have found all the hides they will call clear and finish. The 1 to 5 hides must be divided between the rooms offered. **Zero hides in a room will be allowed.** The handler may move from room to room without calling a hide. The judge may not give an indication the number of hides is correct except to verify the hide location was correct. The team should have the opportunity to return and re-search the rooms. Calling an incorrect hide or missing a hide will result in an NQ.
- **Distraction:** There will be a maximum of 4 distractions allowed at this level at the judge's discretion. ***The food distractions must be concealed from plain sight; however, the other distractions need not be.***
- **Room sizes:** One room must be a minimum of 500 - 700 square feet. If a search area is split into 3 rooms, the total area is not to exceed 900 square feet.

### Level EX (level C) - Exterior Area Search

- **Exterior Area set up:** The odor will be located on, in or under an object. These areas can include picnic table, logs, trash cans, anything found outdoors. The odor may be placed at ground level – example, in a drainpipe, bottom of a rock or table leg etc. **At this level one odor may be placed no more than 4 inches under the ground. Materials may include (must be non-toxic): stones, sand, loose topsoil, etc. No type of mulch may be used.**
- **Search Area dimensions:** Between 500 - 700 square feet
- **Number of hides:** 1 - 5 hides at this level. Hides may be placed within 1 foot of each other
- **Height of Scent:** Concealed scent may be placed anywhere on the ground but no higher than 4 feet.
- The handler will not know the number of hides 1 – 5. When the handler thinks they have found all the hides they will call clear and finish. Calling an incorrect hide or missing a hide will result in an NQ.
- **Distraction:** There will be a maximum of 3 distractions allowed at this level at the judge's discretion. ***The food distractions must be concealed from plain sight; however, the other distractions need not be.***

### Level EX (level C) - Exterior Vehicle Search

- **Scent container/target:** The target Scent may not be placed inside the vehicle, higher than three feet OR more than 6 inches under the chassis or frame of the vehicle. No more than 2 hides may be placed on one vehicle, they must be at least 6 feet apart.
- **Definition of Vehicles:** **A vehicle is defined as an item with at least one wheel, that can be ridden on or in, or carry something.** These may include, but not be limited to, automobiles, pick-up trucks, snowmobiles and ATVs, tractors and other agricultural motorized vehicles, boats, RVs etc. A non-motorized vehicle such as a wagon, wheelbarrow or a stabilized bicycle, scooter etc. may be used in the search area. Vehicles may NOT contain dogs or humans when being used in a search. Vehicles may be placed in any pattern with no minimal distance, obstacles could be adjacent to each other.
- **Distractions:** There will be one to four distractions allow at this level. May be food or non-food. Distraction may be hidden on vehicle or placed on the ground – if food distraction must be in a container, a toolbox, metal or nonmetal container etc. If non-food the distraction may be set on the ground near the vehicles.
- **Multiple hides:** The handler will not know the number of hides 1 – 5, When the handler thinks they have found all the hides they will call clear and finish. Calling an incorrect hide or missing a hide will result in an NQ.

**40 additional qualifying scores in any combination of elements will count as a Level EX (level C) (CCSS – LEXET) Element Title.**

- **Boxes/Containers**
- **Interiors**
- **Exteriors**
- **Vehicles**



## OPTIONAL NON-TRADITIONAL VEHICLE SEARCH

**If a handler has multiple dogs entered in the trial they may only enter one dog in this class unless 2 rounds are offered. There will be no re-sets.**

Following along the lines of the CPE Non-Traditional Jackpot – A club would be allowed to offer this new Non-Traditional Vehicle search no more than 50% of the time the Vehicle class is offered. No more than one Non-Traditional vehicle class should be offered per day. This class could be set up indoors or outdoors. This would help the clubs challenged by weather. (Exterior searches would still be conducted outdoors since they are not as challenging to stage with bad weather.)

All levels would run together. Starting with Level 1 through Level EX. Level 1 would run followed by Level 2 etc. There would be no course changes between levels. Each team as they enter will advise the judge and/or timer and scribe what level they are competing at.

***There are no distractions in this class.***

**It is recommended that an area of 400 to 500 Sq feet be used for this class.** If this is not possible please use minimum # of items and submit a judges report stating # of items and area used.

Timing would be per level - L1-2 minutes, L2-3 minutes, L3-4 minutes, LCH-5 minutes, LEX-6 minutes.

**Required for searches - all hides from all levels.** The judges would need to include on the course the requirements from all levels, This would be a minimum of 4 hides and a maximum of 6 hides, including hides on vehicles. The odor of Birch must be used in at least 1 box and/or 1 container. It is recommended that there be 1 elevated hide, no higher than 24".

**A distance of no less than 2 feet between items and a distance of no more than 3 feet between odors.** The course must include at least 5 boxes and at least 5 containers. It may also include "non-containers" such as chair, table, broom, etc. No more than 15 "items" (boxes, containers, and non-containers) may be used. **In addition**, there must be a minimum of 3 "vehicles" (Definition of Vehicles: A vehicle is defined as an item with at least one wheel, that can be ridden on or in, or carry something.) The vehicles must be staged together in an area within or just beside the other items in the search area.

All odors are available for all Levels. Level 1 does not need to find the "birch" odor in order to qualify,

**Required for a Q for each level:**

Level 1 – 1 hide from any area.

Level 2 – 2 hides at least 1 hide must be from vehicle area.

Level 3 – 3 hides at least 1 hide must be from vehicle area.

Level CH - 4 hides at least 1 hide must be from vehicle area.

Level EX – Unknown # of hides – at least 1 hide must be from the vehicle area. **The handler must call "FINISH" once all hides are located.**

**In Levels 1 through CH - when the required Q's for the team's level has been reached the handler may call "finish" or the judge will call "Good Job" and the team should quickly exit the search area. If the team continues to search and does not promptly leave the area the judge may assess a fault.**

**Level EX must call finish when they believe all hides are found.**

**SNIFFING IS FUN!**

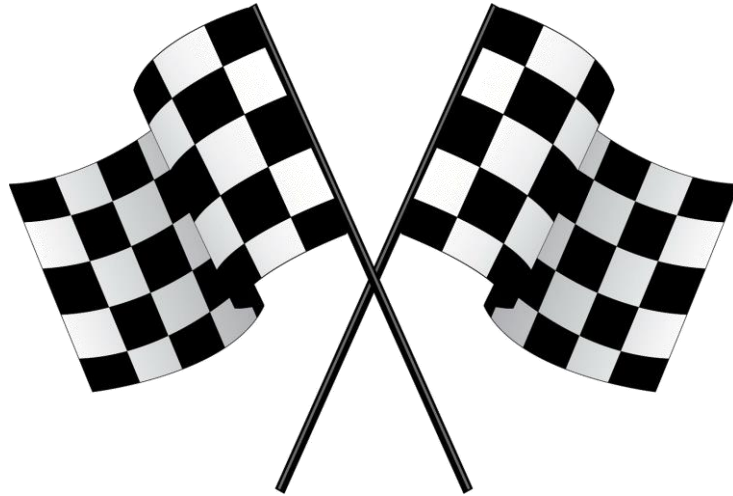
**SNIFF, SNIFF**

**ALERT, ALERT**

**FINISH, FINISH**

# ***SpeedWay***

*Start your Engines...*



Canine Performance Events  
Presents  
A totally new event division

# SpeedWay

Thanks to Art Malott and Kim (O'Connor)Thompson for their ideas  
and hard work to bring SpeedWay to life!  
Thanks to the many people who gave feedback!

As we are rolling out this new division of CPE, there will probably be things that may need to be evaluated, so any feedback would be greatly appreciated!

Please send SpeedWay comments, suggestions, and corrections to: [kim@cpe.dog](mailto:kim@cpe.dog).

**Please NOTE:** To enable everyone to play this new game as soon as possible, the programming for member services tracking and for printing titles and plaques will not be functioning until all work is complete and tested. We anticipate this to be completed by the end of 2021 (hopefully sooner), with titles and plaques being ordered directly after processing all trials that were run during the programming time.

We apologize for this inconvenience, however, if we waited until member services was complete, trials couldn't be held until 2022 and the feedback we received showed that the interest was to play as soon as possible.

**Thank you for your understanding and continued support of CPE!**

**SpeedWay** is a new event division of CPE to give dogs and owners another opportunity to play in a fun, competitive environment.

SpeedWay consists of the following classes:

- Drag Race 50
- Drag Race 100
- Pitstop
- Slingshot
- Hairpin – Team (two dog teams only, different handlers)
- Pole Position – Solo (one dog team)
- Pole Position - Team (two dog teams only, different handlers)

See the individual game descriptions for respective details.

## **EVENT ENTRY AGE REQUIRMENTS**

*Regardless of age or entered event, the owner / handler is responsible to have complete control over their dog(s) while attending any CPE event.*

SpeedWay – any dog 12 months or older the day of the trial and registered with CPE are eligible to trial.

## **ENTRY ELIGIBILITY**

- Bitches in season or any dogs who are fully blind (both eyes), lame, or aggressive towards people or other animals are not eligible to compete.
- Veterinarian letters cannot be used for a host club representative or Course Marshal to determine if a dog is physically able to compete. A representative host club or Course Marshal are not 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.
- Disabled dogs that use wheeled carts are permitted to enter a SpeedWay trial except games which use tunnels, keeping in mind the dog's safety has priority.
- Hearing and/or visually impaired dogs are permitted to enter a SpeedWay trial, keeping in mind the dog's safety has priority.

- Teams may only run a maximum of 12 SpeedWay runs per day.
- Handlers should ensure that their dog is healthy and fit.
- There are no FEO (For Exhibition Only) entries allowed.
- Refunds after the closing date are per the club's premium refund policy.

## PREMIUM

- The premium shall state if the course will be fully fenced.
- Drag Race only: the lure method shall be on the premium which the club will provide.
- If Drag Race is being offered at this event, a Lure Machine Operator is required. An experienced Lure Operator is recommended. The Lure Operator must be listed on the premium.
- The premium must list the timing method whether it is stopwatch or electronic timers.
- The clubs are limited to a maximum of 400 SpeedWay runs per day if only one Course Marshal will officiate. If the site has indoor and outdoor rings with a Course Marshal available for each ring, then each ring is limited to a maximum of 400 runs per ring. NOTE: Entries cannot exceed the applied for limits.
- A host club may elect to offer Day of Show (DOS) entries.
- SpeedWay is totally separate from Agility and Scent Sport in terms of classes offered per day.
- A dog is only permitted to enter a maximum of 12 SpeedWay classes per day.

**The CPE Agility Trial Secretary program must be used for SpeedWay entries, trial set up and scoring.**

## AWARDS AND RIBBONS

See the general rules section for Awards and Ribbon details.

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

- In all classes dogs shall run without anything attached to its body except for a collar described in the next point. This is for the safety of the dog. This includes no: 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.

In SpeedWay dogs may wear a collar that has to be a flat buckle style or rolled leather collars there shall be no attachments hanging or otherwise allowed on the collar. Handlers may choose to tape their tags to the collar as opposed to removing them. These will assist the handler for easy containment at the end of the run.

- Dogs may enter the ring on a collar/leash, slip or martingale lead, quick release harness, head halti/leader, or in the arms of the handler. Any method must be able to be quickly put back on the dog at the finish of the run.
- Retractable leashes may not be used around the ring or to take the dog into the ring. If prong collars are allowed per the show site, they may *not* be used to take a dog into the ring.
- All handlers have the choice to put their leash in their pocket or safely loop it around their waist or neck, it does not have to be out of the dog's sight, however, if the dog plays with it during the run, it would be considered a toy and result in an NT. If the handler cannot carry their leash, leashes should be dropped on the ground/floor at the start line and the leash runner will place it at the exit gate on a chair or the ground/floor.

## While running on course (Except Drag Race, see Drag Race rules for details)

- The handler may use any verbal or visual commands to direct the dog through the course.
- 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 own physical progression around the course
- Judges are not required for these events, instead a voluntary Course Marshal will be assigned to monitor the ring.

## SHOW COMMITTEE AND OFFICIALS

All of the following positions can show dogs at a CPE trial if the handler wishes. The following officials shall preside at each CPE SpeedWay Trial. See Drag Race rules for any exceptions to these positions.

**Show Chairperson & Show Secretary:** The Chairperson is at minimum the official contact person for complaints or infractions. The Chairperson is also the back up for the Show Secretary in an emergency. The Show Secretary is at minimum responsible for answering prospective entrants' questions, email/mailling premium lists to prospective entrants, email/mailling confirmation notices, preparation of the show catalog, ensuring the scorekeepers understand the scoring and computer procedures, preparation of the trial packets for CPE and the host club. If SpeedWay is running in conjunction with Agility and/or Scent Sport the clubs may choose to have these positions filled by the same people.

**Course Builders:** are responsible for the set-up of the course as close as possible to the course design provided by CPE, using the baseline measuring method whenever possible for accuracy. Once a course has been established there are no changes unless switching classes.

**Course Marshal:** This is a volunteer position that may be a different person for each class at the trial, but they must be familiar with the rules for the class they would be Marshaling. The Course Marshal could in various classes also scribe by carrying a clip board with them with the scribe sheet. Each Course Marshal must be cleared by CPE to officiate and may be required to attend a free online seminar prior to officiating.

**NOTE: See individual classes for the description of the Course Marshal responsibilities for that class.**

**Scribe:** Is responsible for marking the time and any non-qualifying run on the scribe sheet. In some games this position may also be combined with the Course Marshal and/or the timer. See individual classes.

**Timer:** A timer is required for each class and they are responsible to ensure timing is added to the scribe sheet. The time will start when the dog performs the first obstacle or crosses the start line. If there is a problem with the stopwatch or electronic timer, the timer shall notify the Course Marshal immediately when known. The timer is also responsible for sounding the whistle/horn if not programed to signify a dog exceeding maximum course time. Every dog receives a time unless the owner excuses the dog, or the dog goes over the maximum course time.

**Gate Steward:** A gate steward is required for each ring when a class is in session. The gate steward has the authority to change the order of the class at ringside if necessary. The gate steward must communicate any changes, once the class starts, to the scribe/timer. Dogs MAY NOT be moved by handler's choice. Dogs must run in order unless there is a conflict.

## **SPEEDWAY TRIAL SHOW SITE**

The Host Club Committee holding a CPE trial 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.

### **SpeedWay Trial Ring Area**

- ***Drag Race 50-yard course shall be at least 75 yards in length, consisting of a 5-yard start area, a 50-yard competition area, a 20-yard finish/catch area(30 yards recommended). Course must be minimum 10' wide.***
- ***Drag Race 100-yard course shall be at least 135 yards in length, consisting of a 5-yard start area, a 100-yard competition area, a 30-yard finish/catch area(50 Yards recommended). Course must be minimum 10' wide.***
- ***Pole Position and Pitstop minimum course size 70' x 60'***
- ***Hairpin minimum course size 30' x 90'***
- ***Slingshot minimum course size 80' x 60'***
- The ring area shall be of a non-slip surface. Outdoors/under open pavilion with 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, the surface footing must be approved.  
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.

### **NON-QUALIFYING RUNS:**

- Exceeding the maximum time of 60 seconds in any game except Drag Race 100 which has a maximum time of 45 seconds and Drag Race 50 which has a maximum time of 30 seconds.
- Food or toys in the ring area
- The team will qualify if they complete the course as numbered with any corrections required and under the maximum course time. A team would NQ if any number is omitted from the sequence or the team is over the maximum course time.
- Exception to the off-course rule is Drag Race, however if the person catching the dog at the end steps over the line to help the dog or uses food as a lure then the dog is given an NQ.
- Leaving the ring before the run is completed, dog out of control, dog ceases to work.
- Dog fouling anywhere within the ring before, during or after completion of a run.

### **SCORING: EARNING POINTS TOWARDS TITLES**

Dogs are classified in Divisions for scoring, these divisions are determined by the individual dog's times in the classes run on the day of the event.

A dog may be scored in different divisions for each run throughout any given day, it is based on their run time for that respective run. There are no levels in SpeedWay.

### **All classes except for Drag Race are classified as the following Divisions (see the next section for Drag Race Divisions):**

- **Division I** is running a course in 38.00 seconds up to a maximum of 60 seconds. Points awarded based on (60 seconds minus dog's time) rounded up. Max score = 22 pts.
- **Division II** is running a course in 34.00 - 37.99 seconds. Points awarded based on (55 seconds minus dog's time) rounded up. Score Range = 21 - 18 pts
- **Division III** is running a course in 28.00 - 33.99 seconds. Points awarded based on (50 seconds minus dog's time) rounded up. Score Range = 22 - 17 pts.
- **Division IV** is running a course in 24.00 – 27.99 seconds. Points awarded based on (45 seconds minus dog's time) rounded up. Score Range = 21 - 18 pts.
- **Division V** is running a course in 23.99 seconds or less. Points awarded based on (40 seconds minus dog's time) rounded up. Score Range = 17 pts+.

#### **Scoring Example:**

- To determine how many points a dog would earn that runs the course in 37 seconds.
- 37 seconds places them in Division II, the scoring time used in Division II is 55 secs.
- Therefore, scoring time of 55 seconds minus run time of 37 seconds equals 18 points that are awarded for that run.
- See Slingshot for point multipliers available in this game. No other game has point multipliers.

### **Drag Race Divisions only (see previous section for all other class Divisions):**

- **Division I** is classified in the MPH range 0 – 14.99 MPH.
- **Division II** is classified in the MPH range 15 – 19.99 MPH.
- **Division III** is classified in the MPH range 20 – 24.99 MPH.
- **Division IV** is classified in the MPH range 25 – 29.99 MPH.
- **Division V** is classified in the MPH range 30 + MPH.

**To calculate MPH in Drag Race 100 we use this formula  $204.545 / \text{time} = \text{MPH}$**

**To calculate MPH in Drag Race 50 we use this formula  $102.273 / \text{time} = \text{MPH}$**

Points Earned =  $\text{MPH} + 0.4 \times (40 - \text{MPH})$  where MPH used is the actual MPH calculated rounded up to the next full number

#### **Scoring Example:**

- To determine how many points a dog would earn that runs Drag Race 100 in 21.7 seconds.
- $204.545 / 21.7 = 9.51 \text{ MPH}$  round up to 10 MPH
- Points Earned =  $10 + 0.4 \times (40 - 10) = 22 \text{ Points}$

## **SPEEDWAY TITLE INFORMATION**

Titles are earned by accumulating points.

Placements do not add any additional points towards titles.

The following titles will be awarded based the cumulative total of all CPE SpeedWay Division points earned in any combination of classes:

- Speedway Elite (C-SWE) = 150 Points, Title Certificate awarded
- Speedway Pro (C-SWP) = 500 points, Title Certificate awarded
- Speedway Master (C-SWM) = 1,000 points, Title Certificate awarded
- Speedway Bronze Legendary (C-SWBL) = 2,000 points, Title Certificate
- Speedway Silver Legendary (C-SWSL) = 5,000 points, Title Certificate
- Speedway Gold Legendary (C-SWGL) = 7,500 points, Title Certificate and Plaque awarded
- Speedway Platinum Legendary (C-SWPL) = 10,000 points, Title Certificate and Plaque awarded
  - (For every additional 10,000 points, a multiple Platinum Legendary Plaque will be awarded)

## **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 division peers. Jr Handler dogs will not receive any additional time or division allowance.
- Jr Handlers must submit their qualifying runs on the Jr Handler Score Report Form in Excel or other spreadsheet program (see the Forms page for the template – [www.k9cpe.com](http://www.k9cpe.com)). This is to ensure all Jr Handler points are being properly reported.
- Jr Handlers will receive orange qualifying ribbons for all classes they earn a qualifying score in. 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 Points**

Jr Handler points will be awarded based on the dog they are running and the score for that class.

Ex- Drag Race if the dog runs 15 MPH that day, the dog's speed puts them in division II that day, so the dog's score is  $15 \times 1.75 = 27$  points for the Junior handler as well as the dog.

This may or may not be with the same dog for all runs and the Division is determined by the speed in that class.

## **Jr Handler Titles**

Jr Handler Titles are earned by accumulating points.

Placements do not add any additional points towards titles.

The following titles will be awarded based the cumulative total of all CPE SpeedWay Division points earned in any combination of classes for any dog the Jr Handler has handled in a run and earned a qualifying score:

- Speedway Jr Handler Elite (C-SWJrE) = 150 Points, Title Certificate awarded
- Speedway Jr Handler Pro (C-SWJrP) = 500 points, Title Certificate awarded
- Speedway Jr Handler Master (C-SWJrM) = 1,000 points, Title Certificate awarded
- Speedway Jr Handler Bronze Legendary (C-SWJrBL) = 2,000 points, Title Certificate
- Speedway Jr Handler Silver Legendary (C-SWJrSL) = 5,000 points, Title Certificate
- Speedway Jr Handler Gold Legendary (C-SWJrGL) = 7,500 points, Title Certificate and Plaque awarded
- Speedway Jr Handler Platinum Legendary (C-SWJrPL) = 10,000 points, Title Certificate and Plaque awarded
  - (For every additional 10,000 points, a multiple Platinum Legendary Plaque will be awarded)



## GAMES

### Drag Race 50 and 100

**Object:** The object of this game is to complete a 50-yard or 100-yard dash within the maximum course time.

CPE Drag Race allows individual dogs to compete in timed 50-yard or 100-yard dashes and determine their speed in MPH.

#### DRAG RACE 100

***The Drag Race course shall be at least 135 yards in length, consisting of a 5-yard start area, a 100-yard competition area, a 30-yard finish/catch area minimum (50 yards recommended). Course area should be minimum 10' wide.***

The 100 Yard course has a maximum time of 45 seconds. Anything beyond 45 Seconds is a non-qualifying run.

#### **EARNING POINTS IN DRAG RACE 100**

A dog's 100-yard dash time must be converted into MPH using the formula below and rounded to the nearest hundredth of a mile: The CPE Trial Secretary Software will do this automatically, but this is the formula used.

204.545 DIVIDED BY the Dog's Total run time EQUALS the dog's MPH

Example: The dog's time is 7.25 seconds so the formula would be  $204.545/7.25 = 28.21$  MPH round up 29 MPH. This would then classify the run as a Division IV Run for placements. Points earned for this run will be  $29 + 0.4 \times (40 - 29) = 33.4$  round up = 34 points earned.

**SEE THE DRAG RACE DIVISIONS LIST PREVIOUSLY LISTED IN THE SPEEDWAY RULES FOR FULL DIVISION DETAILS.**

**Quick Reference Scoring Table Time = Points** (Thank you Michael Fortunato)

100 yard Drag Race Scoring Table		
Above 45 seconds = NQ		
Time Range in Seconds		DRAG RACE SCORE
45	40.91	19
40.9	30.69	20
30.68	24.55	21
24.54	20.46	22
20.45	17.54	23
17.53	15.35	24
15.34	13.64	25
13.63	12.28	26
12.27	11.16	27
11.15	10.23	28
10.22	9.45	29
9.44	8.77	30
8.76	8.19	31
8.18	7.68	32
7.67	7.22	33
7.21	6.82	34
6.81	6.46	35
6.45	6.14	36
6.13	5.85	37
5.84	5.58	38
5.57	5.34	39
5.33	or faster	40

Scoring program will show MPH and Points earned in results.

## **DRAG RACE 50**

***The Drag Race 50 course shall be at least 75 yards in length, consisting of a 5-yard start area, a 50-yard competition area, a 20-yard finish/catch area(30 yards recommended). Course area should be minimum 10' wide.***

The 50 Yard course has a maximum time of 30 seconds. Anything beyond 30 Seconds is a non-qualifying run.

### **EARNING POINTS IN DRAG RACE 50**

A dog's 50-yard dash time must be converted into MPH using the formula below and rounded to the nearest hundredth of a mile: The CPE Trial Secretary Software will do this automatically, but this is the formula used.

102.273 DIVIDED BY the Dog's Total run time EQUALS the dog's MPH

Example: The dog's time is 5.55 seconds so the formula would be  $102.273/5.55 = 18.43$  MPH round up 19 MPH. This would then classify the run as a Division IV Run for placements. Points earned for this run will be  $19 + 0.4 \times (40 - 19) = 27.4$  round up = 28 points earned.

**SEE THE DRAG RACE DIVISIONS LIST PREVIOUSLY LISTED IN THE SPEEDWAY RULES FOR FULL DIVISION DETAILS.**

**Quick Reference Scoring Table Time = Points** (Thank you Michael Fortunato)

<b>50 yard Drag Race Scoring Table</b>		
Above 30 seconds = NQ		
Time Range in Seconds		DRAG RACE SCORE
30	20.46	19
20.45	15.35	20
15.34	12.28	21
12.27	10.23	22
10.22	8.77	23
8.76	7.68	24
7.67	6.82	25
6.81	6.14	26
6.13	5.58	27
5.57	5.12	28
5.11	4.73	29
4.72	4.39	30
4.38	4.1	31
4.09	3.84	32
3.83	3.61	33
3.6	3.41	34
3.4	3.23	35
3.22	3.07	36
3.06	2.93	37
2.92	2.79	38
2.78	2.67	39
2.66	or faster	40

Scoring program will show MPH and Points earned in results.

## **GAME INFORMATION THAT APPLIES TO BOTH DRAG RACE 50 & 100 YARDS**

***The total area does not have to be completely fenced but fencing is recommended to give the dogs a safe competition environment and the finish/catch area must be fenced for ease of handling. Teams may have two handlers one to release and one to catch at the finish.***

This game will use a Lure Machine to get the dog to chase; however, handlers may use other means as an incentive without crossing the finish line into the running area, to physically assist the dog, such as but not limited to recalling the dog, tossing a retrieve object thrown into the finish/catch area (though not into the timing portion of the course), by the dog's catcher.

It is up to the handler to provide a dog holder/release if they are the catcher for the recall. Some clubs may offer this position, but it is not required.

Drag Race is a timed event with a designated start line indicated by cones. The time will start when the dog crosses between the cones for manual timing and for automatic timing, when the dog's motion starts the time. The time ends when the dog has passed the finish line, or the maximum time for the respective course (see listings above), has been reached. Anything beyond the maximum time is a non-qualifying run.

Timing for Drag Race will be with electronic timing equipment or using a three-person manual timing team. In manual timing one person signals the dog crossing the start line to the two people holding stop watches at the finish line. The person will signal the start by dropping their arm when the dog's nose crosses the start line (this position could be the Course Marshal) this will tell the two people with stop watches to start their timers and they will stop them when the dogs nose crosses the finish line. Both times will be added together and divided by 2 to calculate the time for that run.

### **Lure Machine Operator (this position is only in Drag Race):**

- The lure machine operator will make sure the equipment is working correctly and safely.
- Shall announce "lure staging" before positioning the lure to caution owners.
- Will ensure the lure is properly positioned before each run.
- Lure Operator must be positioned outside of the running area. It is strongly suggested that the lure operator be positioned on an angle to the track to be able to properly judge the distance between the runner and the lure. The lure whether it is a plastic bag, or a squawker must be no closer than 10 feet and no further than 25 feet from the running dog.

### **An experienced Lure Machine Operator is important for the safety of the dogs.**

There are services that can be hired to provide lures, many also supply fencing and other items required for an outdoor trial.

One example to purchase a Lure Machine is: Lucky Dogs Lure Coursing, [luckydogsadventures.com](http://luckydogsadventures.com)

### **Course Marshal and Duties:**

Once informed by the Lure operator that the lure is in place, the Course Marshal shall give the start signal and/or shouts "Racer Staged" indicating to release the dog. The dog will be released on the Marshal's signal. If the event is using manual timing the Course Marshal will also be responsible for signaling the timers to start their watches by dropping their arm from above their head.

The Course Marshal will also be responsible for calling any NQs that may need to be called.

- Toy on course
- Dog leaving the course before crossing the finish line
- Dog eliminates on the course, they are excused.
- The Person Catching the dog steps over the finish line into the running area to entice the dog

## Pitstop

**Object:** CPE Pitstop allows individual dogs to compete in a challenging tunnel only numbered course, guided by their handler with accuracy and speed.

The dog and handler have up to a maximum time of 60 seconds to complete the 100-yard tunnel course, consisting of 8 - 12 entrances, correctly.

The course area must be at least 70' X 60'. Clubs must have 4 or 5 tunnels available for use being 15' or 20' in length and will be set up with a 100-yard total course with maps supplied by CPE. Clubs will submit their equipment list 6 weeks prior to trial date to [Art@cpe.dog](mailto:Art@cpe.dog) and include how many trial days. 1 week prior to their trial CPE will send the club the courses required per trial day based on their equipment list supplied. Our plan is to establish a course map library so that clubs can draw from it when they are having an event based on their tunnel stock. The dog has up to a maximum time of 60 seconds to complete the course correctly.

### EARNING POINTS

To determine how many points a dog would earn that runs the course in 37 seconds.

37 seconds places them in Division II, the points time in Division II is 55 secs.

Therefore, points time of 55 seconds minus run time of 37 seconds equals 18 points that are awarded to the dog for that run.

All points will be calculated by the CPE Trial Secretary Software, this example shows how it will be done.

**SEE THE DIVISIONS LIST PREVIOUSLY LISTED IN THE SPEEDWAY RULES FOR FULL DIVISION DETAILS.**

### Course Marshal Duties:

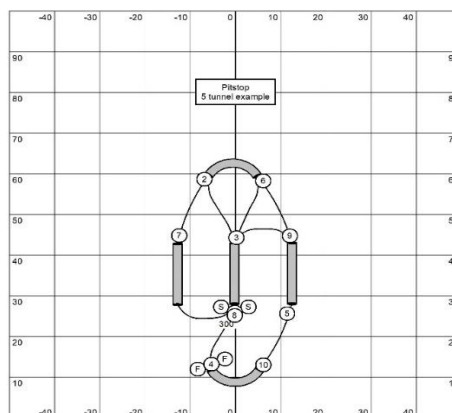
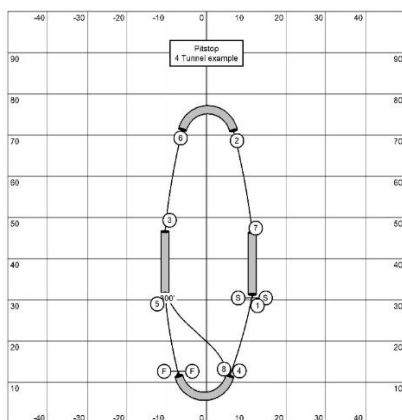
The Course Marshal will also be responsible for calling any NQ that may need to be called.

- A team is NQ if any number is omitted from the sequence or the team is over the maximum course time.
  - Example dog does tunnel 2 incorrectly, if the dog is redirected into tunnel 2 before finishing the course then it is a Q, if the dog never performs tunnel 2 correctly then the team would NQ.
- Toy on course
- Dog leaving the course before crossing the finish line
- Dog eliminates on the course, they are excused.

If the dog is NQ due to an off course, the Course Marshal will discontinue calling any other off course, and the team may elect to complete the course up to the maximum course time.

### **PITSTOP COURSE EXAMPLES ONLY**

**Note: A library of Pitstop courses will be collected and be randomly assigned to be used at trials that offer Pitstop, with periodic changes to the library.**



## **Slingshot**

**Object:** To maneuver through a set course of hoops and tunnels, with accuracy and speed, while adding the potential for the dog to show the ability to work at a distance.

The handler and dog will run through the course as numbered, reaching the point where the gamble lines are laid out. Here the handler may attempt to send the dog to the obstacles while the handler stays on the other side of one of the two gamble lines.

- The first gamble line is 10 feet away and the total run points for completing the course will be multiplied by 1.5, if the dog completes the entire course and handles obstacles 9 – 11 while the handler stays behind this line.
- The second gamble line is 20 feet away, and the total run points for completing the course will be multiplied by 3, if the dog completes the entire course and handles obstacles 7 – 11 while the handler stays behind this line.
- If the handler runs the entire course without staying behind a multiplier line, they still get their points earned based on their finish time and division calculation with no multiplier, indicated as a 1.

The dog has up to a maximum time of 60 seconds to complete the course correctly.

The course area must be at least 80' X 60'. Clubs must have 5 tunnels available for use (either 15' or 20' length) and 6 hoops which will be set up with a 100-yard total distance.

### **EARNING POINTS**

Slingshot multipliers are 1, 1.5 or 3 depending how the course is handled (see details above). The Course Marshal will indicate either on the scribe sheet or by signaling the scribe the multiplier to be applied for each dog run.

### **EXAMPLE – TO CALCULATE POINTS EARNED:**

To determine how many points a dog would earn that runs the course in 37 seconds.

37 seconds places them in Division II, the points time in Division II is 55 secs.

Therefore, points time of 55 seconds minus run time of 37 seconds equals 18 points.

The team handled obstacles 7 – 11 in order with the handler remaining outside of the 20' line which provides a 3X multiplier, so their final points awarded are  $3 \times 18 = 54$  points

All points will be calculated by the CPE Trial Secretary Software, this example shows how it will be done.

**SEE THE DIVISIONS LIST PREVIOUSLY LISTED IN THE SPEEDWAY RULES FOR FULL DIVISION DETAILS.**

### **Course Marshal Duties:**

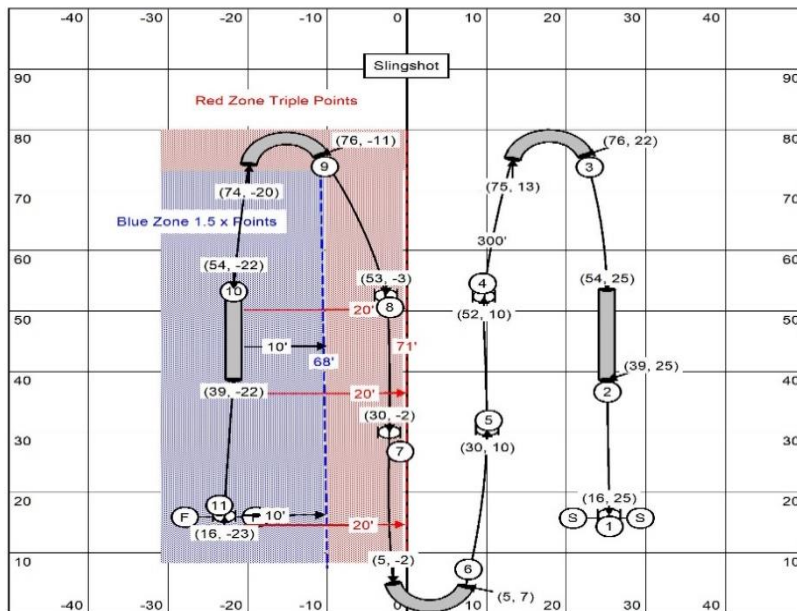
Slingshot multipliers are 1, 1.5 or 3 depending how the course is handled. The Marshal will indicate either on the scribe sheet or by signaling the scribe the multiplier to be applied for each dog run.

The Course Marshal will also be responsible for calling any NQ that may need to be called.

- This is a sequentially numbered course. The team will qualify if they complete the course as numbered with any corrections required and under the maximum course time. A team would NQ if any number is omitted from the sequence or the team is over the maximum course time.
- The team can earn a multiplier by completing the course exactly as numbered with no corrections and performing the obstacles in the multiplier zone at the correct distance for the appropriate multiplier.
- If a dog does not go through the obstacles in the correct order the team loses the multiplier option but may continue if the mistake is corrected and will earn any points based solely on time upon completion of the entire course.
  - Example using the Slingshot map on page 69, the dog completes obstacle one and two goes into the wrong end of obstacle three, handler corrects the course and proceeds through three to eleven correctly. This would be a Q if the team is under time, however the team would not be eligible for a multiplier.
- A team is NQ if the dog does not go through the obstacles in the correct order and is not redirected to correctly perform the obstacle.
  - Example using the Slingshot map on page 69, the dog completes obstacles one through three, does not complete obstacle four, continues five through eleven, never completing obstacle four correctly, this would be a NQ. Toy on course
- Dog leaving the course before crossing the finish line
- Dog eliminates on the course, they are excused.

If the dog is NQ due to an off course, the Course Marshal will discontinue calling any other off course, and the team may elect to complete the course up to the maximum course time.

**SLINGSHOT COURSE TO BE SET UP FOR ALL TRIALS IN 2021**  
**THE COURSE MAY CHANGE PERIODICALLY AND WILL BE LISTED IN EACH YEAR'S RULEBOOK**  
**UNDER THE SLINGSHOT RULES**



## **Hairpin Team**

**Object** - CPE Hairpin Team is an event for 2 dog teams much like a relay race in which each dog must complete their portion of a 100-yard course, while responding to a handler's commands to quickly navigate through the course.

Each dog will run a 50-yard course through 6 hoops and one tunnel or **one barrel** as shown on the map.

The team has a maximum time of 60 seconds to complete the total 100-yard course.

The course area must be at least 30' X 90'.

Teams are selected by the Handlers before registering to run (see premium). When team classes are offered: If a Partner is not listed on the right side of the form, the club will randomly pair up the teams. If there is an odd number of dogs entered in that class, a dog may be asked to run for no score as a fill in for the odd numbered dog.

All dogs will enter the course as a team and wait at the start obstacle for their turn. The first team dog may leave the ring following their portion of the run.

All dogs must be under their handler's control while waiting their turn to run on the course.

Dog 1 will run their portion, as soon as dog 1 takes the finish hoop dog 2 may start their portion of the course.

If dog 2 takes the start hoop before the dog 1 takes the finish hoop that team is eliminated or if dog 1 goes back onto the course while dog 2 is running.

The time will continue until the second dog has finished the course, the team must be under 60 seconds total team time to earn a qualifying score.

Points are awarded based on the total team time which will determine the team's division for that day.

### **EARNING POINTS**

To determine how many points a team would earn using the example that the team runs the course in a combined time of 37 seconds.

37 seconds places them in Division II, the points time in Division II is 55 secs.

Therefore, points time of 55 seconds minus run time of 37 seconds equals 18 points per dog that are awarded for that run.

All points will be calculated by the CPE Trial Secretary Software, this example shows how it will be done.

**SEE THE DIVISIONS LIST PREVIOUSLY LISTED IN THE SPEEDWAY RULES FOR FULL DIVISION DETAILS.**

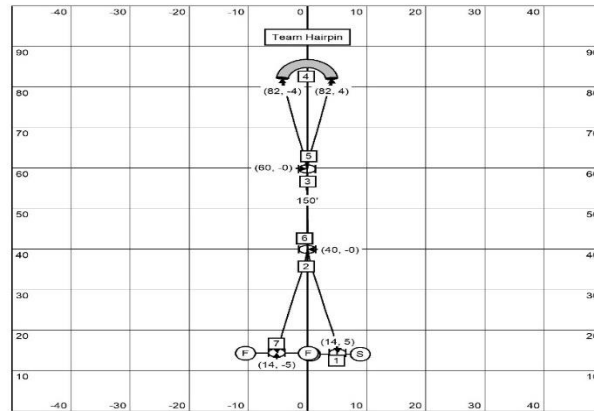
### **Course Marshal Duties:**

The Course Marshal will also be responsible for calling any NQ that may need to be called.

- This is a sequentially numbered course performed by a two-dog team. The team will qualify if they complete the course as numbered with any corrections required and under the maximum course time. A team would NQ if any number is omitted from the sequence or the team is over the maximum course time.
  - Example using the map page 71, the dog completes obstacle one and two, skips three, goes through four, is brought back to obstacle three and completes obstacle three through seven correctly, second dog completes all obstacles correctly this would be a Q.
  - Example using the map page 71, the dog completes obstacle one through four, skips obstacle five and completes six and seven correctly, this would be a NQ.
- If the second dog takes the start obstacle prior to the first dog passing through the finish hoop or if dog one goes back on the course while dog two is running, then the team does not qualify.
- Team one can do a lead out to start the course, however team two may not lead out until team one has completed their course.
- Toy on course
- Dog leaving the course before crossing the finish line.
- Dog eliminates on the course, they are excused.

If the dog is NQ due to an off course, the Course Marshal will discontinue calling any other off course, and the team may elect to complete the course up to the maximum course time.

**HAIRPIN TEAM COURSE TO BE SET UP FOR ALL TRIALS IN 2021  
THE COURSE MAY CHANGE PERIODICALLY AND  
WILL BE LISTED IN EACH YEAR'S RULEBOOK  
UNDER THE HAIRPIN TEAM RULES**



## **Pole Position**

**Object** - CPE Pole Position is a course where the dog will need to show their ability to navigate around “poles” (barrels) in response to a handler’s commands, with accuracy and speed.

## **Pole Position Solo**

Pole Position Solo consists of a single dog and handler team.

The dog and handler teams have up to a maximum time of 60 seconds to complete the 100-yard course that consists of 1 performance of each barrel as directed on the numbered course. Each team points are awarded based on the dog’s division.

The course area must be at least 70’ X 60’. Clubs must have 5 barrels available for use and hoops for the start and finish lines.

The course will consist of a pre-determined pattern using 5 barrels. The barrels will be numbered in the order to be performed. The Barrel must always be circled in the direction shown on the course map, after completion of “Pole” 5 the dog must cross through the finish eye, their path to and through the finish eye is not mandated. A team is eliminated if the dog does not go around the barrels in the correct order and is not redirected to go in the correct direction. The dog has up to a maximum time of 60 seconds to complete the course correctly.

### **EARNING POINTS**

To determine how many points a dog would earn that runs the course in 37 seconds.

37 seconds places them in Division II, the points time in Division II is 55 secs.

Therefore, points time of 55 seconds minus run time of 37 seconds equals 18 points that are awarded to the dog for that run.

All points will be calculated by the CPE Trial Secretary Software, this example shows how it will be done.

**SEE THE DIVISIONS LIST PREVIOUSLY LISTED IN THE SPEEDWAY RULES FOR FULL DIVISION DETAILS.**

### **Course Marshal Duties:**

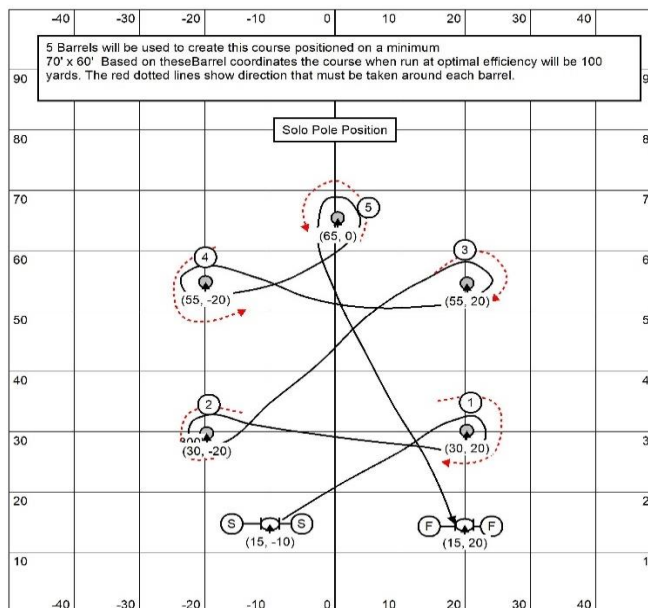
The Course Marshal will also be responsible for calling any NQ that may need to be called.

- Off course, a team is NQ if the dog circles a barrel in an incorrect direction and does not correct their path before completing the course.
- Toy on course
- Dog leaving the course before crossing the finish line
- Dog eliminates on the course, they are excused.

If the dog is NQ due to an off course, the Course Marshal will discontinue calling any other off course, and the team may elect to complete the course up to the maximum course time.



**POLE POSITION SOLO COURSE TO BE SET UP FOR ALL TRIALS IN 2021**  
**THE COURSE MAY CHANGE PERIODICALLY AND WILL BE LISTED IN EACH YEAR'S RULEBOOK**  
**UNDER THE POLE POSITION SOLO RULES**



## **Pole Position Team**

Pole Position Team is an event for 2 dog teams much like a relay race in which each dog must complete their portion of a 5 Barrel 100-yard course.

Teams are selected by the Handlers before registering to run (see premium). When team classes are offered: If a Partner is not listed on the right side of the form, the club will randomly pair up the teams. If there is an odd number of dogs entered in that class, a dog may be asked to run for no score as a fill in for the odd numbered dog.

Points are awarded based on the total team time which will determine the team's division for that day. All dogs will enter the course as a team and wait at the start obstacle for their turn. The dog may leave the ring following their portion of the run.

All dogs must be under their handlers control while waiting their turn to run on the course. Dog 1 will run their portion, as soon as dog 1 takes the finish hoop dog 2 may start their portion of the course. If dog 2 takes the start hoop before the dog 1 takes the finish hoop that team is eliminated or if dog 1 goes back onto the course while dog 2 is running. The time will continue until the second dog has finished the course, the team must be under 60 seconds total team time to Qualify. Teams are selected by the Handlers before registering to run (see premium), a club can offer to facilitate setting up teams, but this is not required.

The course area must be at least 70' X 60'. Clubs must have 5 barrels available for use and 2 hoops for the start and finish lines Team will determine which dog will run first and second in a two-dog team. The team has up to a maximum time of 60 seconds to complete the course correctly.

The course will consist of a pre-determined pattern using 5 barrels. The barrels will be numbered in the order to be performed. The Barrel must always be circled in the direction shown on the course map, after completion of "Pole" 3 for Dog 1 and "Pole" 5 for dog 2, the dog must cross through the finish eye, their path to and through the finish eye is not mandated. A team is NQ if the dog does not go around the barrels in the correct order and is not redirected to go in the correct direction. The Team has up to a maximum time of 60 seconds to complete the course correctly.

### Course Marshal Duties:

The Course Marshal will also be responsible for calling any NQ that may need to be called.

- Off course, a team is eliminated if the dog circles a barrel in an incorrect direction and does not correct their path before completing their portion of the course.
- Toy on course.
- Dog leaving the course before crossing the finish line.
- If dog #2 starts their portion before dog #1 goes through the finish hoop or if dog 1 goes back onto the course while dog 2 is running.
- Dog eliminates on the course, they are excused.

If the dog is NQ due to an off course, the Course Marshal will discontinue calling any other off course, and the team may elect to complete the course up to the maximum course time.

### EARNING POINTS

To determine how many points a team would earn using the example that the team runs the course in a combined time of 37 seconds.

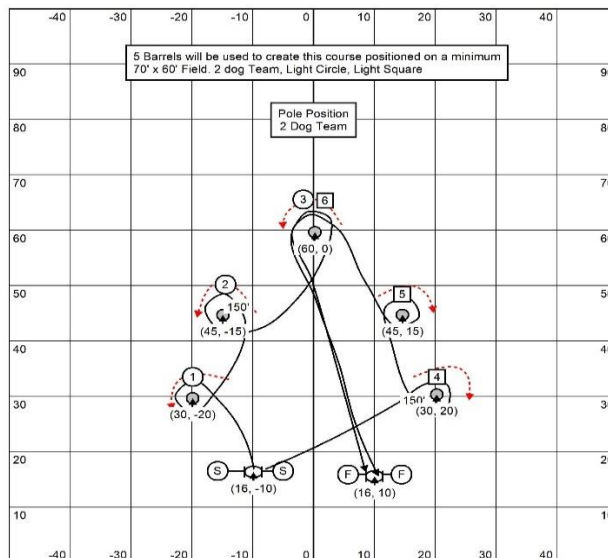
37 seconds places them in Division II, the points time in Division II is 55 secs.

Therefore, points time of 55 seconds minus run time of 37 seconds equals 18 points per dog that are awarded for that run.

All points will be calculated by the CPE Trial Secretary Software, this example shows how it will be done.

**SEE THE DIVISIONS LIST PREVIOUSLY LISTED IN THE SPEEDWAY RULES FOR FULL DIVISION DETAILS.**

### POLE POSITION TEAM COURSE TO BE SET UP FOR ALL TRIALS IN 2021 THE COURSE MAY CHANGE PERIODICALLY AND WILL BE LISTED IN EACH YEAR'S RULEBOOK UNDER THE POLE POSITION TEAM RULES



## **OBSTACLES AND EQUIPMENT SPECIFICATIONS**

### **LURE MACHINE FOR DRAG RACE**

Clubs may use either a drag or continuous loop system. If a continuous loop system is used the "return" string must be set outside of the running course. The lure operator and the lure end of the track must be outside the running track/distance. It is strongly suggested that the lure operator be positioned on an angle to the track to be able to properly judge the distance between the runner and the lure.

A white plastic bag or a squawker may be used for the lure. The lure shall be no closer than 10 feet and no further than 25 feet from the running dog. Clubs using a squawker instead of a plastic bag should use caution as it may prematurely break the beam of an automatic timer. If an inaccurate time were to occur a rerun will be required.

There are services that can be hired to provide lures, many also supply fencing and other items required for an outdoor trial.

One example to purchase a Lure Machine is: Lucky Dogs Lure Coursing.

### **OPEN TUNNEL**

The Open Tunnel consists of a flexible tube that can be curved into shapes. The tunnel openings are round with a diameter of 26", with an allowance of 2" (Current 24" agility tunnels are acceptable). The length may be 15' to 20' long when extended. The tunnel must be able to be secured safely to minimize a dog's motion from moving the tunnel.

Allowed pitch: 4" or 6".

Curved Tunnels must be bagged in such a way to eliminate movement, bagging the entire tunnel length is highly recommended. Straight tunnels should be bagged in such a way that movement is extremely limited, four sets of bags evenly spaced along a straight tunnel should facilitate this.

### **HOOPS (mandatory for courses after July 31, 2022)**

See picture below for design of the Hoop. We are discussing with manufacturers for supply of premade units but at this time these can be easily constructed at a low cost by your club using the following materials.

92" of ¾" Schedule 40 PVC cut into Five pieces. - 2 pieces 12", 2 pieces 16" and one piece 36"

1 – ¾" Schedule 40 Elbow

1 – ¾" Schedule 40 Four-way Tee

1 – 90" – 94" piece of ½" PEX pipe, that will slide inside the ¾" Schedule 40 PVC, available in many Plumbing sections of your local hardware store.

The inside of the arch at its highest point is to be 36" with a +1" tolerance.

The base of the hoop will be minimum 36" wide with a +2" tolerance.

The feet of the hoop will be on one side and be a minimum of 10" each and a maximum of 14" each for stability.

The uprights will be 16" with a <1" tolerance.



### **AGILITY JUMP STANCHIONS (stanchions may be substituted for hoops until July 31, 2022)**

The uprights should have a minimum inside height of 32", and width of 1" (1.5" or more is recommended). Jump standards must be PVC or similar materials; however, safety rules must be adhered to - for the dog and handler alike.

Jump uprights may be free standing pairs or connected with a base bar.

## **BARRELS FOR POLE POSITION**

Barrel Specifications Barrels used should be a plastic barrel 55 gallon drum variety or the Practice Barrel Racing Pop ups at the links below. Barrels should be 24" in diameter with a 4" tolerance and not less than 28" tall. Inside the "barrel" you should place an agility style sandbag or some other type of weight to help stabilize the barrel and keep it in place.

Examples and websites.



Example of a 55 gallon barrel



[Tough-1 Perfect Turn Collapsible Barrel Set of 3 - Perfect Turn Collapsible Barrels - Rodeo Equipment - Western Tack \(itidist.com\)](http://www.tough1.com)



[Pop-Up Barrels® – Seventeenflat.com](http://www.seventeenflat.com)

Start your Engines,  
Run Fast and Furious,  
Cross the Finish Line!  
As Always, Have Fun!