



Canine Performance Events

Effective January 1, 2023

Agility (AG)

Canine Scent Sport (CSS)

SpeedWay (SW)

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

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 the clubs workers and volunteers,

we get another place to play with our dogs!

Thanks to the members,

host clubs and judges who have sent

in comments and suggestions!

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

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1 Philosophy of CPE.

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

2 Dogs at the Trial Site and Other Competitor Trial Site Notes.

Canine Performance Events (CPE) prohibits any dog less than 8 weeks of age anywhere on any trial site.

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

The competitor or owner is responsible to have complete control over their dog(s) while attending any CPE event.

The Judge or Host Club (HC) has the authority to dismiss a dog and/or competitor from the ring area or trial grounds. Any dog that the Judge deems aggressive or out of control shall be excused from a trial. Any dog and/or competitor that is excused from a trial, ring area or trial grounds, due to aggression, will be reported by the Host Club to CPE on a formal report. A review will determine if the dog or competitor may trial again at a future CPE trial.

Host clubs have the option to exclude from the trial site: bitches in season, unentered dogs or any dog for valid reasons only.

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 the spectator's dog for the same rules as competitors.

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

Visible devices may not be used by the competitor that are able to video or time the dog's run while in the ring. Devices may not be used on the competitor or within the pocket that are able to notify the competitor of the Standard Course Time (SCT) for any class during a run.

Competitors, spectators, children, and dogs are not allowed to be in a trial ring when the ring is not in use without the Host Club or Judge's permission. Any instance of being in the trial ring without authorization may result in an excusal from the balance of the trial, without refund of any fees. Spectators may be excused from the trial site without exception. The Dogs that are not entered in the trial may not use any equipment.

Practicing or training on personal equipment is not permitted on the trial grounds. Club equipment is not to be used for practice or training purposes during a trial with the exception of a pre-arranged workshop or seminar that is being held after the trial has ended for the day.

3 Event Entry Age Requirements.

Age requirements of a dog for each division is in the following:

- AG 15 months or older the day of the trial
- CSS 6 months or older the day of the trial
- SW 12 months or older the day of the trial

4 CPE Rights for Membership.

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 the 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 year of the revocation will be refunded, if the renewal fee had been paid. Suspended or revoked members will not be entitled to any refund for fees paid for entry into a CPE sanctioned event.

5 Entry Eligibility, Registering with CPE, Renewals, Name/Address/Email Changes.

See Member Services on the CPE website, www.k9cpe.com/memberservices, to obtain a new member number (a new member is a member that has never obtained a CPE number), add a dog, renew membership, change names, change a dog's information, change address, change phone number, change email or any transfers. (See Table 1).

5.1 Registration of Dogs.

Dogs may be registered for a CPE Identification (ID) number at any time. Dogs entered in a CPE trial shall be registered with CPE prior to sending an entry for a trial. If the trial has Day of Show (DOS) entries, then a printout or using an electronic device with the member services page with the assigned CPE ID number will be presented at the trial.

Purebreds and mixed breeds are eligible for entry. Wolves, wolf-hybrids, coyotes or coyote-hybrids, foxes or fox-hybrids are not allowed to trial in CPE.

New member information is in the following:

- A unique ID number is assigned to each membership. The membership ID number is the first five (5) digits of the dog's ID number. Each dog on the same membership will have the same prefix with a different suffix. (e.g., 01283-01, 01283-02).
- Online membership or added dog requests received by Wednesday 12pm Eastern Time (ET) are processed by the end of the next business day, except when the CPE office is closed for vacation or holidays then the information will be posted to the "Contact Us page" (www.k9cpe.com/contact.htm) on the CPE website.

- An email will be sent to the new member with information about the member services page and welcome letter.
- Hard copy rulebooks are no longer sent to members. Refer to the CPE website Rules page at www.k9cpe.com/forms/2023rb.pdf for a printable version of the current rules.
- The initial membership fee for a new member includes 1 year of dues. New membership dues will expire according to the dues paid through date on a member's member services page.

Effective for all trials beginning January 1, 2023, ANY competitor 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 is minors under 18 years old on the day of the trial may compete with a dog that is owned and registered to a CPE member. The registered member will sign the entry form for the dog.

Note: A renewal is not required to trial in CPE once an individual has become a member, however, renewal dues are required to view a dog's records in member services.

- Once a membership request is processed (i.e., new, added dog, renewal, transfer form, etc.), then there will not be any refunds.
- Overpayments of \$10 or less will be considered a donation and added to any CPE donations for dog related charities.

Table 1: Member Services

<p>Member Names:</p> <ul style="list-style-type: none"> • A maximum of two (2) member names may be listed for one (1) membership ID number. • If both names have the same last name, then both names will be listed on any paperwork, labels, and trial paperwork. • If both names are different last names, then both names will be listed on paperwork with only the primary owner's name that will appear on the mailing label and on the trial paperwork. If the secondary member is handling the dog, then the secondary member's name will be listed as the handler on trial entry forms. • A Jr Handler may earn Qs in Agility or Scent Sport and points in SpeedWay by competing with a dog that the Jr Handler owns or competing with dogs owned by other competitors. If the Jr Handler wishes to compete with a dog that the Jr Handler owns, then the dog will be on a membership with the Jr Handler and a parent or guardian. CPE does not assign Jr Handler member numbers.
<p>Dog Information, New Membership, or Adding a Dog:</p> <ul style="list-style-type: none"> • The dog's Call Name is required. (The call name is the shortened name of the dog). The call name is a maximum of twelve (12) characters. • The dog's Birthdate is required. In the case of rescue dogs if the actual birthdate is not known then add the chosen birthdate. • The dog's name to print on title certificates (only if the name is different than the dog's call name). Do not include any title initials because the length may not exceed thirty (30) characters and spaces. • The Breed of the dog is required. If the dog is a mixed breed, then the dog will be listed as either an All American or All Canadian depending on the country in which the dog resides. • The Owner name(s) to print on title certificates if the name(s) are different than the primary and/or secondary name(s) on the form. Either the primary and/or secondary member name will be printed on the title certificates and may not exceed a total of forty-five (45) characters and spaces.
<p>Transferring a Dog to a New Owner:</p> <ul style="list-style-type: none"> • When transferring a dog to a new owner then the dog will be added to the new owner's CPE membership as if the dog were brand new to CPE. • If the transfer is done by mail, then include a note with the dog's previous CPE ID number and a letter from the previous owner regarding the transfer. In the case of a death of the owner then a letter from the executor of the deceased owner's will is needed. • To transfer the dog's records to the new number then the additional fee of \$20 will be included for the transferring of a dog. • The official date of transfer for titles is the date the transfer is processed by CPE. The form may not be processed if information or fees are incomplete. Titles may be reprinted with the new owner's name for a reprint fee. Please email Sean at CPE for details, sean@cpe.dog.
<p>Renewals:</p> <ul style="list-style-type: none"> • Renewal information is included in the member information letter that is updated on the member services page annually. • Dogs are registered for life; however, the renewal is for the owner's membership. • Membership renewals are valid for 1 year unless multiple years are paid then the membership renewal will expire after the last year paid. Renewal fees may be paid at any time; however, renewals expire according to a members paid through date on the member services page. Records should be updated with the first update after renewal fees are processed. • Once a member is initially registered with CPE then a renewal is not required to trial in CPE. Renewing members may view the dogs' Q records throughout the renewal period in member services. Member Services is updated weekly. If a duplicate renewal payment is received, then the membership fees paid date will reflect the paid through future date. Once the membership renewal is processed then refunds will not be allowed.
<p>All Member Revisions are Completed on the Member Services Page.</p>

5.2 Entry Eligibility.

Any dog is eligible to enter CPE events with the exception of the following:

- Bitches in season.
- Dogs who are fully blind in both eyes except in CSS. Dogs that are blind in one (1) eye or deaf may compete if the owner believes that the dog is able to compete safely.
- Dogs who are lame.
- Dogs aggressive toward people or other animals.
- Veterinarian letters may not 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 is not permitted to determine if a dog's lameness is from a current or past injury.
- Tripods dogs which are three (3) legged dogs may be registered with CPE depending on the dog's ability and health A veterinarian's letter with the dog's health and limitations, trainer or CPE judge's letter who witnessed ability in a match, class, or practice situation shall accompany the dog's membership form.
- Disabled dogs that use wheeled carts are permitted to enter SW classes without tunnels or hoops and CSS trials only providing the competitor competes safely.

6 Record Keeping and Online Records.

Any changes to trial results may not be made once the trial has been completed. Handlers are responsible to report any discrepancies of posted results prior to leaving the trial site each day, or by the last day of the trial. If results are not revised the same day of the inaccuracy, then placements will not be changed. If there was a correction to a scribe sheet, then the competitor should verify that the results were corrected as well.

Printed ribbon labels are not official results, ONLY the posted results at the trial are official.

If a leg is missing from a dog's record, then the required details which are listed on the online records webpage will be supplied for the leg to be researched. Legs may not be researched if more than 2 years old.

The Member Services Queue (Q) Records are for verification purposes only, however tracking forms are on the CPE website for tracking Q's.

The Member Services page will be updated with the information of the trial results date and titles last mailed date. First C-ATCH, first SNITCH and first SpeedWay Gold Legendary plaques, All C-ATE, SNITE, and SpeedWay Platinum Legendary awards are shipped in the month following the month earned. (See Figure 1). Refer to the section of updates in Member Services before any inquiries as to when the dog may receive a title or trial Qs were processed. Trial results may be received after the online record updates were added to the member services.

The members who renew their yearly membership will have access to all the member records online, which will be updated weekly except when the office is closed for holidays or vacation.

Figure 1: Member Services Updates

Member & Dog Info	
Last updated:	03/02/2023
Trials Processed & Titles	
Trials processed through trial date:	02/28/2023
Titles printed through earned date:	01/29/2023
Titles last mailed:	02/28/2023
Plaques	
Please refer to current online rulebook for earned plaque dates.	

Note: If your dog's Q records were not updated with the last trials processed through date, check your dues paid date above. Members who have renewed for the current year will have their records updated periodically throughout the year.

7 Lifetime Points.

7.1 Lifetime Cumulative Team Point Awards

The lifetime points are awarded to qualifying scores only and the placements do not receive any additional points. See Table 3 for qualifying score point values. The titles (see Table 2) may be earned from the total cumulative points in all

height categories, levels and classes combined for a dog's lifetime points within CPE. A Title Certificate and Plaque will be awarded for each Point Level Title. Plaques may be ordered each January for the previous year.

Table 2: Lifetime Point Level Titles - Required Points and Title Acronyms

Point Total	Title Earned Acronym	Point Total	Title Earned Acronym
15,000	C-15	35,000	C-35
20,000	C-20	40,000	C-40
25,000	C-25	45,000	C-45
30,000	C-30	50,000	C-50

Table 3: Class Point Table

Class	Points Earned for Zero Faults or a Q in a Point Class	Points Earned with One (1) to Five (5) Faults	Points Earned with Six (6) to Ten (10) Faults
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
Containers	20	15	10
Interiors	20	15	10
Exteriors	25	20	15
Vehicles	25	20	15
Speedway	20	N/A	N/A

8 The Premium List.

The Host Club is required to have a premium list available to prospective entrants. The premium list may be posted to the CPE website events page when received from the club and approved. The premium will be submitted at least four (4) months prior to the event date or upon approval of the trial application.

Competitors need to contact the Host Club for any questions regarding the trial. Do not contact CPE with trial questions. The premium should have the Trial Chairperson's email, and Trial Secretary's (TS) email, phone number, and mailing address.

Emergency information will be listed in the premium i.e., Emergency Veterinary Clinic and Emergency Medical Assistance. The Emergency information should be available from any club member.

Note: If classes are not completed on any day of a trial, then the remaining classes may not be held over to the next day.

9 Confirmations.

Confirmations are required to be sent no later than seven (7) days before the first day of the trial. If the competitor does not receive a confirmation, then either email or call the Trial Secretary listed in the premium. The competitor should verify the dog's information on the confirmation letter for each trial. The competitors are responsible for the accuracy of information in their confirmation from the Trial Secretary, i.e., dog's info, level, height category, etc., prior to competing in a trial.

If a competitor is entering Day of Show (DOS) then the competitor should verify the information on the posted catalog and/or gate sheet when checking in for a class before competing in the class.

Competitors should verify the entry information and report any discrepancies to the Trial Secretary by the closing date or move up date for the trial. The Trial Secretary is not obligated to make changes at the trial if it is the competitor's error. A club may elect to charge a fee to correct information at the trial that was not sent to the secretary prior to the move up date. The fee will be included in the premium and may not exceed \$10 per trial day.

NOTE: Refunds after the closing date are per the club's premium refund policy.

10 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 competes with a dog.

Each ribbon or rosette should have a card attached to record class information and printed with the following:

- CPE Logo.
- Name of the Host Club.
- Agility Trial, Canine Scent Sport Trial, etc. The line may be deleted if the club is hosting multiple divisions each year.
- Qualifying Score (not on placement ribbons).
- City (optional) & State (required) of Host Club's home base address or Trial Site.

The CPE logo should be first and the rest of the information in any order.

The Host Club is required to award 1st through 3rd place in each class and jump height for Agility only. (See Table 4). The Host Club may award more places if desired, in other colors and may be ribbons, rosettes, or a combination. If a three-streamer rosette is awarded, contrasting colors on the streamers may be used.

Table 4: Placement Ribbons

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

Note: The club may give other awards, which are not required, but may or may not be included in the Premium List. If an award is given that could be considered a Trophy (e.g., statue, pewter, crystal, breed specific, etc.) then the special awards should be listed in the Premium. Cash awards are not permitted, although gift certificates are allowed.

11 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/forms/2023rb.pdf. All members and participants agree to familiarize themselves with the current Code of Conduct and Rules and agree to be bound by the terms.

Host Clubs shall have a copy of the current incident report at the trial(s). All incidents shall be reported per the rulebook and incident report. A current copy of the incident report is included with each trial approved email. The online rulebook does have the current rules and effective date including the code and conduct. If there is any doubt about an incident then have the Agility Judge, Scent Sport Judge, or a club representative for a Speedway trial contact CPE during the trial.

11.1 Warning and Incident Reports. (Effective April 2022).

The Host Club Committee holding a CPE trial, and the Judge(s) of record (AG and CSS only), have full authority within CPE rules and the Host Club rules set within the premium, at the site for the duration of the trial. Duration of a trial begins when the first club member arrives for set up and the last club member leaves the trial grounds on the last day of the event. The trial site includes any lodging that a competitor is staying at during the trial duration.

The Host Club Committee shall hold a committee meeting for all reported incidents and 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. The meeting should consist of any of the following: Judge, Host Club Committee, which is the chairperson, secretary and two (2) committee people, victim if the victim is an individual, the dog’s owner(s), and witnesses. Statements should be obtained from any of the involved persons and any witnesses before the meeting begins. The exception will be if a person or dog has to leave before the meeting to seek medical attention.

A report may be filed for the following (regardless of if the victim(s) do not wish to file):

(See Figure 2 and Figure 3 for guidance).

- Dog on person regardless of if blood is drawn or not drawn and the dog may or may not have made contact.
- A dog rushing or barking at ring crew or Judge.
- Dog on dog where the dog was intent on an attack but was prevented, and/or made contact.
- Dogs reacting to passing each other on leash and making noise but no contact or intent on attack; or dogs reacting in their crates to passing dogs. Dogs reacting in the crate to passing dogs may need to be covered to lessen the stress for all.
- Dog on dog in which blood was drawn.
- Person on person in which the incident was verbally abusive or physical and one (1) or both persons may be at fault.

Figure 2: Page 1 of the Incident Report Flow Chart

CPE Incident Flowchart

Effective May 17, 2021

This is only a quick summary of what to do when there is a reportable incident. Please refer to the CPE rulebook <http://www.k9cpe.com> for the most current rules and details.

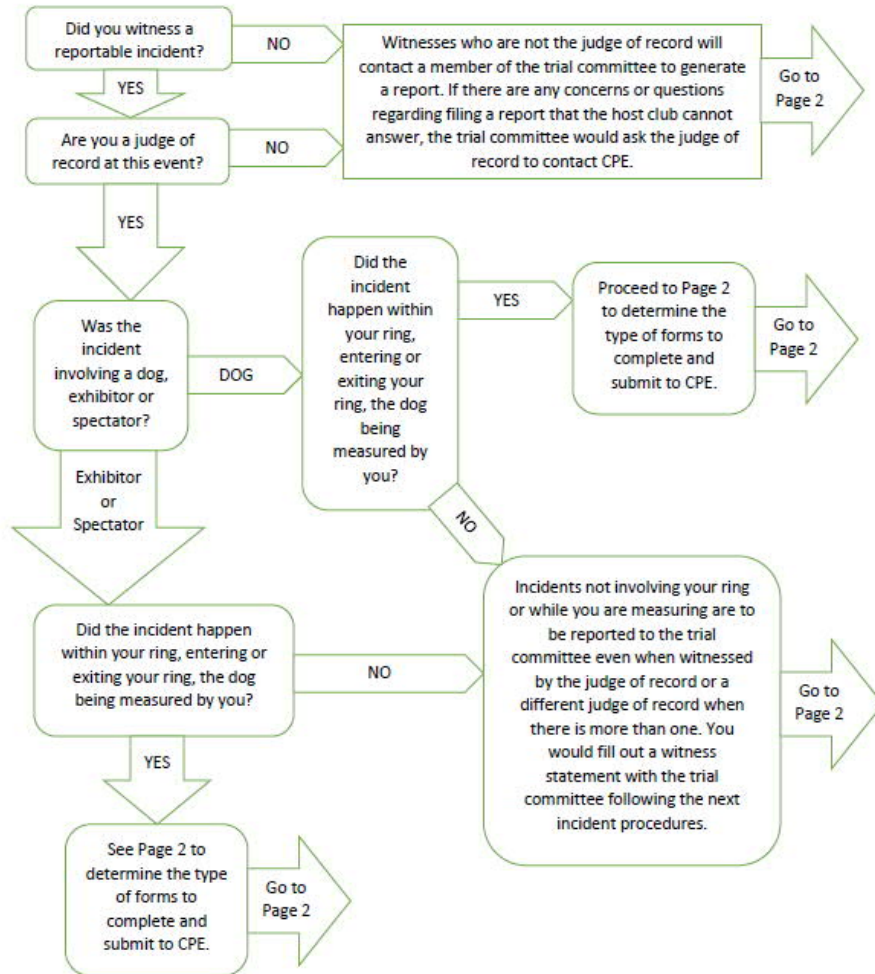
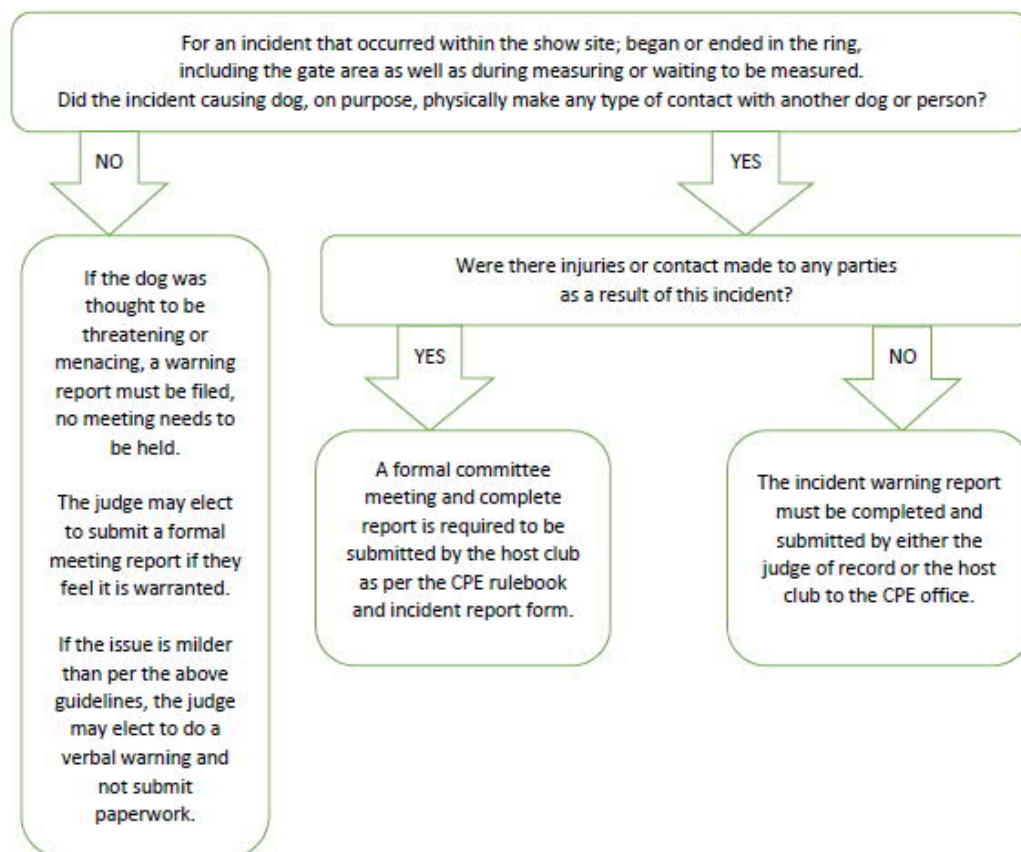


Figure 3: Page 2 of the Incident Report Flow Chart

Page 2

For the purpose of this form, a dog has made contact if they have made physical contact with a handler or another dog, whether there is an injury or not.



If the Host Club, Judge, or competitor is made aware of an issue and a report is not filed with the Host Club, then the individuals may elect to advise the victim(s) of the seriousness of the incident. The club may then help the victim(s) decide to file the incident report. If the victim(s) declines to file a report, then the witness may choose to file the report with the Host Club providing the incident is serious enough. The Host Club is then responsible for obtaining statements from all parties involved. A Host Club member or a CPE Judge may never convince a person to not file a report.

Host Club Committee meetings should happen the day of the incident, unless the injury is severe enough to warrant immediate veterinary or doctor's care, then the meeting will be held at some point during the trial.

If all parties are not able to attend, then all parties in attendance should produce a statement at the trial regarding the incident, and the Host Club Committee meeting report will identify who was not in attendance and the reason why.

When a dog receives a warning report then the report shall be reviewed by the CPE office to determine if sanctions may be assessed.

If a warning report is received and sanctions are not assessed and the dog receives a second warning, then sanctions will be assessed.

11.2 Judge Excusing a Team from a Class (AG or CSS).

If a Judge needs to excuse a team from a run, then the Judge should discuss the situation with the competitor at the time of the incident. The Judge may choose to excuse the dog or competitor from a trial. If the dog or competitor is excused from a trial, then the Host Club Committee will call a meeting which may include a written report to CPE and the Judge should 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 or competitor is not excused from the trial.

11.3 The Host Club Committee Meeting.

The Host Club shall prove the incident happened per the facts gathered and the incident happened sometime during the duration of the event, within the trial grounds.

If proof of the incident is not proven, then the report shall reflect the discussion of the meeting and be sent to CPE with all statements from the involved parties. If CPE is able to determine there was an incident, the incident happened during the

duration of the trial and is proven with additional information, then CPE reserves the right to reopen the incident case for disciplinary action.

If the incident happened and has been proven, then the report will reflect the discussion of the meeting and be sent to CPE. The Host Club Committee should include a recommendation of sanctions which will include the length of suspension; however, the decision is up to CPE whether to follow the recommendation and/or length of sanctions.

11.4 Dog on Person Attack.

If there is a dog on person attack, then a report shall be filed. If a dog has made contact with a person regardless of if blood is drawn, then the dog is immediately marked as Excused (E) from the trial. The dog is removed from the ring and/or spectator area and will be secured until the competitor is able to leave the site after the Host Club Committee meeting has been concluded.

The victim(s) shall file a report with CPE and may not file a warning report, even if the victim is unwilling to file the report. If state law requires a dog bite to be reported to local authorities, then the victim and dog owner shall report the incident and follow up with the local authorities.

11.5 Person/Dog/Team Excused from a Trial.

When a dog or whole team are excused from the trial then all remaining runs that the dog is entered in for the trial will be marked E. If a competitor is excused from the trial, then the remaining runs for all the competitor's dog(s) that are entered will be marked E from the trial.

11.6 CPE and Host Club Rights

The Host Club has the right to ask any competitor and dog team, to leave the trial grounds and without any expectation of refund of any fees connected to the trial if the team is entered in the trial. The removal of the team may be for any reason if the competitor dog Team is behaving in a manner that is against the Host Club or CPE rules or exhibits reasons that may cause a disruption of the event and pose a safety hazard. The removal shall be the judgement of the Judge (AG or CSS) or the Host Club. If a removal occurs, then a warning form will be filed with CPE.

The following list is a guideline of grounds for removal:

- Abuse towards another person or dog.
- Unsportsmanlike conduct, including verbal abuse.
- Acting in a manner that may endanger another person or dog including not having control of the dog(s).
- The dog(s) acting in a manner that may endanger another person or dog.
- Acting in a manner that may 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.

11.7 When a Team is Suspended from a Trial or CPE Events.

A determination of any type of discipline is made from the Host Club report, victim, owner, and witness statements. During the time of a review the Host Club Committee should notify the competitor that the dog may not enter or attend another CPE trial until a final determination is made by CPE from the statements and Host Club Committee meeting report. The Host Club Committee shall have the competitor sign the corresponding form that is to be sent to CPE with a second blank copy given to the competitor. If the competitor refuses to sign the form, then the form is to be filled in by the club and marked "refused to sign".

The Host Club should email a pdf of all paperwork to CPE immediately following the last day of the trial which would include the member's name, name of dog(s) and CPE ID number(s).

CPE will schedule a review meeting to review the incident upon receipt of the reports from the Host Club. A final resolution may be delayed if clarification or further statements are required. A review may not be scheduled until the handler form is signed with the required review fee, which is listed on the handler form and is received by CPE. If the club did not supply the handler form to the competitor, then the competitor should contact CPE for the form.

If the determination is the attack was not due to aggression, then the dog and/or competitor will receive a minimum suspension of 6 months to 12 months for a first offense.

If the determination is the attack was unprovoked by the victim but is a case of aggression or is a dog on person, then the dog and/or competitor will receive a minimum suspension of 9 months to 12 months up to a full ban from CPE for a first offense.

11.8 Reinstatement from CPE Suspension.

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

If the same dog and/or competitor have a second offense, then the dog and/or competitor will be banned permanently from entering or attending CPE trials. Other sanctions may 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 competitor may not enter or may not be on the grounds of a CPE trial.

At the end of the suspension period, the member will need to email CPE for a reinstatement form. All related suspension fees shall be included with the reinstatement form as well as the signed agreement to any conditions listed on the form.

All decisions made by CPE regarding sanctions, the reinstatement form or lifetime bans are final.

11.9 Controlling Law and Arbitration.

Any claim or action brought against CPE, the officers, directors, employees, or agents, arising out of CPE's rules, the sanctioned events, or 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 (1) 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)

A1 Beginning CPE Agility.

A1.1 First CPE Agility Trial.

Any dog entering a CPE agility trial for the first time may not begin in a level higher than level 3. (See Table A1).

Table A1: Beginning CPE Agility

Level 1 is recommended for beginning dogs or competitors, that have not competed at an agility trial, or 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 the Teeter-Totter or Weaves are included in the games, then the Teeter-Totter and Weaves will be optional. Any dog or competitor may begin competing in CPE in Level 1 regardless of the past experience
Level 2 is recommended for dogs that may have earned the first title in another agility organization, or for a competitor that has previously titled another dog in agility. Level 2 will include the Teeter-Totter and six (6) weaves in Standard. Any dog or competitor may begin competing in CPE in Level 1 regardless of the past experience
Level 3 is recommended for dogs that may have earned at least the first title or higher in at least one (1) other agility organization

Once a competitor has chosen a level to begin in CPE, then the dog may be entered in the same level for all classes at the dog's first trial.

Whichever level a dog has competed in at the first CPE agility trial and has received a Qualifying Score in any class in the level, then the dog may not move down to a lower level. If a dog has not received a Qualifying Score in the current level at the first agility trial, then the competitor may choose to compete at a lower level at the next trial.

The following exceptions are allowed:

- Enthusiast and Specialist exception. A dog may move "down" to a lower level only one (1) time from a higher level.
- Level 5 & C exception. A dog may move back and forth between level 5 and level C, even if the dog has received a Q in level C.
- A dog may not move up to the next level for a class until the requirements for the class have been met in the level. If two (2) rounds of the same class are offered on one (1) day, then the dog may be entered for the same level for both rounds. The round-to-round move ups is not allowed. A dog may not earn legs in one level in any class(es) and the next level in other classes without the class requirements in the previous level.

Note: If a dog is moved up to the next level in a class by mistake, the competitor may need to enter the lower level at the next trial to finish the class requirements for the level. Any legs earned at the higher level will be held and not deleted.

Once a dog has begun in a specific level in CPE, the dog should finish the requirements through the normal level progression regardless of additional experience the dog 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 (1) of the title's classes if the requirements have been met for the class. A dog may compete in more than one (1) level for different classes. (e.g., level 2 Colors has been completed but level 2 Wildcard has not been completed then the dog may move to level 3 in Colors without waiting for level 2 Wildcard to be completed).

A1.2 Jr Handler.

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

Jr. Handlers may submit the qualifying runs for Standard on the Jr Handler Q Report Form found at www.k9cpe.com/apply.htm. The form is to ensure all Jr Handler qualifying runs are being properly reported.

Jr Handlers will receive a qualifying ribbon in the standard classes which may be flat or rosettes and include "Jr Handler" printed on the ribbons which are orange in color. A Host Club may also award all Jr. Handlers with participation ribbons or awards, however monetary awards are not allowed except for gift certificates. A Host Club may provide awards or trophies for Jr Handler Placement.

Jr Handler Titles:

- Jr. Handler Title may be awarded when the Jr. Handler obtains three (3) qualifying standard legs in levels 1 to 4. The title may be with the same dog or a different dog for all three (3) legs.
- Jr. Handler Champion Title may be awarded when the Jr. Handler obtains ten (10) qualifying standard legs in Level 5. The title may be with the same dog or a different dog. The Jr. Handler may earn the Jr. Handler Champion Title before the first Jr. Handler title is earned depending on the dog's entry.
- Jr. Handler Extraordinaire Title may be awarded when the Jr. Handler obtains twenty (20) qualifying standard legs in Level C. The title may be with the same dog or a different dog. The Jr. Handler may earn the Jr. Handler Extraordinaire Title before the first Jr. Handler title is earned depending on the dog's entry. The Extraordinaire title may not be awarded to the Jr. Handler unless the Junior has already earned the Jr. Handler Champion title in level 5.

A1.3 Differently Abled Competitor, Competitor with Health Conditions, or Impairments.

Any competitor with health conditions or impairments, may have an adjusted course time (see Table A4). Proof of a health condition or impairment status may be requested by the Host Club. The Host Club may only ask for a copy of the parking tag from the state of residence or a doctor's letter on letterhead. Medical conditions are **NOT** to be disclosed or requested. The clubs may contact CPE for any questions.

A competitor **shall** indicate on the entry form if entering a trial as having a health condition or impairment to receive adjusted times. The competitor may use a cane or similar physical aid in the ring if the aid is needed. The competitor may be allowed to have help with unleashing the dog at the in gate and leashing the dog up at the exit gate as long as the help does not impact the run.

The competitor will be judged by where their feet are for the Jackpot gamble lines, regardless of the physical aid.

If the competitor does not need the adjusted course time to qualify then the dog is scored without an adjusted course time and is eligible for placements.

If the competitor does need the adjusted course time to qualify then 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 competitor does not qualify with the adjusted course time, then the time is not adjusted, and the dog's unadjusted non-qualifying (NQ) score is used and is eligible for placements.

Snooker is the only class where there is no longer an adjusted time allowance.

A2 Dogs at the Show Site and Additional Information.

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

If there is a camping area onsite, then practicing or training on personal equipment is not permitted during the trial hours.

If the host club allows personal equipment, then practicing or training on personal equipment will **only** be allowed after the trial hours. The information should be posted in the club's premium or permission may be obtained from a committee member listed in the premium. If the information is not posted in the premium or permission is not obtained, then training or practicing on personal equipment is **not** permitted.

A3 Measuring and Check-in at Trials.

Measuring and check-in may begin at least 15 minutes to 45 minutes prior to the start of the first class. If a general briefing is needed, then the briefing should precede the first class briefing. Dogs who are on the measuring sheet shall be measured or the dogs may not compete.

Note: Effective Jan 1, 2022. Measuring of a dog may be held at any time throughout the day. The Judge of Record may assign one (1) alternate Judge to do measuring throughout the day while the Judge of record is Judging if another full CPE Agility Judge is present at the trial. The Judge of Record is responsible to ensure all dogs are measured and to verify the measuring sheet prior to each class in the case of dogs that may still need to be measured. The Judge or the Trial Secretary may do a quick comparison of the gate sheet and the measuring sheet prior to each class which may help the process. CPE prefers that all dogs be measured prior to the first class starting for the day.

CPE recommends that all entered dogs check in before the start of the first class. The check-in time, measuring procedure, and schedule should be included in both the premium and confirmation letter. The Host Clubs may elect not to have a formal check in so the dogs will then be checked in on the gate sheets.

If a competitor arrives after the general briefing, then the Host Club or the Judge will not have any responsibility to inform the competitor of the content of the general briefing. The competitor may be subject to any terms or conditions set forth during the general briefing.

A3.1 Measuring of Dogs.

A dog may be measured by using wickets or an actual measuring device which may need to be on a flat surface. The measurement is a perpendicular line from the top of the dog's withers, located at the top point of shoulder bones to the ground with the dog standing in a natural position. The dog may not lean forward or back when getting a measurement. The head should be in a natural position and not held up or down.

If a dog measures for a higher jump height, then the dog will move up to the height or the competitor may elect to change height categories to enable the dog to remain at the lower height. If the competitor elects to move the dog up or down in height, then the Host Club may charge a nominal fee which is not to exceed \$10 for the paperwork changes. The fee charged should be mentioned in the premium.

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

Note: Only the Judge of record may measure a dog unless the Judge designates another Judge to help in the measuring process. A Judge may have the right to measure any dog, with or without a (Permanent) P-card. If the dog's jump height does change for the trial, then a report will be filed with CPE immediately following the trial so that the height change may be reviewed upon receipt at the CPE offices.

A4 Registration Cards and Agility Height P-cards.

Refer to the Member Services site at (www.k9cpe.com/memberservices) for membership and a dog's P-card measurement.

Note: If the dog is not competing in an event that requires a P-card then the word TEMP will be listed on member services for the member and the dog.

- If a dog does not have a P-card then the dog shall be measured regardless of the entered jump height.
- A P-card is a printout of the member's Member Services page that includes a dog's ID and information.

- If the dog is under two (2) years old as of the last measurement, then the dog shall be measured again when the dog turns two (2) Years old.
- Upon check-in at an agility trial then the member's printout or using an electronic device with the member services page with the assigned CPE ID number should be presented at the trial as mentioned previously will be shown if required by the club. If the club requires a printout and the competitor does not provide a printout, then the dog shall be measured, and the dog may need to move to a higher jump height for the trial.

A4.1 Required Measurements.

If a dog's measurement is within 0.5 in of a jump height, then a 2nd measurement is required by another Judge either at the same trial if there is another Judge present or at another trial if there is not another Judge present. If the two (2) measurements are on either side of a jump height, then a 3rd measurement is required and may be at the same trial. All measurements prior to the dog's 2nd birthday are no longer valid only if more than one (1) measurement is required. The owner of the dog may enter the dog in a higher jump height than the measured CPE jump height which will be in the regular height category. The P-card should show the minimum jump height that the dog is allowed to enter in regular classes. See Table A2 for all measurements and Table A3 for height category jump heights.

CPE will process measuring sheets with measurements and signatures from the Host Club holding the trial. The measurements are usually uploaded to the Member Services within one (1) weeks to two (2) weeks and may depend on when the club sends the measuring sheet along with mailing time since the clubs are required to send the sheets by regular mail. Refer to the Member Services page for all updates, (www.k9cpe.com/memberservices.) If the dog's record is not updated after one (1) month, then see the information in A4 or contact the CPE office at sean@cpe.dog.

CPE encourages competitors to have the dog remeasured as the dog ages for the following reason: The dog may have been a borderline measurement for a jump height, then the dog might measure at a lower jump height. The dog may then be at a lower regular/veterans, enthusiast, or specialist height. The owner should present the Member Services printout or using an electronic device with the member services page with the assigned CPE ID number should be presented at the trial for the dog to be remeasured.

Dogs that are remeasured for a lower height card will obtain two (2) Judge's signatures or possibly three (3) if both measurements are close. The Judge(s) will sign for the individual dog. Both signatures may be at the same trial or if both are not obtained at the same trial then at another trial. Only one (1) signature is required for the trial that the dog is entered in to jump at the lower height.

Unentered dogs may be measured at a trial if the Host Club allows the measurements at the trial. The owner should present either the Member Services printout or using an electronic device with the member services page with the assigned CPE ID number at the trial for the dog to be measured. The dog shall be over 15 months old to be measured.

Table A2: Agility Jump Heights

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

Note: P-Card = Permanent Card: the lowest Regular height a dog may jump in CPE. A dog may not jump lower than 4 in.

A4.2 Agility Jump Height Categories.

A dog may only be entered in one (1) jump height category for the same trial. A trial constitutes one (1) or more consecutive days. A dog may be entered in a different jump height category at other trials.

Qualifying legs and Titles do not cross over height categories.

Table A3: Height Categories

<p>Regular Jump Height. The regular jump height is the dog's measured P-card height or a higher jump height. The armband will only have a number. Regular/Veterans titles are earned.</p>
<p>Veterans Jump Height. The Veteran jump height is allowed according to the following reasons:</p> <ul style="list-style-type: none">• Any dog six (6) Years or older the day of the trial.• Any dog that measures over 24 in at any age over 15 Months. <p>The dog will compete in the regular classes at 4 in lower than the P-card jump height. (Exception – Dogs that have a P-card of 4 in shall remain at the jump height of 4 in). The armband will have a “V” after the number. Veterans will place in the classes with the regular P-card height peers in the regular titling classes. Regular/Veterans titles are earned.</p> <p>Note: Since 4 in is the lowest jump height P-4 veteran dogs will not be valid as the dogs will still jump 4 in without an allowance for height, time or points and will still place with the other P-4 regular dogs.</p>
<p>Enthusiast Jump Height. The Enthusiast jump height is allowed according to the following reasons:</p> <ul style="list-style-type: none">• ANY dog over 15 months of age on the first day of the trial may enter Enthusiast.• The dog is not eligible to be in the veteran's group so for the longevity of the dog the competitor chooses to jump the dog at a lower height. <p>The dog will run in the Enthusiast level classes at 4 in lower than the P-card height. (Exception – Dogs that have a P-card of 4 in shall remain at the jump height of 4 in). The armband will have the letter “T” after the number. Enthusiasts will place in a category separate from the other height categories. Enthusiast titles are earned. Refer to Table A30 thru Table A32 for additional title information.</p>
<p>Specialist Jump Height. The Specialist jump height is allowed according to the following reasons:</p> <ul style="list-style-type: none">• ANY dog over 15 months of age on the first day of the trial may enter Specialist.• The dog is not eligible to be in the veteran's group so for longevity of the dog the competitor chooses to jump the dog at a lower height.• The dog is a senior dog and is no longer able to participate in the Regular/Veteran classes or may need an even lower jump height than Regular/Veteran or Enthusiast. <p>The dog will run in the Specialist level classes at 8 in lower than the P-card height. (Exception – Dogs that have a P-card of 4 in or 8 in shall remain at the jump height of 4 in). The armband shall have the letter “S” after the number. Specialists will place in a category separate from the other height categories. Specialist titles are earned. Refer to Table A33 thru Table A35 for additional title information.</p>

A4.3 Jump Height Category and Standard Course Times Allowed.

The SCT for each height category are in the following:

- Regular & Veterans/Early Veterans. The SCT is determined based on the P-card or whichever height the dog is competing at for Regular. Regular & Veterans SCT are the same and should not change.
- Enthusiast. The SCT is determined based on the actual jump height that the dog is jumping and should be 4 in lower than the dog's P-card height. (Refer to Table A1 regarding lowest jump heights).
- Specialist. The SCT is determined based on the actual jump height that the dog is jumping and should be 8 in lower than the dog's P-card height. (Refer to Table A1 regarding lowest jump heights).

A5 The Agility Trial.

Refer to the Host Club guidelines at (www.k9cpe.com/forms/2021clubmembership.pdf) to obtain host club information in regard to holding a CPE trial.

There shall be a maximum of five (5) classes per day per dog and a club may not offer more than five (5) classes per day. Dogs may only compete in each class once per day that is offered, even if there is a different handler for each class. The Host Club should try to adhere to the published class order and jump height. Only in certain circumstances may the order be changed and there will be an agreement with the Judge and Host Club.

Only competitors entered in a class are to be in the ring during a walk through. The competitor should discuss with the Judge and Host Club for any exception before entering the ring.

A5.1 Walk-Through Times.

The walkthrough times are now up to the discretion of the Judge in conjunction with the club. Walkthroughs whether single or split should be a minimum of five (5) minutes and a maximum of ten (10) minutes. If a split walk through is needed, then the individuals in the first walk through shall run immediately following the last walk through. The length of the walk through should be a mutual decision between the HC and the Judge taking into consideration the complexity of the course.

A5.2 Dogs in the Ring, Leashes, and Ring exit.

A5.2.1 Dogs in the Ring.

Dogs will compete without anything attached to their body except for a collar which is for the safety of the dog. Stitches, wraps or any other item is not allowed on the dog. The exception to the rule is a small barrette or rubber band to keep the hair out of a dog's eyes.

The following shall be adhered to when in the ring:

- The competitor will direct the dog through the course without a leash. The competitor may use any verbal or visual commands to direct the dog through the course. The Judge may assess a five (5)-fault penalty to elimination for any command that is not given in a sportsman like manner. The faults may be but are not limited to foul or abusive language, display of anger, and frustration or excessive harshness. If the fault is severe enough then the Judge has the right to excuse the competitor from the ring and/or the remainder of the trial. If the competitor is excused from the trial, then a report will be filed with CPE.
- Food, or any item that may hold food such as fanny packs, and leash attachments are not allowed within ten (10) ft of the ring. Clickers, training whistles and squeaky toys are not to be used within distraction distance of the ring.
- Toys and training devices are not allowed within ten (10) ft of the ring except as part of Declared Training in the Ring (DTIR). (See A5.5.1 for description).
- Visible devices may not be used by the competitor that may be able to video or time the dog's run while in the ring.
- Devices may not be used on the competitor or within a pocket that may notify the competitor of the SCT for any class during a run.
- The competitor may not carry anything that could aid the dog in the performance.

Exclusions: Differently Abled Handlers using a cane, scooter, wheelchair, etc., to enable the progression around the course.

A5.2.2 Collars. (Effective January 1, 2022).

Competitors have a choice to allow the dogs to wear collars. Dogs may compete in classes with one (1) collar only. A preferred collar is a quick release style, however a dog may wear a flat buckle or rolled leather if a quick release is not available. Dangling tags or loose attachments of any kind are not permitted on the collar.

Flea and Tick collars are permitted; however, a dog may not wear an additional collar as the Flea and Tick collar are considered one (1) collar. Dogs competing with loose attachments such as tags etc. on the collar would immediately receive a No Time (NT) and the run will end for the dog. If the tags are noticed prior to the dog starting the class, then the competitor shall remove the collar. The FI GPS Collar is considered a flat buckle collar.

A5.2.3 Leashes.

Leashes may not have anything attached that is able to hold food. Dogs may enter the ring on a collar and leash, slip lead, or martingale lead with a quick release harness or head halti/gentle leader. All methods of leashes or collars shall 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 trial site, then the collar is not to be used to take a dog into the ring. All competitors have the choice to put their leash in their pocket or safely loop it around their waist or neck. The leash does not have to be out of the dog's sight, however, if the dog plays with the leash during the run, then playing with the leash would be considered a toy and result in a NT. If the competitor is not able to carry the leash, then the leash should be dropped on the ground/floor at the start line and the leash runner will pick up the leash and place it at the exit gate on a chair or the ground/floor. Dogs shall be under the competitor's control when leaving the ring or the Judge may enter the run as a NT.

A5.3 Closed Ring Gates.

The ring gates may be closed for any level in one (1) of the following scenarios and if the competitor requests the gates to be closed:

- **Gate Chute is not available.** If the trial site is set up so that the gates close at the ring barrier then it is the Judge's responsibility to determine if the dog has quit working.
- **Gate Chute is available.** The ring may have a defined in and out gate chute and is approximately ten (10) ft long. If the competitor requests gates to be "closed" then a moveable ring gate should 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, then the dog has left the ring and shall be excused with a NT. The NT is in effect regardless of if gates are "closed" or not closed. If the dog's working momentum takes them into the gate chute and the dog is continuing to work, then the dog is considered as not leaving the ring. Closing the ring gates at the end of the gate chutes is for safety reasons only so the next dog should be able to enter the ring at the time specified by the Judge in the briefing.
- **Gate Box is available.** Gate boxes may be installed by clubs that want a safe leash up alternative. A gate on both the ring edge and at the end of the chute should allow the dog and competitor to enter the box quickly following a run where the leash may be easily attached to the dog, while the next dog is running the course. Both the ring gate and the exit gate open into the box so that the box will allow quick entry from the ring, however the competitor should pull the gate closed to exit the chute once the dog is leashed up. The gate box is only an option and not a requirement of CPE.

Note: Each trial site may differ.

A5.4 For Exhibition Only (FEO). (Also see A5.5).

Any eligible dog may trial in CPE at any level or jump height as FEO. Dogs who enter a trial as FEO are not allowed to earn qualifiers or placements. The dog is not allowed to run any part of the course on a leash. The Host Club will determine if the club accepts FEO entries at the trial. If the club is not allowing FEO entries, then the premium shall list the information. FEO dogs will still pay the entry fees listed in the premium.

A5.5 Declared Training in the Ring, Fix and Go, and Four Paw Safety Rule.

A5.5.1 Declared Training in the Ring (DTIR).

Training in the Ring is to help dogs in the areas where the dog may struggle early in their career or perhaps to reaffirm a piece of equipment that may not have been familiar to the dog at the trial. Training in the Ring is not a replacement for proper training and agility classes. DTIR is not permitted at National events. If a competitor chooses to use a toy or training aid at any time during the run, then the competitor shall approach the Judge during the walkthrough or previously in the day to have the Judge approve the toy or training aid to use on the course.

The following requirements will apply to DTIR:

- The competitor shall alert the Judge upon entry into the ring that the dog is going to be running DTIR. The competitor is then allowed to have a reasonably sized silent toy/aid for use once the run has started. The toy shall be approved by the Judge of record **PRIOR** to the start of the class to determine the eligibility of the toy or aid. Food, scents, or audible devices are not allowed in the ring for DTIR. The toy is **NOT** allowed to be used in the IN-gate chute or prior to the previous dog leaving the ring.
- The Timer will start the time on the Judge's signal. The Timer will sound the horn at the expiration of Large Dog SCT which is supplied and instructed by the Judge prior to each class.
- The competitor shall leave the ring with their dog expeditiously allowing the next dog to enter.
- The Judge may not judge for a score but is required to watch the Team throughout the run for safety.
- The competitor may reset a knocked bar if the course time permits.
- The Team may start on any obstacle and crossing the start line will start time as directed by the Judge. The use of the gamble in Jackpot is included during the training time.

Restrictions on Toys:

- NO squeaky or crinkle toys. If the toy is found to have a squeaker or crinkle, then the toy will not be allowed.
- NO type of treat dispensing toy, in other words NO FOOD ALLOWED IN RING.
- The toy may not leave the competitor's hand; however, the toy may be hidden in pocket or waistband. Tug toys may not be thrown in the ring for a dog to chase.

A5.5.2 Fix and Go.

Fix and Go is to help reaffirm a piece of equipment that may not have been familiar to the dog at the trial. The following requirements apply to Fix and Go:

- The first occurrence of Fix and Go will result in a NT however the Team may continue their run with the Judge signaling the Timer to sound the horn at the expiration of Large Dog SCT supplied and instructed by the Judge prior to each class.
- If the Team chooses to execute a second occurrence of Fix and Go, then the Judge will excuse the Team from the ring with a thank-you or a whistle. The excusal will include a second repetition of the same obstacle or sequence. The Team shall immediately stop their run and head to the exit gate.
- Fix n Go is not permitted in Snooker.
- The competitor may reset a knocked bar if the course time permits.
- Further offenses or continuing the run shall result in additional excusals for the day and/or weekend at the Judge's discretion.

The following is not considered training in the ring:

- The dog grabbing the leash at the end of a run. If the dog grabs the leash before the course is completed, then the Team shall receive a NT.
- If the competitor has the dog sit or lay down on the table once in the point games, however if the competitor has the dog sit or lay down more than one (1) time then the Team shall receive either five (5) fault points or a NT for a delay of finish. Any additional requests to the dog of sit or lay down to the dog is considered training in the ring.

The following is considered Fix and Go:

- Directing the dog back onto the contact after the dog has engaged the contact with all four (4) paws at the same time.
- Start line stay in which the competitor leaves the dog and then goes back again to reposition the dog after the competitor passes the plane of the first obstacle and passes the plane of the obstacle again. If the competitor continuously repositions the dog or repeated commands may be considered a delay of start.
- If the dog jumps off the table after the competitor directs the dog to the table, then the competitor redirects the dog back on the table in point games.
- Following an off course, the competitor repeats a section of the course beginning up to two (2) prior obstacles to where the off course occurred with the dog.
- The competitor pets, touches, or grabs the dog to guide through the obstacles during the run or touches any of the equipment to assist the dog (e.g., holding the teeter as the teeter moves).

A5.5.3 Four Paw Safety Rule on Contacts.

When a contact is the correct obstacle, and a dog puts all four (4) paws on the contact then the dog is considered to have engaged or attempted the contact obstacle. If the dog leaves the obstacle without completion after placing all four (4) paws on the contact obstacle, then the result is a major fault or no points.

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

Note: Three (3) legged dogs are judged as having all four (4) paws but only for three (3) paws. Back-to-back contact performances in the point games shall be performed safely or the points may not be awarded for the second performance.

A5.6 Judge and the Duties of the Judge.

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

The duties of the Judge are as follows:

- Designing courses prior to the trial.
- Course approval prior to the trial.
- Inspect equipment to make sure the equipment is to CPE specifications and safety.
- Finalizing each course prior to class judging.
- Instruct Scribe on the signals for non-points classes and points in the points classes.
- Instruct Timer on how to use the timer or stopwatch for manual timing. Advise the large dog SCT for DITR or Fix and Go.
- Measuring Dogs.
- Measuring the course and establishing a Standard Course Time.
- Briefing competitors prior to each class.
- Any required CPE Judge's reports. The reports shall be sent to CPE directly from the Judge. Do not include the Judge's report with the host club report.

If a HC wants to change the trial limits after a contract has been signed, then the club shall ask the Judge for permission.

Note: The Judge may not give permission to change the trial limits that exceed the CPE limit of 375 runs per day if standard is included in the day of classes or 400 per day if there are only games for the day. The club may not change the limits if < four (4) months to the trial or if the premium has already been approved and published.

Judges may not use video to determine a score, but video may be used only to obtain a time if the Timer did not get a time.

A Judge may compete with dogs the Judge owns if the Host Club allows the Judge to compete. A Judge is not allowed to compete with dogs that the Judge owns for a two (2) ring and two (2) Judge trial when the rings are running simultaneously. The Host Club may elect not to allow a Judge to compete with dogs that the Judge owns. Apprentice Judges may not compete with their own dogs when the Judge of record at a trial. If the Supervising Judge agrees to step in to judge, then the Apprentice's dogs may be run by an alternate competitor and will be discussed prior to the trial with the Supervisor. Judges may only compete with the dogs that the Judge owns with the limitation of one (1) dog entered per class (not grouping). Judges may not compete with the dogs that the Judge owns at a trial that exceeds 250 runs per any day either pre-entry or DOS. Judges may compete with the dogs that the Judge owns at a trial that includes two (2) judges with one (1) ring; and the trial may not exceed 250 runs on any day. Judges may compete with the dogs that the Judge owns at a trial when officiating as a Supervising Judge if approved by the club and limited to five (5) runs per day not per dog total. Judges may not receive placements when competing on the courses that the Judge has designed, regardless of the dog the Judge is running. Family members who are judged by a step-in Judge may earn placements. Judges may not judge a person residing in the same household, immediate family (i.e., child, spouse, sibling, parent), or significant other (i.e., lifetime partners, girl/boyfriends, etc.) Judges may not judge a dog owned by the Judge that is handled by another person or that is co-owned with another owner that resides outside of the residence. The Judge shall let the Trial Secretary know which dog(s) are co-owned. If a Judge's dog is handled and judged by other Judges on the Judge of record course designs, then the dog is not eligible for placements.

A5.7 Trial Committee and Officials.

A5.7.1 Trial Chairperson and Trial Secretary.

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

The Trial Secretary is responsible for answering prospective entrants' questions, emailing premium lists to prospective entrants, emailing confirmation notices, preparation of the trial catalog, ensuring the scorekeepers understand the scoring and computer procedures, and preparation of the trial packets for CPE and the Host Club.

A5.7.2 Course Builders.

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

A5.7.4 Scribe.

A Scribe is required for each class. The Scribe's responsibility is to observe the Judge while each Team is in the ring, marking any faults or points the Judge signals during the performance. A Scribe is not to interpret the dog's performance and mark any faults on the dog even if the Judge does not signal a fault. The Scribe will write the time on the scribe sheet or NT if the Judge gives the NT signal. If the Scribe does have a question regarding faults or points during a run, then the Scribe shall ask the Judge immediately following the dog's run.

A5.7.5 Timer.

A Timer is required for each class. The same Timer should time the entire class, including all jump heights, for at least the level grouping. The Timer shall be consistent and accurate when timing.

Once the dog performs the first obstacle or crosses the plane of the start line then the time shall start. The Team should begin on or attempt the first obstacle as indicated on the course and the run time will begin with the scoring starting for the dog regardless of the class.

- Fault classes. If the dog does not perform the first obstacle as indicated by the course, then the dog will be faulted as a result.
- Point classes. If the dog does not perform the first obstacle, then the result will be zero (0) points. If the dog does not return to perform the obstacle, then the result may be other points not being awarded depending on the class or the course (e.g., Snooker, a skipped red jump, the dog performs a non-red obstacle, then the dog's run will end or Full House the dog crosses the start line plane and goes to the table, then the dog's run will end without any points). If the dog completely skips the first obstacle, then the point accumulation will begin with the next obstacle the dog takes if allowed on the course. A course may not begin on a contact, weaves, or a spread jump. The dog should first attempt another obstacle as the starting obstacle.

If a problem arises with the stopwatch or electronic timer, then the Timer shall notify the Judge as soon as the Timer realizes the problem in the point classes, or immediately after the run and within three (3) obstacles in the faultable classes. The Timer will be responsible for sounding the whistle/horn when required in the games, DTIR, Fix n Go or to signify a dog may have exceeded maximum course time. Every dog receives a time unless the competitor or Judge excuses the dog, the dog goes over the maximum course time, or the Judge signifies a NT.

Dogs in all height categories will be scored for the time corresponding to the actual jump height within the height category and not the P-card height. The exception to the rule is dogs with a P-card height of 16 in and entered to jump 12 in as a veteran then the dog will be scored in the 16 in regular SCT.

A5.7.6 Gate Steward.

The Gate Steward is required for each ring when a class is in session. The Gate Steward is not responsible to find dogs to be in the proximity of the ring. The Gate Steward is responsible to keep the ring running quickly and smoothly, preferably having at least three (3) to five (5) dogs in line ready to go.

The Gate Steward has the authority to change the order of the class, within the jump height, at ringside. If a worker is needed, dog is late to the ring, or has a ring conflict then another dog may go ahead of the late dog then the Gate Steward may move the dogs on the gate sheet to help keep the trial moving along. If a dog is late then dog should be moved to the end of the class, unless the competitor has multiple dogs then the Gate Steward should determine the best placement of the dog, while working with the other competitors. The Gate Steward will communicate any changes to the Scribe once the class has started. The Gate Steward will announce a jump height change and the last dog in the class. Competitors may not move a dog on the running order, unless there is a conflict and shall have the Gate Steward or Scribe move the dog.

A5.7.7 Ring Crew.

The Ring Crew are required for the following duties and may do more than one (1) duty listed:

- Change jump heights and reset knocked bars.
- Re-straighten open tunnels if needed.
- Leash runner and scribe sheet runner.

A5.8 Agility Trial Show Site.

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

The Agility Trial ring area shall measure at least (100 x 100) ft. If the ring area is smaller than (100 x 100) ft, then the size and description shall be sent with the Trial Application. If the ring size is approved, then the ring size shall be sent to the Judge(s).

A5.8.1 Minimum Ring Sizes.

Clubs shall adhere to the ring size requirements for any new trial dates, changing a trial date, relocating to a new site, or for new host clubs, even if the site was previously used or approved for another date or club. The ring size shall be a minimum of 5400 ft².

- Outdoor sites shall be (100 x 100) ft and the length is not to be longer than 140 ft on any side. The minimum approvable outdoor sites shall be at least (60 x 90) ft without obstructions or unusable areas.
- Indoor sites may not have more than three (3) structural support columns or poles within the ring and the length is not to exceed 140 ft.

The site shall be a minimum square footage of 5400 ft² to host games only or 6,000 ft² to include Standard.

The following restrictions shall be met:

- If the width is at least 60 ft, then the length may not be < 90 ft for games only and < 100 ft and up to 140 ft with standard offered on any day.
- If the width is at least 80 ft, then the length may not be < 70 ft for games only and < 75 ft and up to 140 ft for trials with standard offered on any day.
- If the Width is (90 to 140) ft, then the length may not be > 140 ft for any trial.

The measurements should include no obstructions or unusable areas. The rings that are not square or rectangle in shape shall have a grid pre-approved before contracting with the site for new or changing dates as well as changing to a new site for a previously held date.

Note: A club should not make plans to hold a trial for a date that is new to the club or a new site for a previously held date, only if the trial ring is less than (100 × 100) ft without obstructions, before the trial and/or site is approved by CPE. If a previously used site does not meet the current ring size or obstructions rules, it may not be used for a new/changed date for a club or new site for a different club.

The indoor ring area shall be of a non-slip surface. The outdoor rings shall be under an open pavilion on grass or groomed dirt (preferred) and shall provide safe footing for dogs and competitors. The ring should be enclosed by fence, gating, or ring flags to separate the course from the spectators. If the trial is indoors on cement, then the ring should be appropriately matted with jump mats for each jump landing as well as the downside of the contacts if the matting is less than 0.5 in height. Any other footing may be approved.

One (1) warm-up area (no training allowed) shall be provided for each ring which may include a single bar jump. The areas are limited to competing dogs only. Other obstacles may not be used for practice at the site any time during the trial, including Host Club equipment and/or equipment brought to the site by any other person (e.g., vendors, competitors, etc.) There shall be an area(s) provided for crating and exercising dogs. In the spirit of responsible dog ownership and sportsmanship, please pick up after the dog(s) at the trial site and hotels so that the competitors and Host Clubs will be able to continue using the hotels and trial sites. A spectator area should be available if there is room at the trial site and away from the crating area. Public spectators may need to be made aware of the ring boundary.

A6 CPE Classes and General Information.

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 the entered level in the faultable classes.

Levels 1, 2, 3, 4 may not exceed ten (10) faults total within the allowable faults for the level and class.

Level 5 may not exceed five (5) faults total within the allowable faults for the class.

Level C will be clean runs only and faults are not allowed.

A Qualifying score is earned if the dog completes the requirements of the point game for the entered level and height category in the points classes.

An Off Course is described as taking an obstacle out of sequence (i.e., one (1) paw touching obstacle or over the wrong jump). Only one (1) off course is called per incident regardless of how many out of sequence obstacles are taken. Each off course is five (5) faults. (See Table A5 and A6).

One (1) full second = one (1) fault for time faults. The fractions are dropped for scoring the dog's run. The Timer will report the time to the Scribe in 1/100th of a second for placements (e.g., 35.09).

The placements are determined by qualifiers, then number of faults or points and then time. If a Team has a NT or is a FEO entry, then the Team is ineligible to receive a placement ribbon.

If the weather or surface conditions warrant extra time, then up to ten (10) seconds may be added to the SCT's for all jump heights in all classes except FullHouse. The conditions include but are not limited to excessive rain, mud, heat, humidity, snow, poor footing, long grass, etc. The extra time is for the safety of the dogs and competitors. The Judge has full authority to determine if extra time is needed.

Table A4: Adjusted SCT for the Handler with Health Conditions or Impairments.

Class	Extra Time	Minus Time
Standard and Jumpers	N/A	5 seconds under 150 yards, 10 seconds above 150 yards
Colors and Wildcard	N/A	5 seconds
Jackpot and FullHouse	N/A	5 seconds extra time for Jackpot gamble time and FullHouse table
Snooker	N/A	5 seconds

Table A5: Faults, Eliminations and Excusals.

Faults as assessed	Fault Descriptions
15 Faults	Missed contact on A-Frame, Dog Walk or Teeter. Fly-off of Teeter (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 or breaking open the tire. Judge's decision of obstacle performance
5 Faults	Off Course. An off course is at least one (1) paw on or in an obstacle, cutting through the weaves, or over the wrong jump
5 Faults or 5 Points off score	Competitor intentionally blocking the Judge's view; blocking the dog to force a certain path with or without direction to the correct obstacle, competitor touches an obstacle on course (including stepping over end of contact, jumping over 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 the run or from the trial	Excessive force at start line, poor sportsmanship, excessive handling, excessive force when leaving the ring, outside ring assistance, swearing in the ring
5 Faults or 5 Points off score to Excusal of the run or from the trial	A dog showing signs of aggression to Judge, other dog, ringside spectators, or competitor, nipping/biting on course or outside of the ring any time during the event. Please see the Incident report forms for potential outcomes.
Warning from judge, 5 Faults or 5 Points off score to Excusal of the run (NT)	Dog not under control when leaving the ring/gate chute ("under control" would be either the dog is on leash or under competitor's direct control). Deliberately moving any obstacle that is on the course once the Judge has approved the course build including during the competitor's walk through.

NT but allowed to run	Fix and Go or Declared Training in the ring, with approved toys on course
NT (Excusal from run)	Dog leaves the ring before the run is completed, dog out of control, dog ceases to work. Competitor intentionally touching dog or obstacle, competitor wearing a visible or pocketed device to video or time a dog's run. Dog fouling anywhere within the ring before, during or after completion of a run. Food or non-approved toys or training devices in the ring. Second occurrence of Fix and go in same run.
No Time	Exceeding the Maximum Course Time or Fault Limit,

Table A6: Judge's Signals.

Faults	Fault Amounts	Judge's Signal
Bar Down	5 faults	One (1) open hand
Off Course	5 faults	One (1) closed hand
Other faults	5 faults	Two (2) open hands
Major Fault (Failure to perform)	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 or Declared Training in the Ring	No Time. Large dog SCT shall be assessed	Arms crossed over chest

Note: The Judge should brief each Scribe before the class as to his or her signals.

A6.1 Standard Class.

The object of Standard is to successfully run a full course of numbered obstacles in the correct order.

The scoring of standard is that all obstacles shall be performed successfully to qualify with possible faults allowed. (See Table A7).

Table A7: Allowable Faults in the Standard Class

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

Table A8: Obstacle Requirements for the Standard Class

Obstacle Requirements	Minimum Obstacles	Maximum Obstacles
Dog Walk	1	1
A-Frame	1	1
Teeter (would not be used in Level 1)	1	1
Open Tunnels	1	3
Broad, Double, Wall, Tyre, Triple Jumps	1	2
Weave Poles Level 2 (would not be used in Level 1)	6	6
Weave Poles Level 3	6	12
Weave Poles Levels 4/5/C	12	18
Bar Jumps - winged and wingless	3	12
Panel Jump	0	1

A standard course may be designed with only two (2) contacts with an acceptable replacement obstacle when the Judge is using the design option. The design option may exceed maximum obstacles listed in Table A8 for one of the following: a contact or six (6) weaves. Eighteen (18) weaves are only allowed as a design option when one (1) contact is eliminated. When using the eighteen (18) weaves option then the Judge may use three (3) sets of six (6) (maximum two (2) sets of six (6) on the course) or one (1) set of six (6) and one (1) set of twelve (12). (See Table A8).

Table A9: Allowable SCT by Levels in the Standard Class

Standard Levels	Minimum Obstacles	Maximum Obstacles	Level Groups for SCT	Yards per Second (YPS)
Level 1	12	16	Levels 1 and 2	2.00 to 2.50
Levels 2 and 3	14	18	Level 3	2.25 to 2.75
Levels 4/5/C	16	20	Levels 4/5/C	2.50 to 3.00

The Judge will set a maximum course time which is not to exceed eleven (11) seconds over Enthusiast small dog time and will set the timer for the maximum time. The course yardage is determined by 20 in dogs. If the course yardage is < 150 yards, then five (5) seconds will be added to the SCT for 4 in, 8 in and 12 in jump heights. If the course yardage is > 150 yards, then ten (10) seconds will be added to the SCT for 4 in, 8 in and 12 in jump heights. Dogs who are in the Enthusiasts and Specialists jump heights will receive an additional five (5) seconds to the Regular jump height SCT for each jump height groupings. (See Table A9).

A6.2 Colors Class.

The object of Colors is to successfully run a choice of one (1) of the two (2) over-lapping colored mini-agility courses in the same ring.

The scoring of colors is all obstacles will be performed successfully to qualify with possible faults allowed. (See Table A10).

Table A10: Allowable Faults in the Colors Class

Faults Allowed	Level 1	Level 2	Level 3	Level 4 and 5
Bar Down	A Bar Down is not allowed in any level in Colors			
Off Course	1	1	0	0
Other Faults	1	1	1	1
Over Time	5	5	5	5

The Colors Class will have eight (8) to twelve (12) obstacles on each of the two (2) embedded courses. Colors is two (2) individual courses that will interact four (4) to five (5) times including the start and finish obstacle. The interaction may be the same obstacle from the same direction and same approach, but the type of interaction may not be used for more than three (3) 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 in which the start obstacle(s) may not be a finish obstacle.

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

The Judge will make each course equivalent in length and challenge however, the course time will be determined by the longest course.

One (1) course shall contain a contact obstacle but the other will not have a contact obstacle. (See Table A11)

Table A11: Obstacle Requirements for the Colors Class

Obstacle Requirements	Minimum Obstacles	Maximum Obstacles
Dog Walk	0	1
A-Frame	0	1
Teeter (If the Teeter is used in Level 1 and 2 then the teeter may only be used on one (1) of the two (2) courses)	0	1
Open Tunnels	1	2
Broad, Double, Triple, Wall, Tyre Jumps (If the Triple Jump is used then the jump may only be on one (1) of the two (2) courses)	0	2
Weave Poles Levels 3/4/5/C (Weaves are not allowed on either course in levels 1 and 2)	6	6
Bar Jumps (winged or wingless)	3	9
Panel Jump	0	1
In addition to the previous obstacles a choice of one of the following obstacles may be used on the course that does not have a contact obstacle: Broad, Double, Triple, Panel, Wall, or Tyre Jumps	1	1

If there are two (2) Colors courses on one (1) day, then at a minimum there shall be a reversal of courses. CPE recommends a redesign as the Colors course is never allowed to be the same course. The SCT for the Colors course will be the same yardage times as Standard. (See Table A9). The course yardage is determined by 20 in dogs with five (5) seconds added to the SCT for 4 in, 8 in and 12 in jump heights. When levels are combined then the lower level will receive five (5) seconds more than the higher level for the level's jump height. Dogs who are in the Enthusiasts and Specialists jump heights shall receive an additional five (5) seconds to the Regular jump height SCT for each jump height groupings.

The Colors courses shall have two (2) different colored markers to label each course and 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 where the same obstacle starts both courses.
- Both courses begin on the same obstacle, but the courses shall separate by the third obstacle.

A6.3 Wildcard Class.

The object of Wildcard is to successfully complete the course including enough "wildcards" which will be marked on the course at three (3) different obstacles to qualify.

The scoring of Wildcard is all obstacles shall be performed successfully to qualify with possible faults allowed. (See Table A12).

To qualify a dog shall complete the course with the required Wildcard points for their level:

Levels 1 and 2 will complete two (2) A (1-point) obstacles and one (1) B (2-point) obstacle.

Levels 3/4/5/C will complete two (2) B (2-point) obstacles and one (1) (1 point) obstacle.

Table A12: Allowable Faults in the Wildcard Class

Faults Allowed	Level 1	Level 2	Level 3	Level 4 and 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

A modified Standard Course will be the base for Wildcard. The SCT for the Wildcard course will be the same yardage times as Standard. (See Table A9). The course yardage is determined 20 in dogs with five (5) seconds added to the SCT for 4 in, 8 in and 12 in jump heights. When the levels are combined then the lower level shall receive five (5) seconds more than the higher level for the level's jump height. Dogs who are in the Enthusiasts and Specialists jump heights shall receive an added five (5) seconds to the Regular jump height SCT for each jump height groupings. The course obstacles will be ten (10) to twelve (12) numbered obstacles, and three (3) wildcard obstacles. Levels 1 and 2 will be designed the same course and levels 3, 4, 5, and C will have weave poles which may be part of the wildcard, however the weaves shall be a required obstacle on the course. (See Table A13).

Table A13: Obstacle Requirements for the Wildcard Class

Obstacle Requirements	Minimum Obstacles	Maximum Obstacles with Wildcards
Dog Walk	0	1
A-Frame	0	1
Teeter	0	1
Open Tunnels	1	2
Broad, Double two (2) may be used on course, Wall, Tyre Jumps	1	2
Weave Poles are allowed in levels 1 and 2	0	6
Weave Poles Levels 3/4/5/C. Required to perform at least one (1) set of six (6) weaves	6	18
Bar Jumps (winged or wingless)	3	12
Panel Jump	0	1

The "Wildcards" are three (3) obstacles placed parallel to each other and spaced five (5) ft between obstacles for all levels. The Judge will announce which wildcard obstacle the dog has taken with either a 1 or 2 so that the Scribe may record the proper points.

If a Wildcard obstacle is faulted, then the obstacle may only be corrected if the obstacle is an open tunnel or weave poles, however if the obstacle has only been used for one (1) of the number's Wildcard then the obstacle may not be corrected. (e.g., A tunnel is being used as one end an A and the other end as a B. A five (5) point fault for an off course or other faults may be assessed. Any other obstacles that are faulted may not be corrected and will be scored as fifteen (15) faults which is failure to perform and will result in a NQ due to not having completed all three "wildcards".

A dog shall have the correct number and type of wildcards according to the level that the dog is competing in to qualify. It is possible to NQ with zero (0) faults if the correct wildcards are not collected.

A competitor may not change the Wildcard obstacle once the dog has touched or committed to the other Wildcard obstacle. If the competitor does correct the obstacle than that Wildcard shall be scored as fifteen (15) faults (failure to perform).

The Wildcard points are as follows:

- The 1-point obstacles will be marked on the map as "A", bar jumps, open tunnel, broad or double jump, and the tyre. Combination "A" is if the Dog Walk is a 2-point obstacle, then the 1-point obstacle may need to be a combo to balance the length of the dog walk. Any combination of two (2) 1-point obstacles for a 2-point wildcard may include two (2) bar jumps, bar jump and open tunnel or open tunnel and bar jump, panel jump and open tunnel or open tunnel and panel jump. The weaves and teeter in levels 1 and 2 will be a 2-point obstacle and only one (1) of the obstacles may be used on a course.
- The 2-point obstacles will be marked on the map as "B", any contact obstacle, broad jump, double jump, open tunnel, weave poles, or wall jump.

A6.4 Snooker Class.

The object of Snooker is to test the planning strategies of the competitor and the dog's ability to concentrate on and execute the competitor's directions.

The scoring of snooker is all obstacles shall be performed successfully to qualify with no faults allowed. To receive a qualifying score the Team will have successfully completed three (3) red jumps and accumulate a total number of points during the run for the Team's level to qualify. (See Table A14 for the list of points).

Table A14: Snooker Points According to Each Level

Regular and Veterans		Enthusiast and Specialist	
Level 1	26 Points	Level 1	24 Points

Level 2	28 Points	Level 2	26 Points
Level 3	30 Points	Level 3	28 Points
Level 4, 5, and C	32 Points	Level 4, 5, and C	30 Points

Table A15: Obstacle Requirements for the Snooker Class

Obstacle Requirements	Minimum Obstacles	Maximum Obstacles
Contacts	0	1
Open Tunnels	0	3
Double Jump, Wall Jump (Broad, Tire and Triple jumps are not allowed)	0	1
Weave Poles in levels 3/4/5/C ONLY	0	12
Opening portion: Bar Jumps: Reds and winged jumps are preferred	4	4
Closing portion: Bar Jumps (Winged or Wingless)	0	N/A
Panel Jump which may not be a red jump	0	1
Table or Finish Jump which is required	1	1

The SCT will be based on 20 in dogs with five (5) seconds added to the SCT for 4 in, 8 in and 12 in jump heights. No additional time is given to Enthusiasts or Specialist because the teams receive a point allowance. (See Table A14).

The Snooker class is a two (2) part course. The first part which is the opening sequence consists of the competitor and dog attempting a “red” jump which is one (1) point for each jump. If the attempted “red” jump is successful, then the Team has earned the right to go on to a “color” of choice which would be obstacles 2 thru 7. The “color” obstacles are the points designated by the cones assigned to the obstacles on the course.

After attempting or completing the color then the Team will repeat another red and color until the team has completed three (3) “reds” and attempted or completed three (3) “colors”. The Team will successfully complete three (3) “reds” for a Qualifying Score.

Once the 3rd color has been completed successfully or attempted then the table or finish jump is live, which means if the dog completes the finish jump or table then the run will end.

The team then attempts to perform the second part which is called the closing sequence and consists of completing obstacles 2 thru 7. (See Table A15 for possible obstacles).

Note: a dog does not need to complete the closing to qualify. The dog will only be required a time and a total score based on the dog’s level and height category.

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

- A “red” jump shall be successfully completed to earn the right to perform a “color” of choice.
- Each “red” jump may only be used once, and the dog may only perform a total of three (3) red jumps during the opening. The 4th “red” jump is on the course in case a jump bar is knocked down on one of the other “red” jumps.
- If a “red” jump bar is dropped then a different “red” shall be completed before attempting a “color”.
- Points will not be awarded if a “color” is faulted. The Team shall continue to another “red” or the closing depending on where the Team is in the run. A four (4)-paw safety rule is in effect on contact obstacles. Zero (0) points are awarded if a jump bar is dropped and if the jump is for a color obstacle, then obstacle may not be used in the opening again and the obstacle is not available in the closing for points.
- The same obstacle or combo may be used in the opening sequence for each “color”.
- If a dog performs a different obstacle than the competitor had directed, then the Team is not penalized if no other faults occur.
- If one (1) of the combo obstacles is faulted, then the remainder of the combo shall be completed, as a combo is “one (1) obstacle”.
- If the dog “cuts” through the weaves on the way to another obstacle, then the dog has then committed to the weaves.

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

- Point Accumulation ends if an obstacle is faulted (i.e., jump bar down which may have occurred in the opening or closing, or four (4)-paw safety rule.) Jump bars are not reset when a dog is running.
- Point Accumulation ends if the dog goes Off Course in the closing sequence which includes “cutting” through the weaves.
- The run time ends in which case the timer horn will sound and time will stop when the dog touches the table with at least one (1) paw or passes through the uprights of the finish jump.

Point Accumulation shall end if any of the following occurs:

- If a “red” is faulted (i.e., a jump bar is dropped) and then the dog proceeds to take a “color” obstacle.
- If a “red” is completed and then the dog proceeds to take two (2) “colors” obstacles.
- If a “red” then a “color” is completed, then the dog completes the same “red” again.
- If two (2) “reds” in a row are taken, whether it is the same or different red, and the jump bar is on the uprights or dropped.
- If a “color” is taken before a “red”.
- The 4th “red” is taken after 3 others were successfully completed.

- The competitor purposely uses the table or Finish Jump to move around the course.
- When time expires.

If the Judge says, "Thank you", signals with a whistle at any point, or the timer indicates time has expired, then the Team shall move immediately to the table or finish jump without the competitor touching the dog to stop the clock. The dog will have completed the 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 may 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 competitor direction.

A6.5 Jackpot Class.

The object of Jackpot is to test the course planning strategies of the competitor, and the dog's ability to work at a distance. The competitor 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.

To qualify the competitor and dog will need to perform the gamble without faults, within the required time, and accumulate the required points or greater.

Jackpot is run as a two (2)-part course like Snooker. The first part consists of the competitor and dog working the course, attempting to accumulate at least the minimum required points for the level in the amount of time allowed. The end of the accumulation time is signified by the horn on the timer.

In a traditional Jackpot, the competitor and dog then proceed to work through a series of gamble obstacles within a time set by the judge. The competitor will stay out of a designated area which is marked with a line while the dog works within this area, and the competitor indicating to the dog the proper commands to do the obstacles. The obstacles shall be executed in the correct order as numbered, without faults, and cross the finish line to earn the gamble points. The required points including gamble points will be within the total game time to qualify.

During the time the dog and competitor are in the ring back-to-back obstacles are allowed but need to be done safely. All obstacles may be performed twice for points. 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, ascending broad jump and ascending double jump. If the Judge determines the back-to-back performance unsafe, then the Judge may not award points for the performance. A dog may not perform two (2) consecutive gamble obstacles in a row in the opening either forward or backward. The Judge may allow the consecutive gamble obstacles in a non-traditional Jackpot and will specify the information in the briefing. If a gamble jump bar is knocked down in the opening sequence, then the gamble is no longer available to finish because the jump bar will not be reset.

If the Judge says, "Thank you" or signals with a whistle at any point during the run, then the Team shall move immediately to the finish line to stop the clock.

The obstacle point values are as follows:

- One (1) point obstacles Single bar jumps and the panel jump.
- Three (3) point obstacles Open Tunnel, double jump, broad jump the wall jump, and six (6) weave poles
- Five (5) point obstacles Twelve (12) weave poles except in levels 1 and 2, contacts, and a two (2) jump combination to replace a contact that may not be used on the course
- Judge's choice point obstacles A seven (7) point obstacle which is used only one (1) time on the course and then used for regular points for another performance of the obstacle. This obstacle is typically a challenging placement or a longer distance from the start line. The obstacles may be a jump combination and is two (2) single bar jumps, a contact, longer set of weave poles, an open tunnel, or a spread jump.

If a combination of two (2) displaceable bar jumps are used in place of a contact, then combination will be designated as a five (5) point obstacle. The dog shall perform both jumps in flow in either direction to earn points, however if the dog only performs one (1) jump, knocks a jump bar or figure eights the combination then points will not be awarded for the obstacle.

NOTE: The Table or Finish obstacle is not live until after the horn blows for the gamble to start. If the judge has briefed that the Team may end at any time for a Non-Traditional Jackpot, then the competitor may direct the dog to the finish obstacle to end the run. The dog is not penalized for going to the finish obstacle at any time during the Jackpot run for a Non-Traditional Jackpot. The time stops if the dog touches the table with at least one (1) paw or completes the finish obstacle during the whistled gamble time. The dog shall have completed the last obstacle past the point of faulting to earn points when the gamble horn sounds. A course may not begin on a contact, weaves or spread jump and the dog shall first attempt another obstacle.

Table A16: Jackpot Points According to Each Level

Regular and Veterans				Enthusiast and Specialist			
Level	Opening	Gamble	Total Required	Level	Opening	Gamble	Total Required
1	12 Points	20 Points	32 Points	1	10 Points	20 Points	30 Points
2	16 Points	20 Points	36 Points	2	14 Points	20 Points	34 Points
3	20 Points	20 Points	40 Points	3	18 Points	20 Points	38 Points
4, 5, & C	24 Points	20 Points	44 Points	4, 5, & C	22 Points	20 Points	42 Points

The opening and gamble point schedule (see Table A16) is optional in a non-traditional Jackpot; however, the Judge may discuss how the points may be called and attending the briefing to have all questions answered is recommended. The total points to Q are the same whether the Jackpot is traditional or non-traditional. Non-traditional Jackpot points will never change.

The gamble line restrictions/directional control/obstacles are explained in the following:

- Gamble line restrictions:
 - a. Levels 1 and 2 may have a gamble line beginning at 0 ft and increase up to 5 ft with a maximum of 10 ft and one (1) obstacle that shall be a minimum 5 ft from the line.
 - b. Level 3 may have a gamble line beginning at 0 ft and increase up to 10 ft with a maximum of 15 ft and one (1) obstacle that shall be a minimum 10 ft from the line.
 - c. Levels 4, 5, and C may have a gamble line beginning at 0 ft and increase up to 15 ft with a maximum of 20 ft and one (1) obstacle that shall be a minimum 15 ft from the line.
- Directional control is described as the gamble obstacle discrimination shall have appropriate distance and angles depending on obstacle and level:
 - a. Levels 1 and 2 may have one (1) to two (2) mild directional changes.
 - b. Level 3 may have up to two (2) directional changes.
 - c. Levels 4, 5, and C may have two (2) to three (3) directional changes.
- Gamble obstacles are described in a traditional gamble as having four (4) obstacles including the finish obstacle with up to two (2) idle obstacles that are not numbered and used as a challenge to keep the dog from taking the obstacles. The dog walk, broad jump, or triple jump may not be used as a gamble obstacle within a traditional gamble line:
 - a. Levels 1 and 2 may have bar jumps, open tunnels, panel jump, or an a-frame. The gamble line will allow the competitor to be within 5 ft of the a-frame.
 - b. Levels 3, 4, 5, and C may have any of the previous from levels 1 and 2 which may include the teeter-totter, double jump, wall jump, two (2) jump combination which may be a five (5) point obstacle in the opening or six (6) to twelve (12) weave poles.

In a traditional gamble the finish line is part of the gamble which may be the table, bar jump, panel jump or open tunnel. If the table is used in a Traditional Jackpot than the table will be the last obstacle and have a point value. The dog may need to place one (1) paw on the table to stop time. The dog shall cross the finish line and stop the clock before the gamble time expires.

Non-Traditional Gamble. The last obstacle of a Non-Traditional gamble will either be a Bar Jump, Open Tunnel, Panel Jump or the Table. The dog shall cross the line and stop the clock before gamble time expires. The dog could possibly earn the last points of the gamble and NQ. If the table is used as the last obstacle, the dog shall place at least one (1) paw on the table to stop the clock which is considered the finish line and the obstacle may or may not have a point value. If the last obstacle is an open tunnel, then the timer stops the clock when the dog's nose exits the tunnel. If the last obstacle is a bar jump, the timer stops the clock when the dog's nose is over the bar, even if the bar is knocked down. In a Non-Traditional Jackpot the last obstacle may or may not have a point value. A finish jump/tunnel worth points may need to be successfully completed in order to earn the points. A finish table will require one (1) paw to earn the points.

The Judge will stop calling points in a Traditional Jackpot once the horn has sounded that the opening course time is finished, and the gamble has started then if the dog handles the gamble correctly the Judge will call points for the gamble portion. If there is a second horn, then the Team has gone over time and gotten a NQ. The Team is required to accumulate points in the opening until the gamble horn sounds in a Traditional Jackpot.

Note: A competitor may receive a NT for standing idle in the vicinity of the approach to the Jackpot sequence for purposes of awaiting the conclusion of the opening time or for performing obstacles repeatedly with no potential for point accumulation which is considered loitering or training in the ring.

The Judge will continue to call points through the opening and closing of a Non-Traditional Jackpot no matter what type of gamble the Judge has designed.

Allowable Jackpot times are based on jump heights and divided between the opening time and gamble time. (See Table A17).

Table A17: Allowable Jackpot Times

Jackpot Opening Time		Gamble Time	
4 in, 8 in, and 12 in	30 to 40 seconds	4 in, 8 in, and 12 in	20 seconds
16 in, 20 in, and 24 in	25 to 35 seconds	16 in, 20 in, and 24 in	18 seconds

A6.6 FullHouse Class.

The object of FullHouse to test the course planning strategies of the competitor to successfully accumulate enough points for the Team's level as well as three (3) of a kind, a pair and a joker before the course time has ended. The Team will choose the course, with the purpose of accumulating the required points for the level that the Team is competing in, (see Table A19), with the required sets of obstacles, (see Table A20), and getting to the table to stop time without going over and losing the points accumulated.

The Team has 5 seconds to arrive to the table to stop time and will lose one (1) point for every full 1 second over the 5 seconds. (See Table A18).

Table A18: Allowable FullHouse Times

Point Accumulation Time	Allowable Stop Time	Total Game Time
4 in, 8 in, & 12 in = 35 seconds	5 seconds	4 in, 8 in, & 12 in = 40 seconds
16 in V jumping 12 in, 16 in, 20 in & 24 in = 30 seconds	5 seconds	16 in V jumping 12 in, 16 in, 20 in & 24 in = 35 seconds

All level of Teams shall participate in the class on the same course and accumulate the points for the level while obtaining the required point obstacles. The required obstacles that are on the course in which the Judge will design are as follows:

- Pause Table which is located on the finish line and one (1) paw on the table will stop time.
 - a. The height settings are: 4 in for the 4 in jump height; 8 in for the jump heights 8 in and 12 in; 16 in for the jump heights 16 in, 20 in and 24 in.
- The one (1)-point obstacles are six (6) to ten (10) bar jumps.
- The three (3)-point obstacles are three (3) open tunnels and one (1) panel jump.
- The five (5)-point obstacles also known as three (3) “Jokers” are whatever the judge chooses from the following lists. The Judge may choose two (2) obstacles from List 1 and one (1) obstacle from List 2. A Judge may not use more than two (2) contact obstacles on the course. A joker may also be a combination of two (2) single bar jumps. The wing jumps will be used if available for the jump combination, will have cones to mark the combination and may only be handled in flow in one (1) direction or the other direction. The jump combination will replace a contact obstacle or weave poles.
 - a. List 1: Dog Walk, A-Frame, Broad Jump, Double Jump, Jump Combination.
 - b. List 2: Teeter, six (6) Weave Poles, Wall Jump, Jump Combination.

Table A19: FullHouse Points According to Each Level

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

Table A20: Full House Required Obstacles

Obstacle Point Values		Required Number of Obstacles (Not Including Other Points)	
1 Point	Single bar jumps	Three (3) required	Single bar jumps
3 Points	Open tunnels and Panel Jump	Two (2) required	Open tunnels, Panel jump
5 Points	Contact obstacles, weaves, broad jump, double jump wall jump and jump combination	One (1) required	Contacts, weaves, broad, double, Wall, Combo
0 Points	Pause Table which stops the clock. The table is always “live”	One (1) required	Pause Table which stops the clock. The table is always “live”

The Judge will call the points for successfully completing the obstacles. If the Judge says, “Thank you” or signals with a whistle at any point, then the Team shall move immediately to the table to stop the clock.

Obstacles may be taken back-to-back and are allowed at any time, twice only for points, providing the obstacles are done safely and the obstacle allows for a turn around to do again. 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: the teeter, ascending broad jump, ascending double jump, and the triple jump. If the Judge determines the back-to-back performance is unsafe then the Judge may not award points for the performance. The courses may not begin on a contact, weaves or spread jump. The dog shall first attempt another obstacle to start.

A6.7 Jumpers Class.

The object of Jumpers is successfully complete an all jumps and tunnels course.

All obstacles shall be performed successfully to qualify with the faults if allowed. (See Table A21).

Table A21: Allowable Faults in the Jumpers Class

Faults Allowed	Level 1	Level 2	Level 3	Level 4 and 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 course will follow applicable standard course guidelines. See Table A22 for the required obstacles.

Table A22: Obstacle Requirements for the Jumpers Class

Obstacle Requirements	Minimum Obstacles	Maximum Obstacles
Open Tunnels	1	3
Double, Broad or Wall Jumps	1	2
Bar Jumps (winged or wingless)	4	12
Panel, Triple, Tire Jumps	0	1

Levels 1 and 2 will have the same course and both levels are combined. Level 3 may have a separate course from levels 4, 5, and C. If the course is combined for levels 3, 4, 5, and C then the course time shall reflect levels 4, 5, and C while adding (5 to 10) seconds for level 3. Once the course time has been determined for level 2 than add 5 seconds for the level 1 course time. (See Table A23).

Table A23: Allowable SCT for Obstacles by Levels in the Jumpers Class

Jumpers Levels	Minimum Obstacles	Maximum Obstacles	Yards per Second (YPS)
Level 1	12	16	2.50 to 3.00
Level 2	12	16	3.00 to 3.50
Level 3	14	18	3.00 to 3.50
Levels 4/5/C	16	20	3.50 to 4.00

The course yardage is determined by the 20 in dogs. If the course yardage is less than 150 yards, then 5 seconds shall be added to the SCT for 4 in, 8 in and 12 in jump heights. If the course yardage is more than 150 yards then 10 seconds shall be added to the SCT for 4 in, 8 in and 12 in jump heights. Dogs who are in the Enthusiasts and Specialists jump heights shall receive an added 5 seconds to the Regular jump height SCT for each jump height grouping.

A7 CPE Title Information.

A dog may earn multiple C-ATCH and C-ATE titles, however for each title all requirements shall be completed again for each numerical title. (e.g., C-ATCH3, C-ATE2, etc.)

A7.1 Point Level Titles.

The Point Level Titles are optional and NOT required to be earned. The points are awarded to qualifying scores only, so NQ's and placements do not receive any points. The Point Level Titles may be earned from any combination of classes within a single Level and Titling Category. Current legs may count towards the Point Level Titles. Once a dog moves up to the next level in a class then the dog may not move back to the previous level to earn the Point Level Titles except for level 5 and level C as explained previously. The Point Level Titles have the same point requirements for all Titling Categories; however, the title acronyms shall differ. (See Table A24). A Title Certificate and Plaque will be awarded for each Point Level Title in Table A24. The Plaques will be ordered each January for the previous year.

Table A24: 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

A7.2 Transferring Legs, Entering Lateral Levels for Other Height Categories.

A7.2.1 Regular and Veterans Category.

The Regular/Veterans legs may be transferred to Enthusiast and/or Specialist when using the Regular Transfer Form. The transfer form may be found on the Member's page at <https://www.k9cpe.com/memberservices>. A cost will be incurred for each dog and form for the transfer process. The legs may be transferred to the same lateral level and dogs may continue to compete in the levels transferred. (e.g., Level 5 Colors leg is transferred to Enthusiast or Specialist then the dog may compete in level 5 for all classes in the height category). The legs that were used for ANY title may NOT be transferred and includes the class Champion and Extraordinaire titles. If the competitor is a current member for the renewal year when the form has been received, then the online records will be updated when the form has been processed.

A dog in Regular/Veterans that finishes the requirements for a complete level may begin in Enthusiast and/or Specialist at the level or the next level. Examples are in the following:

- **Dog A** has completed all of level 3 in Regular/Veterans then the dog may begin in Enthusiast and/or Specialist in level 3 or level 5.
- **Dog B** has completed all of level 3 EXCEPT Jumpers then the dog may not begin in Enthusiast and/or Specialist level 5 unless Regular/Veterans Jumpers level 3 is completed. The only exception is if the Jumpers class is going to be the dog's skipped class in Enthusiast and/or Specialist, then the dog may begin in level 5 in Enthusiast and/or Specialist.

- **Dog C** has completed the SpCH or SpEX title then the dog may begin in level 5 Specialist.

A7.2.2 Enthusiasts and Specialist Category.

The Enthusiast legs may be transferred to Specialist per the Enthusiast Transfer Form only in levels 4, 5, and C. The Enthusiast or Specialist legs may not be transferred to Regular/Veterans. The Specialist legs may not be transferred to Enthusiast. The Regular/Veterans legs that were transferred to Specialist may never be transferred up in height to Enthusiast.

If the competitor is a current member for the renewal year when the form has been received, then the online records will be updated when the form has been processed.

A7.2.2.1 Entering Lateral Levels in Another Height Category.

A dog that is in Enthusiast or Specialist may begin in Specialist or Enthusiast in the same level or the next higher level for any classes that have been completed within a category title. Examples are in the following:

- **Dog A** has completed all of level 3 in Enthusiast and may have skipped one (1) class as allowed by the tilting rules, then the dog may begin in Specialist in level 3, level 4, or level 5.
- **Dog B** has completed all of level 3 in Specialist and may have skipped two (2) classes as allowed by the titling rules then the dog may begin in Enthusiast in level 3, level 4, or level 5.

Any dog that is entered in Enthusiast when the dog begins in CPE and completes level 5 or higher may not begin in Regular/Veterans in any higher than level 3. The rule will be the same for the Specialist class to Enthusiast class, if a dog is entered in Specialist when the dog begins CPE and completes level 5 or higher then the dog may not begin in Regular/Veterans or Enthusiast any higher than level 3.

Dogs that are entered in Specialist when the dog begins CPE, and complete level 4 or higher may not begin Regular/Veterans or Enthusiast any higher than level 3.

Note: Level 4 is optional and is not required to be completed to move to level 5. If a dog is entered in level 4 then the member may decide to move to level 5 without finishing level 4, however the dog may not move back to level 4 in any class once the dog has earned a Q in Level 5.

A7.3 Titles for Regular and Veterans Classes in Levels 1 to 4.

All titles follow a dog's name and title certificates will be awarded for all titles listed in Table A25, unless noted.

The tracking form to keep track of the legs for all levels and heights are located at www.k9cpe.com/apply.htm.

Table A25: CPE Titles and Requirements for Levels 1 Thru 4

Level	Title Category	Requirements	Title Acronym
Level 1 <small>Note 1</small>			
1	Standard	Two (2) qualifying legs	CL1-R
1	Handler	One (1) qualifying leg in each game of Colors and Wildcard	CL1-H
1	Strategy	One (1) qualifying leg in each game of Snooker and Jackpot	CL1-S
1	Fun	One (1) qualifying leg in each game of FullHouse and Jumpers	CL1-F
Level 2 <small>Note 2</small>			
2	Standard	Four (4) qualifying legs	CL2-R
2	Handler	Two (2) qualifying legs in each game of Colors and Wildcard	CL2-H
2	Strategy	Two (2) qualifying legs in each game of Snooker and Jackpot	CL2-S
2	Fun	Two (2) qualifying legs in each game of FullHouse and Jumpers	CL2-F
Level 3 <small>Note 3</small>			
3	Standard	Four (4) qualifying legs	CL3-R
3	Handler	Three (3) qualifying legs in each game of Colors and Wildcard	CL3-H
3	Strategy	Three (3) qualifying legs in each game of Snooker and Jackpot	CL3-S
3	Fun	Three (3) qualifying legs in each game of FullHouse and Jumpers	CL3-F
Optional Level 4 <small>Note 4</small> Note: January 1, 2024, level 4 will no longer be an option.			
4	Standard	Four (4) qualifying legs	CL4-R
4	Handler	Four (4) qualifying legs in each game of Colors and Wildcard	CL4-H
4	Strategy	Four (4) qualifying legs in each game of Snooker and Jackpot	CL4-S
4	Fun	Four (4) qualifying legs in each game of FullHouse and Jumpers	CL4-F

Note 1: When all Level 1 titles are completed than the Title Acronym is CL-1, however a title certificate is not issued.

Note 2: When all Level 2 titles are completed than the Title Acronym is CL-2, however a title certificate is not issued.

Note 3: When all Level 3 titles are completed than the Title Acronym is CL-3, however a title certificate is not issued.

Note 4: When all Level 4 titles are completed than the Title Acronym is CL-4, however a title certificate is not issued.

A7.4 Titles in Regular and Veterans Classes for C-ATCH and C-ATE.

A7.4.1 CPE Agility Trial Champion.

Multiple C-ATCH titles will be awarded, (e.g., C-ATCH3, etc.), however the requirements shall be completed again for each numerical title. See Table A26 for the C-ATCH requirements.

Table A26: C-ATCH Title Requirements

Level	Title Category	Requirements
5	Standard	Ten (10) qualifying legs
5	Handler	Five (5) qualifying legs in each game of Colors and Wildcard
5	Strategy	Five (5) qualifying legs in each game of Snooker and Jackpot
5	Fun	Five (5) qualifying legs in each game of FullHouse and Jumpers

A Title Certificate and the first C-ATCH Title Plaque will be awarded. Subsequent C-ATCH title plaques after the first one (1) will not be awarded by CPE. The plaques may be purchased thru the plaque supplier. Level 5 does not have Title Categories (i.e., Standard, Handler, Strategy and Fun). The C-ATCH title will precede the dog's name.

A7.4.2 CPE Agility Team Extraordinaire: C-ATE.

Multiple C-ATE titles will be awarded, (e.g., C-ATE2, etc.), however the requirements shall be completed again for each numerical title. See Table A29 for the C-ATE requirements.

Dogs may be allowed to enter level C providing all of level 5 requirements have been met in Table A28. Faults are not allowed in level C.

To obtain a C-ATE Title the dog shall earn 5000 points total. See Table A27 for the required classes and legs.

The breakdown is 3000 points total in the required classes and 2000 points in any class as a competitor's choice.

Table A27: C-ATE Title Requirements

Class Requirements	Points for Each Class (0 Faults)	Required Legs for Each Class	Points x Legs	Total Points
Standard	25	20	25 x 20	500
Colors	15	20	15 x 20	300
Wildcard	20	20	20 x 20	400
Jackpot	25	20	25 x 20	500
Snooker	25	20	25 x 20	500
FullHouse	20	20	20 x 20	400
Jumpers	20	20	20 x 20	400
Total Points in Required Legs = 3000				
Total Points in Competitor's Choices of Classes = 2000				
Total Points Required for C-ATE = 5000				

A Title Certificate and the C-ATE Title Plaque will be awarded. CPE will provide a plaque for subsequent C-ATE titles. Level C does not have Title Categories (i.e., Standard, Handler, Strategy and Fun). The C-ATE title will precede the dog's name.

A7.5 Titles for Enthusiasts Classes in Levels 1 to 4.

All titles follow a dog's name and title certificates will be awarded for all titles listed in Table A28, unless noted.

Table A28: CPE Titles and Requirements for Levels 1 Thru 4

Level	Title Category	Requirements	Title Acronym
Level 1 <small>Note 1</small>			
1	Standard	Two (2) qualifying legs	CTL1-R
1	Handler	One (1) qualifying leg in each game of Colors and Wildcard	CTL1-H
1	Strategy	One (1) qualifying leg in each game of Snooker and Jackpot	CTL1-S
1	Fun	One (1) qualifying leg in each game of FullHouse and Jumpers	CTL1-F
Level 2 <small>Note 2</small>			
2	Standard	Four (4) qualifying legs	CTL2-R
2	Handler	Two (2) qualifying legs in each game of Colors and Wildcard	CTL2-H
2	Strategy	Two (2) qualifying legs in each game of Snooker and Jackpot	CTL2-S
2	Fun	Two (2) qualifying legs in each game of FullHouse and Jumpers	CTL2-F
Level 3 <small>Note 2</small>			
3	Standard	Four (4) qualifying legs	CTL3-R

3	Handler	Three (3) qualifying legs in each game of Colors and Wildcard	CTL3-H
3	Strategy	Three (3) qualifying legs in each game of Snooker and Jackpot	CTL3-S
3	Fun	Three (3) qualifying legs in each game of FullHouse and Jumpers	CTL3-F
Optional Level 4 <small>Note 4</small>			
4	Standard	Four (4) qualifying legs	CTL4-R
4	Handler	Four (4) qualifying legs in each game of Colors and Wildcard	CTL4-H
4	Strategy	Four (4) qualifying legs in each game of Snooker and Jackpot	CTL4-S
4	Fun	Four (4) qualifying legs in e of FullHouse and Jumpers	CTL4-F

Note 1: When all Level 1 titles are completed than the Title Acronym is CTL-1, however a title certificate is not issued.

Note 2: When all Level 2 titles are completed than the Title Acronym is CTL-2, however a title certificate is not issued.

Note 3: When all Level 3 titles are completed than the Title Acronym is CTL-3, however a title certificate is not issued.

Note 4: When all Level 4 titles are completed than the Title Acronym is CTL-4, however a title certificate is not issued.

The Enthusiast class allows one (1) class to be omitted and the legs do not need to be made up in levels 1 to 4, unless the competitor elects to enter the omitted class later, then the dog shall be entered in a trial where the class was omitted. (e.g., the competitor omits Jackpot starting at level 3 and has progressed into level 4 or level 5 in all other classes. The competitor decides to enter Jackpot which would require the dog to be entered in level 3 and not level 4 or level 5. The dog would need to finish out level 3 Jackpot).

A7.6 Titles in Enthusiast Classes for CT-ATCH and CT-ATE.

A7.6.1 CPE Enthusiast Agility Trial Champion.

The Enthusiast CT-ATCH may be earned with the requirements of only six (6) of the seven (7) classes offered. The overall total minimum number of legs that are required to be completed is forty (40) legs. Any omitted class shall be made up in other classes. (e.g., The standard class is omitted in which case the ten (10) legs required in standard would need to be made up in other classes).

Multiple CT-ATCH titles will be awarded, (e.g., CT-ATCH3, etc.), however the requirements shall be completed again for each numerical title. See Table A29 for the CT-ATCH requirements.

Table A29: CT-ATCH Title Requirements

Level	Title Category	Requirements
5	Standard	Ten (10) qualifying legs
5	Handler	Five (5) qualifying legs in each game of Colors and Wildcard
5	Strategy	Five (5) qualifying legs in each game of Snooker and Jackpot
5	Fun	Five (5) qualifying legs in each game of FullHouse and Jumpers

Note: The title is awarded based on counting the first six (6) completed classes, then the date order, while counting the made-up legs until a total of forty (40) legs is accomplished.

A Title Certificate and the first CT-ATCH Title Plaque will be awarded. Subsequent CT-ATCH title plaques after the first one (1) will not be awarded by CPE. The plaques may be purchased thru the plaque supplier. Level 5 does not have Title Categories (i.e., Standard, Handler, Strategy and Fun). The CT-ATCH title will precede the dog's name.

A7.6.2 CPE Agility Enthusiast Team Extraordinaire.

Multiple CT-ATE titles will be awarded, (e.g., CT-ATE2, etc.), however the requirements shall be completed again for each numerical title. See Table A30 for the CT-ATE requirements.

Dogs may be allowed to enter level C providing all of level 5 requirements have been met in Table A31. Faults are not allowed in level C.

To obtain a CT-ATE Title the dog will earn 4000 points total. See Table A30 for the required classes and legs. The dog shall complete six (6) of the seven (7) classes. (e.g., the competitor omits Standard in which the twenty (20) legs required shall be made up in the other classes. The competitor does not need to omit the entire class).

Table A30: CT-ATE Title Requirements

Class Requirements	Points for Each Class (0 Faults)	Required Legs for Each Class	Points x Legs	Total Points
Standard	25	20	25 x 20	500
Colors	15	20	15 x 20	300
Wildcard	20	20	20 x 20	400
Jackpot	25	20	25 x 20	500
Snooker	25	20	25 x 20	500
FullHouse	20	20	20 x 20	400
Jumpers	20	20	20 x 20	400
Total Points in Required Legs = 3000				
Total Points in Handler's Choices of Classes = 1000				

Total Points Required for CT-ATE = 4000

Note: The title is awarded based on counting the first six (6) completed classes, then the date order, while counting the made-up legs until 4000 points is accomplished.

A Title Certificate and the CT-ATE Title Plaque will be awarded. CPE will provide a plaque for subsequent CT-ATE titles. Level C does not have Title Categories (i.e., Standard, Handler, Strategy and Fun). The C-ATE title will precede the dog's name.

A7.7 Titles for Specialist Classes in Levels 1 to 4.

All titles follow a dog's name and title certificates shall be awarded for all titles listed in Table A31, unless noted.

Table A31: CPE Titles and Requirements for Levels 1 Thru 4

Level	Title Category	Requirements	Title Acronym
Level 1 ^{Note 1}			
1	Standard	Two (2) qualifying legs	CSL1-R
1	Handler	One (1) qualifying leg in each game of Colors and Wildcard	CSL1-H
1	Strategy	One (1) qualifying leg in each game of Snooker and Jackpot	CSL1-S
1	Fun	One (1) qualifying leg in each game of FullHouse and Jumpers	CSL1-F
Level 2 ^{Note 2}			
2	Standard	Four (4) qualifying legs	CSL2-R
2	Handler	Two (2) qualifying legs in each game of Colors and Wildcard	CSL2-H
2	Strategy	Two (2) qualifying legs in each game of Snooker and Jackpot	CSL2-S
2	Fun	Two (2) qualifying legs in each game of FullHouse and Jumpers	CSL2-F
Level 3 ^{Note 2}			
3	Standard	Four (4) qualifying legs	CSL3-R
3	Handler	Three (3) qualifying legs in each game of Colors and Wildcard	CSL3-H
3	Strategy	Three (3) qualifying legs in each game of Snooker and Jackpot	CSL3-S
3	Fun	Three (3) qualifying legs in each game of FullHouse and Jumpers	CSL3-F
Optional Level 4 ^{Note 4}			
4	Standard	Four (4) qualifying legs	CSL4-R
4	Handler	Four (4) qualifying legs in each game of Colors and Wildcard	CSL4-H
4	Strategy	Four (4) qualifying legs in each game of Snooker and Jackpot	CSL4-S
4	Fun	Four (4) qualifying legs in each game of FullHouse and Jumpers	CSL4-F

Note 1: When all Level 1 titles are completed than the Title Acronym is CSL-1, however a title certificate is not issued.

Note 2: When all Level 2 titles are completed than the Title Acronym is CSL-2, however a title certificate is not issued.

Note 3: When all Level 3 titles are completed than the Title Acronym is CSL-3, however a title certificate is not issued.

Note 4: When all Level 4 titles are completed than the Title Acronym is CSL-4, however a title certificate is not issued.

The Specialist class allows two (2) classes to be omitted and the legs do not need to be made up in levels 1 to 4, unless the competitor elects to enter the omitted classes later, then the dog shall be entered in a trial where the class was omitted. (e.g., The competitor omits Jackpot starting at level 3 and has progressed into level 4 or level 5 in all other classes. The competitor decides to enter Jackpot which would require the dog to be entered in level 3 and not level 4 or level 5. The dog would need to finish out level 3 Jackpot).

A7.8 Titles in Specialist Classes for CS-ATCH and CS-ATE.

A7.8.1 CPE Specialist Agility Trial Champion.

The Specialist CS-ATCH may be earned with the requirements of only five (5) of the seven (7) classes offered. The overall total minimum number of legs that are required to be completed is forty (40) legs. Any omitted class shall be made up in other classes. (e.g., The standard and Jackpot classes are omitted in which case the ten (10) legs required in standard and the five (5) legs required in Jackpot would need to be made up in other classes).

Multiple CS-ATCH titles may be awarded, (e.g., CS-ATCH3, etc.), however the requirements shall be completed again for each numerical title. See Table A32 for the CS-ATCH requirements.

Table A32: CS-ATCH Title Requirements

Level	Title Category	Requirements
5	Standard	Ten (10) qualifying legs

5	Handler	Five (5) qualifying legs in each game of Colors and Wildcard
5	Strategy	Five (5) qualifying legs in each game of Snooker and Jackpot
5	Fun	Five (5) qualifying legs in each game of FullHouse and Jumpers

Note: The title is awarded based on counting the first five (5) completed classes, then the date order, while counting the made-up legs until a total of forty (40) legs is accomplished.

A Title Certificate and the first CS-ATCH Title Plaque will be awarded. Subsequent CS-ATCH title plaques after the first one (1) will not be awarded by CPE. The plaques may be purchased thru the plaque supplier. Level 5 does not have Title Categories (i.e., Standard, Handler, Strategy and Fun). The CS-ATCH title will precede the dog's name.

A7.8.2 CPE Agility Specialist Team Extraordinaire.

Multiple CS-ATE titles may be awarded, (e.g., CS-ATE2, etc.), however the requirements shall be completed again for each numerical title. See Table A33 for the CS-ATE requirements.

Dogs may be allowed to enter C Level providing all of Level 5 requirements have been met in Table A34. Faults are not allowed in C Level.

To obtain a CS-ATE Title the dog shall earn 3000 points total. (See Table A33 for the required classes and legs). The dog shall complete five (5) of the seven (7) classes. (e.g., The owner omits Standard and Jackpot in which the twenty (20) legs for each class required shall be made up in the other classes. The competitor does not need to omit the entire class).

Table A33: CS-ATE Title Requirements

Class Requirements	Points for Each Class (0 Faults)	Required Legs for Each Class	Points x Legs	Total Points
Standard	25	20	25 x 20	500
Colors	15	20	15 x 20	300
Wildcard	20	20	20 x 20	400
Jackpot	25	20	25 x 20	500
Snooker	25	20	25 x 20	500
FullHouse	20	20	20 x 20	400
Jumpers	20	20	20 x 20	400
Total Points in Required Legs = 2000				
Total Points in Handler's Choices of Classes = 1000				
Total Points Required for CS-ATE = 3000				

Note: The title is awarded based on counting the first five (5) completed classes, then the date order, while counting the made-up legs until 3000 points is accomplished.

A Title Certificate and the CS-ATE Title Plaque will be awarded. CPE will provide a plaque for subsequent CS-ATE titles. Level C does not have Title Categories (i.e., Standard, Handler, Strategy and Fun). The C-ATE title will precede the dog's name.

A7.9 Level 5 Champion and Level C Extraordinaire Titles for Regular/Veterans, Enthusiast, and Specialist.

Dogs should have completed the level 5 requirements for a class prior to entering level C in the class. Dogs may compete in either level 5 or C at any trial for a specific class, however, the dog will enter only one (1) level for multiple runs of the same class on the entry form for the same day. (e.g., Jackpot is offered on one (1) day, then the dog may be entered either in level 5 or level C, not both). If move ups are allowed at the trial, then the dog may either move up to level C or move down to level 5, for the following day(s). Dogs may go between levels 5 & C for the Champion and Extraordinaire titles; however, a dog should have completed a C-ATCH prior to a C-ATE being awarded in Regular/Veterans, Enthusiast or Specialist. Level 5 legs may NOT count toward level C titles just as level C legs may NOT count toward level 5 titles. Obtaining an Extraordinaire title before a Champion title in the same class is possible. A tracking page is available at k9cpe.com/apply.htm. The level 5 Champion Title requires fifteen (15) legs in each class and in the same jump height to be earned. A Title Certificate will be awarded for each title. See Table A34 for corresponding title acronym and name. The level C Extraordinaire Title requires thirty (30) legs in each class and in the same jump height to be earned. A Title Certificate will be awarded for each title. See Table A35 for corresponding title acronym and name.

Table A34: Level 5 Championship Titles

Regular/Veterans		Enthusiast		Specialist	
Title Acronym	Title Name	Title Acronym	Title Name	Title Acronym	Title Name
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

Table A35: Level C Extraordinaire Titles

Regular/Veterans		Enthusiast		Specialist	
Title Acronym	Title Name	Title Acronym	Title Name	Title Acronym	Title Name
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

A8 Agility Obstacles.

All the courses include obstacle minimums however, the Judge has full authority to remove or substitute an obstacle if the obstacle does not meet CPE specifications and is deemed unsafe or not safe due to weather conditions. The Judge should try to substitute a similar obstacle or may substitute more than one (1) obstacle to meet distance requirements. The club should report to CPE any equipment that the Judge removes if the equipment does not meet CPE specifications or is deemed unsafe.

The Judge should report to CPE if equipment has been removed or substituted with 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.

A8.1 Obstacle Performance.**A8.1.1 Contact Obstacles.**

The four (4)-Paw Safety Rule applies to all contact obstacles. If the dog places all four (4) paws on a contact obstacle and then leaves the obstacle prior to completion, then the dog may not attempt the obstacle again. If the competitor directs the dog to attempt the contact obstacle again then the Team is now using the Fix N Go training option and the Fix N Go rules will apply. The Fix N Go rule applies to the Standard, Colors and Wildcard classes, the opening and closing in Snooker and the Jackpot gambles.

NOTE: Three (3) legged dogs is the three (3) paws rule.

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

A8.1.2 A-Frame.

The dog should touch the descending contact area with at least one (1) paw. If a contact area is missed, then a failure to perform fault is assessed. If the dog leaves the obstacle before beginning the descent, then a failure to perform is assessed. If the dog ascends the incorrect ramp in a numbered course or gamble, then an off course is assessed.

A8.1.3 Dog Walk.

The dog should touch the descending contact area with at least one (1) paw. If a contact area is missed, then a failure to perform fault is assessed. If the dog leaves the obstacle before beginning the descent, then a failure to perform is assessed. If the dog ascends the incorrect ramp in a numbered course or gamble, then an off course is assessed.

A8.1.4 Teeter-Totter.

The dog should touch the descending contact area with at least one (1) paw. If a contact area is missed, then a failure to perform fault is assessed. The dog should touch the teeter-totter before the pivot point with at least one (1) 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, then a failure to perform is assessed. The plank should touch the ground while the dog has at least one (1) paw in the contact zone with the obstacle otherwise a fly-off (failure to perform) is assessed.

If the dog has completed the teeter where all four (4) feet have left the plank then turns immediately and performs the teeter on the wrong side (the teeter has not begun the return tip), then an off course is assessed. A No Time excusal may be assessed if the dog or competitor cause an unsafe departure from the Teeter.

A8.1.5 Open Tunnel.

The dog should perform the tunnel as directed by the Judge's course design. If the dog performs the tunnel in the wrong direction, an off course is assessed. The Open Tunnel consists of a flexible tube that may be curved into shapes.

A8.1.6 Pause Table.

The table is used only as a time stopping method in the games and the dog may only need to place one (1) paw on the table. The table heights should be adjusted for the following heights:

4 in Jump height 4 in

8 in Jump heights 8 in and 12 in

16 in Jump heights 16 in, 20 in, and 24 in

A8.1.7 Broad Jump.

The dog will perform the broad jump as directed by the Judge. If the dog places a paw on a plank, then five (5) faults will be assessed, however ticking the jump is not a fault. An off course shall be assessed if the dog jumps between the corner marker poles or performs the jump in the wrong direction.

A8.1.8 Bar Jumps (Winged or Wingless), Panel Jump, Double and Spread Jump.

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

Jump bars that are knocked down in a faultable class when used multiple times are only judged the first time the bar is knocked down. If a dog knocks down the second bar on the next performance, then another knocked down jump bar may apply. Jump bars are not replaced during a run and in a point class a knocked jump is not worth points for multiple performances.

Single bar jumps may consist of one (1) or two (2) bars in the same vertical plane. If two (2) bars are used, then the bottom bar should be set at approximately half the height of the top bar for 8 in to 24 in. The bottom bar for 4 in jumps may rest on the ground providing there is no danger of the bar rolling under the dog's feet by the time the dog performs the jump or creates a spread jump out of the bar jump.

A8.1.9 Wall Jump.

The Wall Jump will be Judged like other jumps with the difference being that if there is displacement of any of the top blocks a jump bar down fault will be the result.

A8.1.10 Tire Jump.

The dog should 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 loss and there are no faults recorded. Displacement or separation of the tire will be penalized for a jump bar down. If the dog banks off of the tire without separating the tire, then the dog may not be penalized. Back jumping through the tire in the wrong direction will be scored as an off course.

A8.1.11 Weave Poles.

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

If the course contains two (2) sets of weaves to make up the required total, then each set of weaves is scored independently.

Back weaving will be faulted as a five (5) fault off course but only if the dog enters between any two (2) poles as if weaving and completes at least three (3) poles in a weaving rhythm. The weave poles may be attempted up to three (3) times before the Team is asked to move on. Judges may need to use some discretion only if the dog and competitor are showing stress. The weaves are judged differently in Standard Class vs. the Games Classes. Standard Class weaves are faulted per the following:

Note: When levels 2 and 3 are combined for a standard course, then the weaves will be judged under the level 2 rules.

- In level 2 the Weaves are not faulted for any reason other than failure to perform and the Team would incur fifteen (15) faults
- In level 3 if there are six (6) weaves on course then any restarts or mid-point corrections are faulted as a five (5) fault other fault. Only one (1) five (5)-fault penalty shall be assessed, regardless of the number of restarts or mid-point corrections. If there are twelve (12) weaves on course and are one (1) continuous set, then the weaves are not faulted for any reason other than failure to perform and the Team will incur fifteen (15) faults. The weaves will only need to be completed, however if the weaves are split into two (2) sets then each set will be faulted per the rules for Level 3 with six (6) weaves.
- In levels 4/5/C any restarts or mid-point corrections are faulted as a five (5) fault other fault. Only one (1) five (5)-fault penalty will be assessed, regardless of the number of restarts or mid-point corrections.

Games Classes in all levels the weaves should be completed and are not faulted unless the dog fails to perform the weaves in Colors and Wildcard then the dog will be assessed a fifteen (15) fault failure to perform. The weaves are not faulted in Snooker, Jackpot or FullHouse, but if not corrected or completed then the Team may not receive the points.

A8.2 Obstacle Specifications.

All obstacles should be constructed for the dog's safety, allowing any size dog to be able to perform all obstacles without injury. All equipment should be maintained regularly. When PVC is used in the construction of obstacles then schedule 20 or 40 may be used. Folding jump standards or bases are not allowed except wings that have a vertical hinge to fold for storage.

A8.2.1 Contact Obstacles.

A-Frame allowance is a 9 ft board length, and the only acceptable surface is rubber skins. All contact equipment including the pause table should be covered with rubber skins with rubber granules or a pre-made skin of rubber granules. Pre-made skins are available from several equipment companies. Aluminum boards are allowed on the A-Frame, Teeter, and Dog Walk providing the boards are covered with rubber skins with rubber granules.

The obstacles should be colored in a contrasting color, however one (1) shade of one (1) color only, to the contact zones which are a single bright color customarily yellow. The recommended color for non-contact areas is blue, purple, or red. Slats are optional on all contact equipment and should meet the current rulebook specifications.

The specifications of slats are as follows: Placed across the width of the board and spaced at 12 in intervals. The allowed slat size is (0.25 to 0.50) in high and (1 to 1.5) in wide. The slats should be made of molded rubber granules. Solid rubber pieces are not to be used. The recommended size is (0.25 to 3/8) in high with a 1 in width. A slat may not be within 4 in of the top of the contact zone and the edges should be rounded. Adequate support will be provided for the A-Frame and the Dog Walk so that there is minimal to no movement when the dog is ascending or descending. The Teeter base should be wide enough to support up to the largest dogs safely. Polyvinyl chloride (PVC) is not allowed to be used as a support frame for any contact obstacle. The Teeter may have an extension from the base on each side of the plank to alert the dog to the pivot point.

The length measurements of the contact obstacles have an allowance of (1 to 2) in. The apex measurements have an allowance of up to 1 in lower. See table A36 for complete measurements.

Table A36: Contact Obstacle Measurements

Description	A-Frame	Dog Walk	Teeter-Totter	Teeter Calibration
Plank Width	(3 to 4) in	12 in	12 in	When placing a 3 lb. weight 1 ft from the end of the board then the teeter board may go all the way to the ground within (2.5 to 3) seconds
Contact Zone	42 in	42 in	42 in	
Plank Length		8 ft	12 ft	
Apex Height		36 in	24 in	
Plank Length	9 ft	12 ft		
Apex Height	5 ft	48 in		
Rubber Granules	All Jump Heights			

Note: Tape or chalk will be permitted as a means of extending the contact zone when there is not another option. Tape may only be placed on the edges of a plank in order to provide the Judge with a visual line across the surface. Tape may not be placed across the dog paw contact surface of any contact obstacle.

A8.2.2 Non-Contact Obstacles.

8.2.2.1 Open Tunnels.

The Open Tunnels consist of a flexible tube that may be curved into shapes. The tunnel openings are round with a diameter of 24 in with an allowance of 2 in and allowed pitch of 4 in or 6 in. The length of the tunnels may be (10 to 20) ft long when the funnels are extended. The tunnels should be able to be secured safely to minimize a dog's motion from moving the tunnel. Black and clear tunnels are not permitted, and extremely dark interiors are discouraged, however

traditional blue and red tunnels are allowed. Open tunnels with double thickness are not allowed to be used at indoor trials.

Note: The tunnel bagging requirements are as follows: All 10 ft tunnels shall have a minimum of three (3) sets of tunnel bags spread appropriately along the length of the tunnel. The bend shall not exceed 60 degrees. All 15 ft tunnels shall have a minimum of four (4) sets of tunnel bags spread appropriately along the length of the tunnel. The bend shall not exceed 150 degrees All 20 ft tunnels shall have a minimum six (6) sets of tunnel bags spread evenly along the length of the tunnel. The bend shall not exceed 180 degrees.

8.2.2.2 Pause Table.

The Pause Table should be a square which measures 36 in with rubber granules as required for a surface material. The top of the table may be up to four (4) colors and may not create an issue for the dog; however, the sides of the table are to be one (1) color and may be a contrasting color to the top.

Note: The table shall not have any sideways movement when a dog jumps onto the table.

8.2.2.3 Weave Poles.

The weave pole base should be no more than a maximum of 0.05 in high, and 2 in wide with a variance of no more than up to an additional 2 in wide. The bottom of the poles and pole fasteners should be smooth so that dogs are not injured. The base shall have traction between the poles and the traction will only add a negligible amount to the base height. The poles should flex moderately at the base when the dog is weaving. The poles should be banded or striped with the PVC painted or poles may have imbedded stripes which is preferred for visibility. The solid color poles are also acceptable without stripe or banding. The base floor braces shall allow the right brace to extend from the second pole, so that 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.

- a. Pole Width 1 in PVC
- b. Pole Height (36 to 48) in
- c. The spacing of the poles 24 in from pole center to pole center. A variance of only 0.05 in is allowed.

8.2.2.4 Bar Jumps.

The Bar Jumps may consist of one (1) or two (2) bars in the same vertical plane. The Bar jumps should be flanked by upright side standards that have graduated cups to support the bars. The jump heights are measured from the top of the bar to the ground and the cups shall accommodate all jump heights. If the Judge has designed a course with any single bar jumps that require two (2) vertical bars, then the second bar on a vertical jump shall be placed at approximately one half of the jump height which has one (1) at a 4 in height difference. The jump bars shall be a 1 in diameter PVC and should be between (4 to 5) ft long with banded or striped contrasting colors for visibility. The preference is either the PVC painted, or the poles have imbedded stripes.

The uprights should have a minimum inside height of 32 in with a width of 1 in, however 1.5 in or more is recommended. The jump standards may be made from different materials; however, the safety rules will be adhered to for the dog and the competitor. The jump wings and standards combined are recommended to be no more than 30 in overall width with a maximum of 48 in and does not include the bar length. The host clubs shall have at least four (4) jumps with wings available for course designs.

Note: The Judge may deny the use of any jump that the Judge deems unsafe.

The Panel Jump consists of up to six (6) planks which may resemble a solid wall. The length of the planks shall be (4 to 5) in with a (3 to 4) in width and up to 1 in thick. The planks should be displaceable for building the jump to the required jump heights.

8.2.2.5 Broad Jump.

The Broad Jump consists of one (1) to five (5) planks which are (6 to 8) in wide and (4 to 5) ft long. Each of the heights are graduated and may be slanted. If the board is slanted, then the next board should be 0.05 in taller than the previous board. Each board shall have the front edge measuring 0.05 in lower than the back board. The Broad Jump may be used as a one (1) direction jump with an upward slant or a two (2) direction jump which may be graduated up and down precipice.

The Broad Jump should be made easily visible to the dog. To improve visibility, either the center of the sections or both ends should be marked with a color-contrasting band that is at least 3 in wide and freestanding, corner marker poles are required. The poles should be at least 1 in in diameter, 36 in high, and shall be placed at each corner but not attached to any part of the obstacle. The poles should be placed tight to the obstacle. The obstacle should be allowed to fall but the marker poles will be close enough to prevent a dog from going between a pole and any element of the obstacle. See Table A37 for jump height requirements.

Table A37: Broad Jump Height Requirements

Jump Height	Jump Width	Number of Boards		Minimum Height	Maximum Height
		8 in	6 in		
4 in	8 in	1	1	5 in	6 in
8 in	16 in	2	2		
12 in	24 in	3	4		

16 in	32 in	3	4	Distributed evenly between the first and fifth height	Distributed evenly between the first and fifth height
20 in	40 in	4	5		
24 in	48 in	4	5	8 in	15 in

8.2.2.6 Double Jump.

The Double Jump is an ascending jump which consists of two (2) sets of parallel bars that are (4 to 5) ft long, however 5 ft long bars are recommended with the two (2) highest bars set at an ascending order for the jump height. The bars should be spaced at one half of the jump height center to center. There shall be at least one (1) crossbar with one (1) end that may be one (1) jump cup lower than the higher height with the other end on the ground. The standards of the double are to be one piece each with the appropriate jump cups and clip on standards are not allowed. If a second double is needed but not available, then the two (2) highest bar measurements on the triple jump may be used as an ascending double. The jump bars are set according to the jump heights. (See Table A38).

Table A38: Double Jump Height Requirements

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

8.2.2.7 Triple Jump.

The Triple Jump is an ascending jump which consists of three (3) parallel bars that are 5 ft long. The jump has a crossbar of 5 ft long with one (1) end that is one (1) jump cup lower than the highest height and the other end on the ground. The standards of the triple are to be one (1) piece each with the wings as optional, however with appropriate jump cups and the clip-on standards are not allowed. The jump bars are set according to the jump heights. (See Table A39).

Table A39: Double Jump Height Requirements

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

Note: The two (2) ground bars are to be placed next to each other with no span for the 4 in triple jump.

8.2.2.8 Optional Equipment.

The Wall Jump and Tire Jump are optional equipment.

The Wall Jump should have displaceable units on the top. The width of the jumping area should be no < 48 in with a maximum length of 65 in. The depth of the wall may range from (7.5 to 14) in at the base and (5 to 7.5) in at the highest point. The Pillar height shall be (3.5 to 4) ft tall and between (11 to 14) in square width. The displaceable blocks and tiles on the top should be no > 8 in wide and match the appropriate depth of the top section that is in place. A wall should have displaceable units on the top with 4 in, 8 in, 12 in, 16 in, 20 in, and 24 in heights available. The decision to peg or secure and weight the wall pillars is at the discretion of the Judge, however the wall pillars shall be pegged or secured and weighted if the weather conditions create the need. The Wall Jump may be used with the same restrictions as the broad jump.

Tire Jump Aperture diameter is 24 in with a ± 1 in tolerance. The adjustable heights that are available shall be 8 in, 12 in, 16 in, 20 in, and 24 in. The Tire Jump shall rest on the ground for the dogs that jump 4 in, and the dogs should jump the tire height. The measurement of the height is from lowest point of the inside of the tire in a straight line to the ground. The Saloon style tires are now required because the two (2) parts of the tire swing open like a saloon door. (See Figure A1). The Saloon style tire is for the safety of the dog because the dog is not able to jump between the tire and the frame due to the design, so the danger of the dog getting caught on any straps that are on the regular tire design is eliminated. The Tire Jump may only be used in a course where the dog has a straight approach to the tire and shall be secured either by sandbags or stakes when available.

The Saloon Door Style Tire is currently supplied by the following suppliers:

Marks Agility Equipment in Ohio www.marksagilityequipment.com

Galican USA from Bratty Paws in Florida www.brattypawsretail.com

Galican Canada from Run It Ultimate Dog Agility Equipment contact by email only islandlife@hotmail.com

Max 200 <https://www.max200.com>

Note: Effective June 2023 Agility World will be supplying the first self-healing tire allowing the tire to be used in both directions if the appropriate approach and departure is followed per the guidelines.

Figure A1: Saloon Door Style Tire



Run Safe,

Have Fun!

Run Fast,

Run Clean!

Appendix B – Canine Scent Sport (CSS)

B1 Canine Scent Sport Trial

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. The failure to follow the videotape rule may result in excusal from the trial.

Competitors are prohibited from bringing their own odors and practice items to a trial. The failure to follow the rule shall result in competitors being excused from the trial. Practice boxes and a warm-up area may be provided for the Teams. The premium should describe the site that the trial is being held and list any potential concerns for differently abled competitor, competitor with health conditions, or impairments i.e., long distances to searches, steep grades steps, etc.

B2 The Requirements to Enter a CSS Trial

The following are the requirements for a dog to be eligible to enter a CSS trial:

- All dogs shall start at Level 1 regardless of titles earned in other Canine Scent venues.
- A Team may be entered in any level and element offered for the day. A dog may only enter a maximum of eight (8) total CSS runs per day.
- Once an element has been completed the Team may progress to the next level for that element or the Team may stay in the same element and level to complete the 40Q element title.
- FEO (For Exhibition Only) entries are not allowed in CSS.

B3 Level Move up

If a club is allowing same day level move ups and there are two (2) or more rounds of the same element being offered on the same day, then move ups may be allowed between rounds. The premium should publish the move up policy of the club. The club shall always allow move ups day to day.

B4 The Judge and the Duties

The Judges' duties are as follows:

- Prepare the odors to be used in trial.
- Inspect the search areas for safety upon arriving at the trial site.
- Brief competitors prior to the start of each level and element.
- Provide a potential written plan where the odors may be placed for each element and level.
- The Judge may place or hide their own odors or scents in the search areas eliminating the need for a Hot Box Steward.
- The Judge shall wear gloves and should avoid touching any non-odor items used in the trial.
- The hides may not be placed on obedience or agility equipment, start cones, dog crates, dog beds, or any dog equipment.

A Judge may not judge more than eight (8) rounds per day. A round is defined as the following: one element and all of its levels. For example, Containers level 1 to C is considered one round.

If a host club allows a Judge to compete with a dog, then the Judge may only earn a Q or NQ and not receive any placements.

If a trial has two (2) Judges then a Judge may only trial a dog owned by the Judge, with a limit of only one (1) dog entered per class.

A Judge may not compete with a dog at a trial that exceeds 100 runs per day, whether pretrial entries or DOS entries.

B5 Show Committee and Officials

A CSS trial may require extra individuals for the following jobs:

- A Cold Box Steward. At least one (1) Cold Box Steward is required for each ring and is responsible for assisting the Judge with non-odor items. The Cold Box steward is not allowed to handle any odor.
- A Hot Box Steward. At least one (1) Hot Box Steward is required if the Judge is not going to place their own hides. The Hot Box Steward places the odor in a box or container, on a box or container or an alternative spot that the Judge indicates. The Hot Box Steward is not allowed to touch any "cold area" i.e., box, container or area that is not being used for a scent. A minimum of one (1) to two (2) workers may be needed to handle the boxes, containers, or designated areas and to reorganize any areas or objects that may be disturbed by the working dog. These workers shall not handle any scent.
- A separate Timer or Scribe is not always needed as the Judge may take on these duties. If the Judge requests a timer or scribe to assist, then the club should have workers available to fulfil these duties.

B6 Collars, Harnesses, and Leashes

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 without any hanging tags attached, flat tags may be attached. A properly fitted harness constructed of either a nylon like material or leather may be worn. A dog may wear both a collar and harness as well as any accessories deemed necessary by the competitor including but not limited to jackets, sweaters, paw covers or booties, hair ties or bows. The Judge will determine if the accessory is safe or appropriate for the search. Off-leash searches may be allowed as determined by the Judge in any level.

B7 Rewarding the Dog

The competitor may carry treat bags, fanny packs, or toys for rewarding the dog with food or a toy when the hide is found. The food reward should be given next to the hide box or scent area. If the food or toy is dropped by the scent area, then a fault is incurred. Toys may not have a squeaker or make any noise and training clickers are not allowed. Food rewards may be carried in the competitor's hands, mouth, or the treat bag. A dog may be allowed to re-start a search at any time at which time an additional reward may be given to the dog.

B8 Pre-Class Scent Dog

The Judge must test the integrity of the search area prior to the start of each class and element with a dog that has previously passed the class level and element either in CPE or the equivalent in other venues. If a dog is available, then the dog is called a pre-class scent dog and will be used even if the dog is not entered in the trial. If the dog encounters difficulty then the Judge may adjust the location of the hide. If a pre-class scent dog is not available, then the Judge should use the first dog in the class. If the dog encounters a problem, then the hide may be adjusted, and the dog is allowed to try again.

B9 Timing and Start Line

The designated start line is indicated by cones or a similar item for each class. The start line may be a variable distance depending on the search area. The time will start when the dog crosses between the line or the cones. The time ends when the competitor has found each element and calls "finish" or when the team has reached the maximum course time. The competitor will indicate when the dog has found the hide preferably by calling "alert". If another word is going to be used then the competitor shall advise the judge of the word, or the competitor may also choose to raise their hand providing the competitor has advised the Judge before starting the search.

In Level 1 and 2, one (1) wrong alert call is allowed, the competitor shall wait after calling the alert until the Judge says yes or no. In Level 2 if the competitor calls finish before the Judge says yes or no then the team shall incur a NQ.

Note: "Finish" shall be called in all levels starting with level 2 and higher when the competitor has found all the hides. Failure to call "Finish" will result in a fault and the team will be assessed the maximum course time allowed. When there is a class with an unknown number of hides if the handler does not call finish, then it will result in a non-qualifying score. Competitors may use their own personal timing devices while on course and video tape their runs but are not allowed to share the videos until the trial is completed. Videos may not be used to dispute a call by the Judge.

B10 The Odors Used for Each Level

Birch (*Betula Lenta*) is used in Level 1 through Level EX (Level C).

Anise (*Pimpinella Anisum*) is used in Level 2 through Level EX (Level C).

Clove (*Eugenia caryophyllata*) is used in Level 3 through Level EX (Level C).

Cypress (*Cupressus sempevirens*) is used in Level CH (Level 5) through Level EX (Level C).

Vetiver (*Vetiveria zizanioides*) is used in Level EX (Level C).

B10.1 Scent Preparation.

The Judge will prepare the scent using one (1) drop of oil per Q-Tip end. This shall be done the day before the trial to let the odor sit for 24 hours. The hot Q-tips will then be placed in a sealed container. More than one (1) Q-Tip with the same odor may be placed in the container. The Q-Tip shall be cut at least in half and have a paper shaft. Regular size Q-tips are preferred. The odor may be prepared on the day of the trial ONLY if due to travel restrictions or other unforeseen circumstances. The same day odor shall be noted on the judge's report.

B10.2 Placement of Odors at a Trial.

The prepared Q-Tip should be placed in a scent vessel. (e.g., scent vessels are metal boxes with holes, plastic straws, ink pen caps, tea strainers, etc.) or any item that may allow the scent to escape. The scent vessel is placed where indicated by the Judge in a container or attached to a surface using magnets, tape, adhesive putty, or any item that may stick to the surface that is being used without harming the surface. Naked Q-tips (any sent not contained in a vessel) are never to be placed directly on an object in a CPE CSS trial.

Note: The odor at a trial is only handled by the Hot Box Steward and/or the Judge.

B11 Distractions

Be mindful that at various trial sites there may be environmental distractions especially if the trial is held at working farm or community park.

B11.1 Non-food Distractions.

Nonfood distractions may be used, and these include dog toys, tennis balls, dog items i.e., collars, leashes, dog bowls, brushes etc. Items small enough to be swallowed should not be used. Lastly a person standing or sitting in the search area, except the Judge.

- Visual distraction items are not allowed in levels 1 and 2, (i.e., LED key chain type light, toy with a light element, flashlight, etc.)
- Auditory items are not allowed in levels 1 and 2, (i.e., Radio, cell phone ring, etc.)

B11.2 Food Distractions.

Any human or dog food may be used as long as the food is not harmful to the dog. Do not use any types of food that encourages the dog to destroy the items that the food distractor is placed in, (e.g., furniture, cabinets, drawers, etc.) The food distraction should be in a container large enough so the dog may not eat the food. The food shall be placed in a small plastic container or metal container with holes in the top which is then placed in in a larger container. Any empty food containers may also be used, (e.g., cereal box, ice cream container, yogurt cup, etc.) Bag type containers are not allowed. Small containers to prevent a dog from getting to the food is allowed.

B12 Faults

A dog may receive a qualifying score with one (1) or more qualifying faults. The faults only affect placements in the class. The following are **not** considered faults:

- The dog slightly moves the boxes or containers.
- The competitor slightly disturbs the search area with the leash.
- The dog slightly scratches or steps on boxes or containers.
- If there are two (2) or more hides in the class and the competitor calls alert on a previously called hide then the Judge may tell the competitor that the hide was already called, and the competitor is not faulted.

B12.1 Qualifying Faults.

The dog may still qualify with the following faults:

- Any dropped food or toys.
- The dog or competitor 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 competitor moves items without the Judge's permission.
- The competitor allows the dog to continually disrupt the search area with no attempt to control the behavior.
- The dog picks up a distraction (i.e., toy or ball) and the competitor may have to touch or take the item from the dog's mouth.
- An incorrect call which is only allowed in Levels 1 and 2.
- The competitor will be assessed a fault if they verbally identify the location of the hide rather than pointing to the location.

B12.2 Non-Qualifying Faults or Excusal from the Ring.

The following faults are non-qualifying and may result in an excusal from the ring:

- Maximum time has been reached.
- The competitor identifies the place where the hide is located instead of saying alert, which may give an advantage to the competitors who were not yet in the ring. A competitor is not allowed to name the location of the hide.
- Destroying boxes or containers to the extent that more than two (2) items may need to be replaced.
- Scratching vehicles.
- Uncontrolled behavior.
- Excessive pulling on leash to guide the dog.
- Dog stops working due to stress or fear.
- Dog eliminates in search area.
- Dog picks up a distraction (toy or ball) and refuses to drop the item.
- 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 as the dog is called back in and continues working.

- Judge questions the competitor where the hide is located, and the competitor requires or asks the dog to search again.
- Other reasons which will be at the discretion of the Judge.

A dog may receive a qualifying score with one (1) or more qualifying faults. The faults only affect placements in the class.

B13 CSS Titles

B13.1 CPE Sniffing Team Champion (C-SNITCH) Level 5.

Multiple C-SNITCH titles may be awarded; however, the requirements shall be completed for each additional title to obtain the next numerical title. CPE will provide the first plaque, any additional titles earned beyond the first C-SNITCH may be ordered by the competitor from the plaque supplier. (e.g., C-SNITCH3). See Table B1 for full requirements to earn a C-SNITCH.

Table B1: C-SNITCH Level CH (5) Requirements

Q Requirements				
Class	Qs Required	Zero Faults	One (1) to Five (5) Faults	Six (6) to Ten (10) Faults
Containers	Three (3)	20	15	10
Interiors	Three (3)	20	15	10
Exteriors	Three (3)	25	20	15
Vehicles	Three (3)	25	20	15

A total of 1,000 Points are required in Level CH (level 5) with the minimum of Qs required in each class as listed and the balance of the points earned by the competitor's choice of classes

Note: The points are based on the usual difficulty of the class for qualifying runs only. Any placements do not add extra points. Obtaining the additional requirements for the title may also count toward the Level 5 (CH) element title which requires forty (40) Q's (CCSS-LCHET).

B13.2 CPE – Sniffing Team Extraordinaire (C-SNITE) in Level EX (C).

Multiple C-SNITE titles may be awarded; however, the requirements shall be completed for each additional title to obtain the next numerical title. CPE may provide the multiple plaques with additional titles earned beyond the first C-SNITE. (e.g., C-SNITE3). See Table B2 for full requirements to earn a C-SNITE.

Table B2: C-SNITE Level EX (C) Requirements

Q Requirements				
Class	Qs Required	Zero Faults	One (1) to Five (5) Faults	Six (6) to Ten (10) Faults
Containers	Ten (10)	20	15	10
Interiors	Ten (10)	20	15	10
Exteriors	Ten (10)	25	20	15
Vehicles	Ten (10)	25	20	15

A total of 3,000 Points are required in Level EX (level C) with the minimum of Qs required in each class as listed and the balance of the points earned by competitor's choice of classes

Note: Obtaining the additional requirements for the Level C (EX) title may count toward the Level EX (C) element title (40 Q's) CCSS-LEXET.

B13.3 Jr. Handler Requirements and Titles.

- Jr. Handlers shall be under 18 years of age on the day of the trial. The Jr. Handler will compete for placements with regular division peers. Jr. Handler dogs will not receive any additional time or division allowance.
- Jr. Handlers may submit the qualifying runs on the Jr. Handler Score Report Form found at www.k9cpe.com/apply.htm or on another spreadsheet program. The form is to ensure all Jr. Handler points are properly reported.
- Jr. Handlers will receive orange qualifying ribbons for all classes in which a qualifying score is earned. A Host Club may also award all Jr. Handlers with participation ribbons or awards. Monetary awards are not allowed except for gift certificates which may be awarded. Jr. Handler Placement awards or trophies may be given.

B13.3.1 Jr. Handler Titles.

- The Jr. CSS Handler title will be awarded when the Jr Handler obtains two (2) qualifying legs in Containers and one (1) of each in the following, Interiors, Exteriors and Vehicles in levels 1, 2 and 3 for a total of fifteen (15) legs. The legs earned may or may not be with the same dog. The Jr CSS Handler title is only earned once by the Jr Handler.
- The Jr. Handler CSS Championship Title (Jr S-NITCH) will be awarded when the Jr. Handler receives qualifying scores in four (4) Containers, two (2) of each in the following, Interiors, Exteriors and Vehicles in addition 500 points in level CH (5). The legs earned may or may not be with the same dog. The Jr. Handler may earn multiple Jr. Handler Champion Titles. The Jr. Handler Champion Title will not be awarded to the Jr. Handler unless the Jr has already earned the Jr. CSS Handler title in levels 1 to 3 which may also be with the same or different dog.
- The Jr. Handler CSS Extraordinaire Title (Jr S-NITE) will be awarded when the Jr. Handler receives eight (8) qualifying scores in Containers, three (3) of each in the following, Interiors, Exteriors and Vehicles in addition 500 points in level EX (C). The legs may or may not be with the same dog. The Jr. Handler may earn multiple Extraordinaire Titles. The Extraordinaire title will not be awarded to the Jr. Handler unless the Jr has already earned the Jr. Handler Champion title in level 5 which may be with the same or different dog.

B14 CPE Canine Scent Sport Levels

Canine Scent Sport has five (5) levels. Levels 1 to 3, level 5 (CH) and level EX (C).

(Note: In Agility level 4 is optional so to maintain consistency across all CPE divisions CSS has dropped level 4).

B14.1 Level 1 Birch (*Betula lenta*) Scent (CCSS-L1).

To earn the Level 1 title, the Team shall qualify in each element per Table B3. Distractions are not allowed in any element at Level 1. The time will start as soon as the dog's nose crosses the designated start line. Off leash searches for containers and interiors may be allowed if the area is contained and the Judge determines the area is safe for the dogs and competitors.

Table B3: Level 1 Title (CCSS-L1) Requirements

Element	Site Area	Time Allowed (Minutes) 30 second Warning	No. of hides	Distractions Allowed	Faults	Qualifying legs required
Containers	Eight (8) to ten (10) boxes	Two (2)	One (1)	None	One (1) wrong call	Two (2)
Interiors	(100 to 200) ft ²	2 to 4	One (1)	None	One (1) wrong call	One (1)
Exteriors	(100 to 200) ft ²	2 to 4	One (1)	None	One (1) wrong call	One (1)
Vehicles	Two (2)	2 to 4	One (1)	None	One (1) wrong call	One (1)

No. = Number

Note: Obtaining the additional requirements for the Level 1 title may count toward the element title (40 Q's) CCSS-L1ET.

B14.1.1 Containers.

B14.1.1.1 Number of Containers.

Level 1 containers require eight (8) to ten (10) boxes which shall be uniform in size with a minimum size of (4 x 6) in and maximum size of (8 x 8) in. Each box should have either four (4) holes or a lid that allows the odor to escape. Containers may be set up in a simple pattern (i.e., a square, one (1) to two (2) rows, a circle, etc.) The boxes may not be less than 3 ft apart from each other

B14.1.2 Interior Area.

B14.1.2.1 Description of Room.

The interior room may be any of the following: kitchen, bathroom, bedroom, office room, living room etc. An interior room search may also be contained within a larger room and designated by caution tape, ring gates or other acceptable markers provided that there is not a scent cross contamination between rooms. If “staging” an area the items should be placed to imitate a natural interior type setting.

B14.1.2.2 Room Set-up.

The odor should be located on, in, or under an object and all hides shall be accessible. The hides should not be placed on obedience, agility equipment, dog crates etc.

B14.1.2.3 Room Size.

The room size should be between 100 ft² and 200 ft².

B14.1.2.4 Height of the Scent.

The scent should not be placed higher than 12 in.

B14.1.3 Exterior Area Search.

B14.1.3.1 Exterior Area set-up.

The odor should be located on, in, or under an object. The search areas may include picnic tables, camp chairs, logs, trash cans, or any item found outdoors. The odor may not be below the ground. If “staging” an area the items should be placed to imitate a natural area.

B14.1.3.2 Search Area Dimensions.

The search area size should not be more than 100 ft² and 200 ft².

B14.1.3.3 Height of Scent.

The hide should not be placed higher than 12 in.

B14.1.4 Vehicle Search.

B14.1.4 1 Vehicle Search Scent Container.

The Scent container should be placed in either the front or rear bumper of an automobile or as close to that area as possible if using other types of vehicles.

B14.1.5 Vehicles.

B14.1.5.1 Definition of a Vehicle.

A vehicle is defined as an item with at least one (1) wheel, that is used as transportation to carry people or goods. The vehicles may include, but are not limited to, automobiles, pick-up trucks, snowmobiles, All Terrain Vehicle (ATV), tractors, other agricultural motorized vehicles, boats, Recreational Vehicles (RV), and etc. Non-motorized vehicles including wagons, wheelbarrows, stabilized bicycles, scooters, etc. may be used in the search area. Vehicles may NOT contain dogs or humans when used in a search.

B14.1.5 2 Number of Vehicles.

Two (2) vehicles will be used for vehicle searches.

B14.1.5 3 Vehicle Set-up.

Vehicles shall be parked in a single line or row and may not be any closer than 6 ft from another vehicle.

B14.1.5.4 Weather.

Weather conditions should NOT factor into the exterior and/or vehicle searches on the trial day unless the Judge determines that the conditions pose the risk of physical harm to competitors in which case the Judge may delay or postpone the element to later in the day. All attempts may be made to finish the exterior and/or vehicles searches of competitors who are entered the day of the trial. Any classes that are not completed may not be carried over to the day.

B14.2 Level 2 - Anise (*Pimpinella anisum*) Scent or Birch (CCSS-L2).

To earn the Level 2 title, the Team shall qualify for each element per Table B4. One (1) nonfood distraction is allowed at this level. The time will start as soon as the dog's nose crosses the designated start line. Off leash searches for containers and interiors may be allowed if the area is contained and the Judge determines the area is safe for the dogs and competitors. A distance of at least 5 ft between hides of different odors is required. If a Judge is using the same odor, then the required distance shall be at least 8 ft between hides. The competitor should wait after calling the 2nd alert for the Judge to confirm or to say move on. The competitor will call "Finish" to stop time when all hides are located.

Table B4: Level 2 Title (CCSS-L2) Requirements

Element	Site Area	Time Allowed (Minutes) 30 second Warning	No. of hides	No. of Distractions Allowed	Type of Distractions	Faults	Qualifying legs required
Containers	Eight (8) to ten (10)	Three (3)	Two (2)	One (1)	Nonfood	One (1) wrong call	Four (4)
Interiors	200 ft ² to 400 ft ²	3 to 5	Two (2)	One (1)	Nonfood	One (1) wrong call	Two (2)
Exteriors	200 ft ² to 400 ft ²	3 to 5	Two (2)	One (1)	Nonfood	One (1) wrong call	Two (2)
Vehicles	Two (2) to three (3)	3 to 5	Two (2)	One (1)	Nonfood	One (1) wrong call	Two (2)

No. = Number

Note: Obtaining the additional requirements for the Level 2 title may count toward the element title (40 Q's) CCSS-L2ET.

B14.2.1 Container Search.

B14.2.1.1 Number of Containers.

Level 2 containers require eight (8) to ten (10) containers which may be boxes or other types of containers (i.e., flowerpots, gift bags, gift boxes, plastic cups, plastic containers, etc.)

B14.2.1.2 Container Set-up or Pattern.

Containers may be set up in any pattern that the Judge chooses and may not be < 2 ft apart.

B14.2.1.3 Distractions.

The Judge may use one (1) non-food distraction.

B14.2.2 Interior Room Search.

B14.2.2.1 Description of Room.

The room may be any of the following: kitchen, bathroom, bedroom, office room, living room etc. An interior room search may also be contained within a larger room and designated by caution tape, ring gates or other acceptable markers provided that there is not a scent cross contamination between rooms. If "staging" an area the items should be placed to imitate a natural area.

B14.2.2.2 Room Set-up.

The odor should be located on, in, or under an object. The hide locations include but are not limited to tables, drawers, dressers, chairs, suitcases, bags, and any other object that may conceal the scent container from plain sight. Hides shall not be placed on obedience, agility equipment, dog crates etc. If "staging" an area the items should be placed to imitate a natural area.

B14.2.2.3 Room Size.

The room size should be between 200 ft² and 400 ft².

B14.2.2.4 Height of Scent.

The hide should not be placed higher than 24 in (2 ft).

B14.2.3 Exterior Area Search.

B14.2.3.1 Exterior Area Set-up.

The odor should be located on, in, or under an object. The search areas may include picnic tables, camp chairs, logs, trash cans, or any item found outdoors. The odor may not be buried below the ground. If "staging" an area the items should be placed to imitate a natural area.

B14.2.3.2 Search Area dimensions.

The search area size should not be more than 200 ft² and 400 ft².

B14.2.3.3 Height of Scent.

The scent should not be placed higher than 24 in (2 ft).

B14.2.4 Vehicle Search.**B14.2.4.1 Vehicle Search Scent Container.**

The Scent containers may not be placed inside the vehicle. Two (2) hides are not allowed on one (1) vehicle.

B14.2.4.2 Number of Vehicles.

Two (2) vehicles will be used for vehicle searches.

B14.2.4.3 Vehicle set up.

Vehicles shall be parked in a single line or row and shall not be any closer than 6 ft from another vehicle.

B14.2.4.4 Distractions.

Distractions are not allowed at this level.

B14.3 Level 3 - Clove (*Eugenia caryophyllata*), Anise, Birch (CCSS-L3).

To earn the Level 3 title, the Team shall qualify for each element per Table B5. Two (2) nonfood distractions are allowed at level 3 which may not be placed within 3 ft of the odor. The time will start as soon as the dog's nose crosses the designated start line. Off leash searches for containers and interiors may be allowed if the area is contained and the Judge determines the area is safe for the dogs and competitors. A distance of at least 3 ft between hides of different odors is required. If a Judge is using the same odor, then the required distance should be at least 5 ft between hides. The hides may not be placed higher than 3 ft. Incorrect calls are not allowed at this level. A team may still qualify with other faults. The competitor shall call "Finish" to stop time when all hides are located.

Table B5: Level 3 Title (CCSS-L3) Requirements

Element	Site Area	Time Allowed (Minutes) 30 second Warning	No. of Distractions Allowed	Type of Distractions	No. of hides	Qualifying legs required
Containers	Ten (10) to fifteen (15) items	Four (4)	Two (2)	Nonfood	Three (3)	Six (6)
Interiors	400 ft ² to 500 ft ² (If using two (2) rooms may not exceed 700 ft ² total)	4 to 6	Two (2)	Nonfood	Three (3)	Two (2)
Exteriors	400 ft ² to 500 ft ²	4 to 6	Two (2)	Nonfood	Three (3)	Two (2)
Vehicles	Three (3) to four (4)	4 to 6	Two (2)	Nonfood	Three (3)	Two (2)

No. = Number

Note: Obtaining the additional requirements for the Level 3 title may count toward the element title (40 Q's) CCSS-L3ET.

B14.3.1 Container Search.**B14.3.1.1 Number of Containers.**

Level 3 containers require ten (10) to fifteen (15) containers which may be boxes or containers (i.e., flowerpots, gift bags, gift boxes, plastic cups, plastic containers, etc.) The items may not be stacked more than three (3) items high on the floor and may include an odor item within the stacked items. The stacked item group may be considered one (1) item and if an odor is used in the stack, then the stack is considered one (1) item.

B14.3.1.2 Container Set-up or Pattern.

Containers may be set up in any pattern that the Judge chooses and may not be < 1 ft apart.

B14.3.1.3 Distractions.

The Judge may use one (1) non-food distraction.

B14.3.2 Interior Room Search.**B14.3.2.1 Description of Room.**

The Judge may use three (3) hides in one (1) to two (2) rooms. The room may be any of the following: kitchen, bathroom, bedroom, office room, living room etc. An interior room search may also be contained within a larger room and designated by caution tape, ring gates or other acceptable markers provided that there is not a scent cross contamination between rooms. If "staging" an area the items should be placed to imitate a natural area. If the Judge uses multiple rooms, then the competitors may NOT know the number of hides in each room. There may be one (1) hide in one (1) room and two (2) hides in the other room. The Judge will not have zero (0) hides in a room (blank rooms are not allowed). The competitor is not required to call a hide in a room before moving to another room; the competitor may freely move between rooms with the knowledge that there is at least one (1) hide in each room. The Judge may not give an indication if the number of hides is correct except to verify the hide location is correct. Time will remain running while Teams move between rooms. Once the Team has completed searching both rooms and has called three (3) hides then the competitor will call "finish". If during the search the competitor calls an incorrect hide, then the search has ended.

B14.3.2.2 Room Set-up.

The odor should be located on, in, or under an object. Items may be stacked on the floor, chair, table and may include an odor item within the stacked items. The hide locations include but are not limited to tables, drawers, dressers, chairs, suitcases, bags, and any other object that may conceal the scent container from sight. The hides may be located on a wall or support of the room. The hides shall not be placed on obedience, agility equipment, dog crates etc. If "staging" an area the items should be placed to imitate a natural area.

B14.3.2.3 Room Size.

The room size of one (1) room should be between 400 ft² and 500 ft² however if using two (2) rooms then the total size may not exceed 700 ft².

B14.3.2.4 Height of Scent.

The hide should not be placed higher than 36 in (3 ft).

B14.3.3 Exterior Area Search.**B14.3.3.1 Exterior Area set up.**

The odor should be located on, in, or under an object. The search areas may include picnic tables, camp chairs, logs, trash cans, or any item found outdoors. The odor may be placed at ground level, (e.g., in a drainpipe, bottom of a rock, table leg, etc.), however the odor may not be below the ground. If “staging” an area the items should be placed to imitate a natural area.

B14.3.3.2 Search Area Dimensions.

The search area size should be 400 ft² to 500 ft².

B14.3.3.3 Height of Scent.

The scent should not be placed higher than 36 in (3 ft).

B14.3.3.4 Number of Hides.

Three (3) hides are required at level 3 and may be placed a minimum of 2 ft apart.

B14.3.4 Vehicle Search.**B14.3.4.1 Vehicle Search Scent Container.**

The scent containers may not be placed inside the vehicle. There may be more than one (1) hide allowed on one (1) vehicle but not closer than 8 ft apart.

B14.3.4.2 Number of Vehicles.

Three (3) to four (4) vehicles may be used for vehicle searches.

B14.3.4.3 Vehicle Set-up.

Vehicles shall be parked in a single line or row and may not be any closer than 3 ft from another vehicle.

B14.3.4.4 Distractions.

A maximum of two (2) nonfood distractions are required in level 3 and the distractions may be placed on the ground around the vehicles but not within 3 ft of the odor.

B14.4 Level CH (Level 5) - Cypress (Cupressus sempervirens), Clove, Anise, Birch (CCSS-LCH).

To earn the Level CH (Level 5) title, the Team shall qualify for each element per Table B6. Two (2) nonfood distractions and one (1) food distraction are allowed at level CH which may not be placed within 2 ft of the odor and one (1) food distraction placed a minimum of 3 ft from the odor. The time will start as soon as the dog's nose crosses the designated start line. Off leash searches for containers and interiors may be allowed if the area is contained and the Judge determines the area is safe for the dogs and competitors. A distance of at least 2 ft between hides of different odors is required. If a Judge is using the same odor, then the required distance should be at least 2 ft between hides. The hides may not be placed higher than 4 ft. Incorrect calls are not allowed in level CH. A team may still qualify with other faults. The competitor will call “Finish” to stop time when all hides are located.

Table B6: Level CH (5) Title (CCSS-LCH) Requirements

Element	Site Area	Time Allowed (Minutes) 30 second Warning	No. of Distractions Allowed	Type of Distractions	No. of hides	Qualifying legs required
Containers	15 to 20 items	Four (4)	Three (3)	Two (2) nonfood and One (1) food	Four (4)	Eight (8)
Interiors	450 ft ² to 600 ft ²	4 to 6	Three (3)	Two (2) nonfood and One (1) food	Four (4)	Three (3)
Exteriors	450 ft ² to 600 ft ²	4 to 6	Three (3)	Two (2) nonfood and One (1) food	Four (4)	Three (3)
Vehicles	Four (4) to five (5)	4 to 8	Three (3)	Two (2) nonfood and One (1) food	Four (4)	Three (3)

No. = Number

Note: Obtaining the additional requirements for the Level CH (5) title may count toward the element title (40 Q's) CCSS-LCHET.

B14.4.1 Container Search.**B14.4.1.1 Number of Containers.**

Level CH (5) containers require fifteen (15) to twenty (20) containers which may be boxes or containers (i.e., flowerpots, gift bags, gift boxes, plastic cups, plastic containers, etc.) The items may be stacked on the floor and may include an odor item within the stacked items. The stacked item group may be considered one (1) item and if an odor is used in the stack, then the stack is considered one (1) item.

B14.4.1.2 Container Set-up or Pattern.

Containers may be set up in any pattern that the Judge chooses and may not be < 6 in apart.

B14.4.1.3 Distractions.

The Judge may use three (3) distractions broken into two (2) nonfood and one (1) food with any food distractions concealed from sight, however nonfood distractions may not be concealed.

B14.4.2 Interior Room Search.**B14.4.2.1 Description of Room.**

The Judge shall use four (4) hides in two (2) or three (3) rooms if space allows for the three (3) rooms. The room may be any of the following: kitchens, bathrooms, bedrooms, office rooms, living rooms, motel rooms, school classrooms, and warehouse rooms. An interior room search may also be contained within a larger room and designated by caution tape, ring gates or other acceptable markers if there is not a scent cross contamination between rooms. If “staging” an area the items should be placed to imitate a natural area. If the Judge uses multiple rooms, then the competitors may NOT know the number of hides in each room. The four (4) hides may be divided between the rooms. The Judge will not have zero (0) hides in a room (blank rooms are not allowed). The competitor is not required to call a hide in a room before moving to another room and the competitor may freely move between rooms with the knowledge that there is at least one (1) hide in each room. The Judge may not give an indication if the number of hides is correct except to verify the hide location is correct. Time will remain running while Teams move between rooms. Once the Team has completed searching all rooms and has called four (4) hides then the competitor will call “finish”. If during the search the competitor calls an incorrect hide, then the search has ended.

B14.4.2.2 Room Size.

The room size of one (1) room should be between 450 ft² and 600 ft², however if using three (3) rooms then total size may not exceed 900 ft².

B14.4.3 Exterior Area Search.**B14.4.3.1 Exterior Area Set-up.**

The odor should be located on, in, or under an object. The search areas may include picnic tables, camp chairs, logs, trash cans, or any item found outdoors. The odor may be placed at ground level, (e.g., in a drainpipe, bottom of a rock, table leg and etc.), however the odor may not be below the ground. If “staging” an area the items should be placed to imitate a natural area.

B14.4.3.2 Search Area dimensions.

The search area size will be 450 ft² to 600 ft².

B14.4.3.3 Height of Scent.

The concealed scent may be placed above the ground with a maximum height of 48 in (4 ft).

B14.4.3.4 Number of Hides.

Four (4) hides are required at level CH (5) and may be placed a minimum of 2 ft apart.

B14.4.4 Vehicle Search.**B14.4.4.1 Vehicle Search Scent Container.**

The scent containers may not be placed inside the vehicle. A maximum of two (2) hides are allowed on one (1) vehicle and shall be placed 6 ft apart.

B14.4.4.2 Distractions.

A maximum of one (1) to three (3) distractions broken up into two (2) nonfood and one (1) food are required in level CH (5) and the distractions may be hidden in the vehicle or on the ground around the vehicles but not within 3 ft of the odor. Any food distractions may be in a container (i.e., a toolbox, any kind of metal container, nonmetal container, etc.) Any nonfood distractions may be placed on the ground near the vehicles.

B14.5 Level EX (Level C) – Vetiver (*Vetiveria zizanioides*), Cypress, Clove, Anise, Birch (CCSS-LEX).

To earn the level EX (C) title, the dog and competitor Team shall qualify for each element per Table B7. One (1) to four (4) of food or nonfood distractions are allowed at level EX (C) which may not be placed within 1 ft of the odor. The time will start as soon as the dog's nose crosses the designated start line. Off leash searches for containers and interiors may be allowed if the area is contained and the Judge determines the area is safe for the dogs and competitors. Incorrect calls are not allowed at level EX (C). A team may still qualify with other faults. The competitor will call “Finish” to stop time when all hides are located.

Table B7: Level EX (C) Title (CCSS-LCH) Requirements

Element	Site Area	Time Allowed (Minutes) NO 30 second Warning	No. of Distractions Allowed	Type of Distractions	No. of hides	Qualifying legs required
Containers	Minimum of 18	Six (6)	One (1) to four (4)	Mix of food and nonfood	One (1) to Five (5)	Eight (8)
Interiors	500 ft ² to 700 ft ²	5 to 8	One (1) to four (4)	Mix of food and nonfood	One (1) to Five (5)	Four (4)
Exteriors	500 ft ² to 700 ft ²	5 to 8	One (1) to four (4)	Mix of food and nonfood	One (1) to Five (5)	Four (4)
Vehicles	Five (5)	5 to 8	One (1) to four (4)	Mix of food and nonfood	One (1) to Five (5)	Four (4)

No. = Number

Note: Obtaining the additional requirements for the Level EX (C) title may count toward the element title (40 Q's) CCSS-LEXET.

B14.5.1 Container Search.

B14.5.1.1 Number of Containers.

Level EX (C) containers require a minimum of eighteen (18) containers which may be boxes or containers (i.e., flowerpots, gift bags, gift boxes, plastic cups, plastic containers, etc.) The items may be stacked on the floor and may include an odor item within the stacked items. The stacked item group may be considered one (1) item and if an odor is used in the stack, then the stack is considered one (1) item.

B14.5.1.2 Container Set-up or Pattern.

Containers may be set up in any pattern that the Judge chooses and may not be < 6 in apart and hides may be placed within 1 ft of each other.

B14.5.1.3 Distractions.

The Judge may use one (1) to four (4) food and nonfood distractions with any food distractions concealed from sight, however nonfood distractions may not be concealed.

B14.5.2 Interior Room Search.

B14.5.2.1 Multiple Rooms.

The competitors are permitted to move between rooms provided the competitors have time remaining and the time will continue running when teams move between the rooms. The hides should be placed at least 12 in apart.

B14.5.2.2 Description of Room.

The Judge may use one (1) to five (5) hides and the hides will be divided between two (2) to three (3) rooms if space allows. The rooms can be staged with a tarp or gating dividers. The rooms may be any of the following: home kitchens, bathrooms, bedrooms, office rooms, living rooms, motel rooms, school classrooms. and warehouse rooms. An interior room search may also be contained within a larger room and designated by caution tape, ring gates or other acceptable markers provided that there is not a scent cross contamination between rooms. If “staging” an area the items should be placed to imitate a natural area. If the Judge uses multiple rooms, then the competitors may NOT know the number of hides in each room. The Judge may have zero (0) hides in a room (blank rooms are allowed only if there are three (3) rooms used). The competitor is not required to call a hide in a room before moving to another room and the competitor may freely move between rooms. The judge may not give an indication if the number of hides is correct except to verify the hide location was correct. The Team will have the opportunity to return and re-search the rooms. Once the Team has completed searching the rooms and believes all of the hides have been located then the handler will call “finish”. If during the search the handler calls an incorrect hide or has missed a hide, then the search will result in a NQ.

B14.5.2.3 Room size.

The room size of one (1) room may be 500 ft² to 700 ft², however if using three (3) rooms then total size may not exceed 900 ft².

B14.5.3 Exterior Area Search.

B14.5.3.1 Exterior Area Set-up.

The odor will be located on, in, or under an object. The search areas may include picnic tables, camp chairs, logs, trash cans, or any item found outdoors. The odor may be place at ground level, (e.g., in a drainpipe, bottom of a rock, table leg, etc.) Additionally in Level EX (C) one (1) odor may be placed a maximum of 4 in below the ground. The materials used to bury the hide under the ground may include stones, sand, loose topsoil, and etc. Burial locations should be non-toxic, and mulch may not be used to bury a hide. If “staging” an area the items should be placed to imitate a natural area.

B14.5.3.2 Search Area Dimensions.

The search area size may be 500 ft² to 700 ft².

B14.5.3.3 Height of Scent.

The concealed scent may be placed above the ground with a maximum height of 48 in (4 ft).

B14.5.3.4 Number of Hides.

One (1) to five (5) hides are required at level EX (C) and may be placed a minimum of 1 ft apart.

B14.5.4 Exterior Vehicle Search.

B14.5.4.1 Scent Container.

The scent containers may not be placed inside the vehicle. A maximum of two (2) hides are allowed on one (1) vehicle and shall be placed a minimum of 6 ft apart.

B14.5.4.2 Distractions.

One (1) to four (4) food and nonfood distractions are required level EX (C) and the distractions may be hidden in the vehicle or on the ground around the vehicles but not within 3 ft of the odor. Any food distractions should be in a container (i.e., a toolbox, any kind of metal container, nonmetal container, etc.) Any nonfood distractions may be placed on the ground near the vehicles.

B14.6 Optional, Non-Traditional Vehicle Search.

If a competitor has multiple dogs entered in a trial, then the competitor may only enter one (1) dog in the Non-Traditional Vehicle Search. The Judge will not reset the ring.

As in the CPE Non-Traditional Jackpot a club is allowed to offer a Non-Traditional Vehicle search a maximum of 50% of the time that the Vehicle element is offered. This is over all club trials for that calendar year not per trial. A maximum of one (1) Non-Traditional vehicle round should be offered per day. The Non-Traditional Vehicle search round may be set up indoors or outdoors. The option will help the clubs that may be challenged by weather. The exterior searches will still be conducted outdoors since the exterior class is not as challenging to stage with bad weather.

All levels starting with Level 1 through Level EX (C) will compete together. Search changes between levels will not occur and each Team shall advise the Judge, Timer, and Scribe what level the Team is competing at as the Team enters the ring. Non-Traditional will not have any distractions. If the area for the ring size is not big enough for the 500 ft² to 700 ft² then the ring size may be a minimum of 400 ft² to 500 ft² for the search area.

The times for the Non-Traditional class are as follows:

- Level 1 (1 to 2) minutes.
- Level 2 3 minutes.
- Level 3 4 minutes.
- Level CH (5) 5 minutes.
- Level EX (C) 6 minutes.

B14.6.1 The Requirements for the Non-Traditional Class.

The requirements will be a minimum of four (4) hides and a maximum of six (6) hides, including the hides on vehicles. Birch shall be used in a minimum of one (1) box or one (1) container. The recommendation is that one (1) elevated hide at a maximum height of 24 in be used.

A minimum distance of 2 ft between items. The course should include a minimum of five (5) boxes and a minimum of five (5) containers. The course may also include non-containers (i.e., a chair, table, broom, etc.) with a maximum of fifteen (15) items (i.e., boxes, containers, and non-containers) that may be used. In addition, there shall be a minimum of three (3) vehicles

All odors are available for all levels; however, level 1 may not need to find the birch odor to qualify.

B14.6.2 Q Requirements.

The required Qs for each level are in the following:

- Level 1 One (1) hide from any area.
- Level 2 Two (2) hides with a minimum of one (1) hide from a vehicle.
- Level 3 Three (3) hides with a minimum of one (1) hide from a vehicle.
- Level CH (5) Four (4) hides with a minimum of one (1) hide from a vehicle.
- Level EX (C) The total number of hides is unknown, the Team must find all hides in all areas. The Teams in levels 1 thru CH (5) will call finish or the Judge may say Good Job when the required Qs for the Team's level has been reached. Once the Team is finished then the Team shall quickly exit the search area. If the Team continues to search and does not promptly leave the area, then the Judge may assess a fault. The Team in level EX (C) shall call finish when the Team has determined that all the hides have been found.

Levels 1 and 2 can have an incorrect call but a lower-level dog may also call an odor from the higher levels and Q, (e.g., Level 1 dog calls the Clove hide then it is considered a correct call and would then be a Q for a Level 1 dog).

Sniffing Is Fun!

Sniff, Sniff,

Alert, Alert,

Finish, Finish!

Appendix C – SpeedWay (SW).

SpeedWay is a newest division of CPE, which was rolled out in June 2021 to give dogs and competitors another opportunity to play in a fun, competitive environment and consists of the following classes:

- Drag Race 50.
- Drag Race 100.
- Pitstop.
- Slingshot.
- Hairpin Team, two (2) dog teams only.
- Pole Position Solo.
- Pole Position Team, two (2) dog teams only.

C1 Entry Eligibility.

- Competitors should ensure that their dog is healthy and fit.
- There are no FEO (For Exhibition Only) entries allowed.
- The clubs may offer, and dogs may only run a maximum of twelve (12) runs per day.

C2 The Premium.

- The premium should state if the course will be fully fenced.
- Drag Race ONLY: The Lure Operator must be on the premium in which the club will provide.
- If Drag Race is being offered at a trial, then a Lure Machine Operator is required. An experienced Lure Operator is recommended.
- The premium must list the timing method whether a stopwatch or electronic timers will be used.
- The clubs are limited to a maximum of 400 SpeedWay runs per day.

Note: Entries may not exceed the applied for limits.

- A host club may elect to offer Day of Show (DOS) entries.
- SpeedWay is separate from Agility and Scent Sport in terms of classes offered per day.

C3 Ring Crew for a SpeedWay Trial.

C3.1 Course Builders.

The 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.

C3.2 Course Marshal (CM).

The Course Marshal is a volunteer position that may be a different person for each class at the trial or multiple Course Marshals may be used during each class provided there are enough that have been trained. The CM will be familiar with the rules for the class that the CM is working. The CM may in various classes be the Scribe which will reduce the need for volunteers providing the CM is able to see the whole course while standing or sitting near the score table. Individuals who want to volunteer as a Course Marshal must take the free virtual training before the individual is allowed to officiate at a SpeedWay trial. The virtual training is done real time and only offered when enough individuals have requested the training.

Note: See individual classes for the description of the Course Marshal responsibilities.

C3.3 Scribe.

The Scribe is responsible for marking the time and any non-qualifying run on the scribe sheet. The position may be combined with the CM position.

C3.4 Timer.

A Timer is required for each class and is responsible to ensure a time is added to the scribe sheet. The CM may also be the Timer if the club uses electronic timers. 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, then the Timer must notify the Course Marshal immediately when known. The Timer is also responsible for sounding the horn to signify a dog exceeding maximum course time. Every dog will receive a time unless the competitor excuses the dog, or the dog goes over the maximum course time. If a club has an electronic timer, then the timer must be used. Manual timing is not allowed unless the timer breaks during the trial. Manual timing is not fair to the dog or handler.

C3.5 Gate Steward.

A Gate Steward is required for each ring when a class is in session to get dogs in order and communicate which dog is on the line in the ring. The Gate Steward position will vary depending on the game.

C4 SpeedWay Trial Ring Area.

The games in SpeedWay require a variety of ring sizes. The following are the minimum ring sizes required:

- Drag Race 50-yard course should be at least 75 yards in length, consisting of a five (5) yard start area, a 50-yard competition area, and a 20-yard finish/catch area however 30 yards or more is recommended if space allows. The course should be a minimum of ten (10) ft wide.
- Drag Race 100-yard course should be at least 135 yards in length, consisting of a five (5) yard start area, a 100-yard competition area, and a 30-yard finish/catch area, however 50 yards or more is recommended. The Course should be a minimum ten (10) ft wide.
- Pole Position and Pitstop courses are a minimum course size (70 × 60) ft.
- Hairpin course is a minimum course size (30 × 90) ft.
- Slingshot course is a minimum course size (80 × 60) ft.
 - a. The ring area should be of a non-slip surface. Grass or groomed dirt is preferred in the outdoor rings and the rings under open pavilions. The grass or groomed dirt will provide a safe footing for dogs and competitors.
 - b. The ring should be enclosed by fence, gating, or ring flags to separate the course from spectators.
 - c. If the trial is indoors then the surface footing shall be approved, and area(s) should be provided for crating and exercising dogs.
 - d. A spectator area should be available and away from the crating area. Public spectators should be advised of the ring boundary.

C5 Non-Qualifying Runs.

Non qualifying runs are determined for the following reasons:

- 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.
- If any number is omitted from the sequence on a course, however if the team fixes any obstacles out of order which may be multiple fixes, then the Team will qualify providing the Team is not over SCT.
- The 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 a NQ.
- The competitor touches the dog for any reason, including grabbing the dog and guiding through the equipment.
- The competitor touches any of the equipment.
- In the games with hoops, if a hoop is knocked over before the dog goes through the hoop or in the Teams games if Dog 1 goes through the hoop and knocks the hoop over before Dog 2 has a turn to run.
- If the dog leaves the ring before the run is completed, dog is out of control, or the dog ceases to work.
- Dog fouling anywhere within the ring before, during or after completion of a run.
- The competitor intentionally blocks any obstacle to keep the dog from going into, thru or around the wrong obstacle.
- See C7.4 and C7.6 for additional non-qualifying runs.

C6 Scoring, SpeedWay Divisions and Earning Points for Titles.

Dogs are classified in Divisions for scoring. The divisions are determined by the individual dog's times in the classes on the day of the event. A dog may be scored in different divisions for each run throughout the day. In SpeedWay there will not be levels or jump heights.

C6.1 Divisions of SpeedWay.

C6.1.1 Pitstop, Slingshot, Pole Position Solo, Pole Position Team, Hairpin Team.

All classes except for Drag Race are classified as the following Divisions (see C6.1.2 for Drag Race Divisions):

- Division I – The course time is between (38 to 60) seconds.
 - a. The point calculation is $60 \text{ seconds} - \text{the dog's time} = \text{the points up to 22 points}$.
- Division II – The course time is between (34 to 37.99) seconds.
 - a. The point calculation is $22 + (38 \text{ seconds} - \text{the dog's time}) \div 2 = 22 \text{ to } 24 \text{ points}$.
- Division III – The course time is between (28 to 33.99) seconds.
 - a. The point calculation is $24 + (34 \text{ seconds} - \text{the dog's time}) \div 3 = 24 \text{ to } 26 \text{ points}$.
- Division IV – The course time is between (24 to 27.99) seconds.
 - a. The point calculation is $27 + (28 \text{ seconds} - \text{the dog's time}) \div 4 = 27 \text{ to } 28 \text{ points}$.
- Division V – The course time is up to 23.99 seconds.
 - a. The point calculation is $28 + (24 \text{ seconds} - \text{the dog's time}) \div 5 = 28 \text{ and above points}$.

A scoring example is as follows:

- To determine how many points a dog may earn that ran a course in 37 seconds.
 - a. 37 seconds places a dog in Division II which is a time of 38.
 - b. Therefore $22 \text{ points} + \text{the base time of } 38 \text{ seconds} - \text{the run time of } 37 \text{ seconds} \div 2 = 22.5 \text{ rounded up to } 23 \text{ points}$ that are awarded for the run.

Note: Slingshot is an exception as the game also has multipliers available.

C6.1.2 Drag Race 50 and Drag Race 100.

- Division I is classified as 0 to 14.99 MPH.
- Division II is classified as 15 to 19.99 MPH.
- Division III is classified as 22 to 24.99 MPH.
- Division IV is classified as 25 MPH to 29.99 MPH.
- Division V is classified as 30 MPH and above.

The formula to calculate MPH in Drag Race 100 is $204.545 \div \text{the dog's run time} = \text{MPH}$.

The formula to calculate MPH in Drag Race 50 is $102.273 \div \text{the dog's run time} = \text{MPH}$.

The points earned is $\text{MPH} + 0.4 \times (40 - \text{MPH})$ where the MPH used is the actual MPH calculated rounded up to the next full number.

A scoring example to determine how many points a dog would earn in Drag Race 100 in 21.7 seconds.

$204.545 \div 21.7 = 9.5$ MPH round up to 10 MPH, so the points earned = $10 + 0.4 \times (40 - 10) = 22$ Points. See Figure C1 and C2 for a quick reference of points.

Figure C1: Drag Race 100 Quick Reference Scoring Table Time and Points

100 yard Drag Race Scoring Table		
Above 45 s = NQ		
Time Range in Seconds		DRAG RACE SCORE
45	40.87	19
40.86	34.07	20
34.06	25.56	21
25.55	20.45	22
20.44	18.59	23
18.58	15.73	24
15.72	13.64	25
13.63	12.79	26
12.78	11.37	27
11.36	10.23	28
10.22	9.74	29
9.73	8.9	30
8.89	8.19	31
8.18	7.87	32
7.86	7.31	33
7.3	6.82	34
6.81	6.6	35
6.59	6.2	36
6.19	5.85	37
5.84	5.69	38
5.68	5.39	39
5.38	or faster	40

Figure C2: Drag Race 50 Quick Reference Scoring Table Time and Points

50 yard Drag Race Scoring Table		
Above 30 s= NQ		
Time Range in Seconds		DRAG RACE SCORE
30	20.44	19
20.43	17.04	20
17.03	12.78	21
12.77	10.23	22
10.22	9.3	23
9.29	7.87	24
7.86	6.82	25
6.81	6.4	26
6.39	5.69	27
5.68	5.12	28
5.11	4.87	29
4.86	4.45	30
4.44	4.1	31
4.09	3.94	32
3.93	3.66	33
3.65	3.41	34
3.4	3.3	35
3.29	3.1	36
3.09	2.93	37
2.92	2.85	38
2.84	2.7	39
2.69	or faster	40

C6.2 SpeedWay Title Information.

The SpeedWay titles are earned by accumulating points in all of the games. The points are cumulative and will not stop accumulating once a dog has earned a title. Placements will not add any additional points towards titles. The following titles will be awarded based on the cumulative total of all CPE SpeedWay Division points earned in any combination of classes:

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

C6.3 Jr. Handler Points and Titles.

Jr. Handlers must be under 18 years of age on the day of the trial. The Jr. Handler will compete for placements with regular division peers. Jr. Handler dogs will not receive any additional time or division allowance. Jr. Handlers must submit the qualifying runs on the Jr. Handler Score Report Form found at www.k9cpe.com/apply.htm or on another spreadsheet program. The form is to ensure all Jr. Handler points are properly reported. Jr. Handlers will receive orange qualifying ribbons for all classes in which a qualifying score is earned. A Host Club may also award all Jr. Handlers with participation ribbons or awards. Monetary awards are not allowed except for gift certificates which may be awarded. Jr. Handler Placement awards or trophies may be given.

C6.3.1 Jr Handler Points.

The Jr. Handler points will be awarded based on the dog that the Jr. Handler is competing with and the score for the class. (e.g., In Drag Race if the dog runs 15 MPH in a run, then the dog's speed puts the dog in division II for that run, so the dog's score is $15 \times 1.75 = 27$ points for the Junior Handler as well as the dog. The points earned does not have to be with the same dog for all runs and the division is determined by the speed in the class.

C6.3.2 Jr Handler Titles.

The SpeedWay titles are earned by accumulating points in all the games. The points are cumulative and will not stop accumulating once a dog has earned a title. Placements will not add any additional points towards titles.

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

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

C7 The SpeedWay Games.

C7.1 Drag Race 50 and Drag Race 100.

The object of Drag Race 50 and Drag Race 100 is to complete a 50 yard or 100-yard dash within the maximum course time and allows individual dogs to compete in a timed dash to determine the speed of the dog based on MPH.

The total area may not need to be completely fenced but fencing is recommended to give the dogs a safe competition environment and the finish/catch area should be fenced for ease of handling. Teams may have two (2) handlers so that there is one (1) handler to release the dog and one (1) handler to catch the dog at the finish.

Drag Race must use a Lure Machine to get the dog to chase a lure. The handler in the finish/catch area may use a recall while the dog is chasing the lure as an incentive without crossing the finish line into the running area to physically assist the dog or may toss a toy into the finish/catch area.

The competitor is responsible to provide a dog releaser or catcher, however clubs may offer volunteers to release or catch the dog.

Drag Race is a timed event with a designated start line and an automatic timer or cones. The time will start when the dog crosses between the cones for manual timing and through the timer eyes for automatic timing. The time ends when the dog has passed the finish line, or the maximum time has been reached.

The timing for Drag Race may be with electronic timing equipment or using a three (3) person manual timing team. In manual timing one (1) person signals the dog crossing the start line to the two (2) individuals holding stop watches at the finish line. The start line timer will signal the start by dropping an arm when the dog's nose crosses the start line which may also be handled by the Course Marshal. Once the signal has been given then the two (2) individuals at the finish line will start the stop watches and stop the time once the dog's nose crosses the finish line. Both of the times will be added together and divided by 2 to calculate the time for the run.

C7.1.1 Drag Race 100.

Drag Race 100 has a maximum course time of 45 seconds and any time beyond 45 seconds will result in a NQ.

C7.1.2 Drag Race 50.

Drag Race 50 has a maximum course time of 30 seconds and any time beyond 30 seconds will result in a NQ.

C7.1.3 Lure Machine Operator (LMO).

The LMO must ensure the equipment is working correctly and safely. The LMO must ensure the lure is properly positioned before each run. The LMO should be positioned outside of the running area and CPE strongly suggests 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 should be no closer than ten (10) ft and no further than 25 ft from the running dog.

An experienced Lure Machine Operator is important for the safety of the dogs. There are services that may be hired to provide lures. Lure Operator services may also supply fencing and other items required for an outdoor trial. Various lure machines are available for purchase for clubs who supply their own Lure Operators.

C7.1.4 Course Marshal and Duties.

The Lure Operator will inform that the lure is in place so that the Course Marshal may give the start signal and/or will shout "Racer Staged" indicating to release the dog. The dog should be released on the Course Marshal's signal. If the event is using manual timing, then the Course Marshal will also be responsible for signaling the timers to start their watches by dropping an arm from above their head.

The Course Marshal will also be responsible for calling any NQs that may need to be called on the course. The NQs would result from any of the following occurrences:

- Toy or food on course.
- Dog leaving the course before crossing the finish line.
- Dog eliminates on the course then the dog is excused.
- The Person Catching the dog steps over the finish line into the running area to entice the dog before the dog crosses the finish line.

C7.2 Pitstop.

The object of Pitstop is to allow individual dogs to compete in a challenging tunnel only numbered course and guided by the competitor with accuracy and speed.

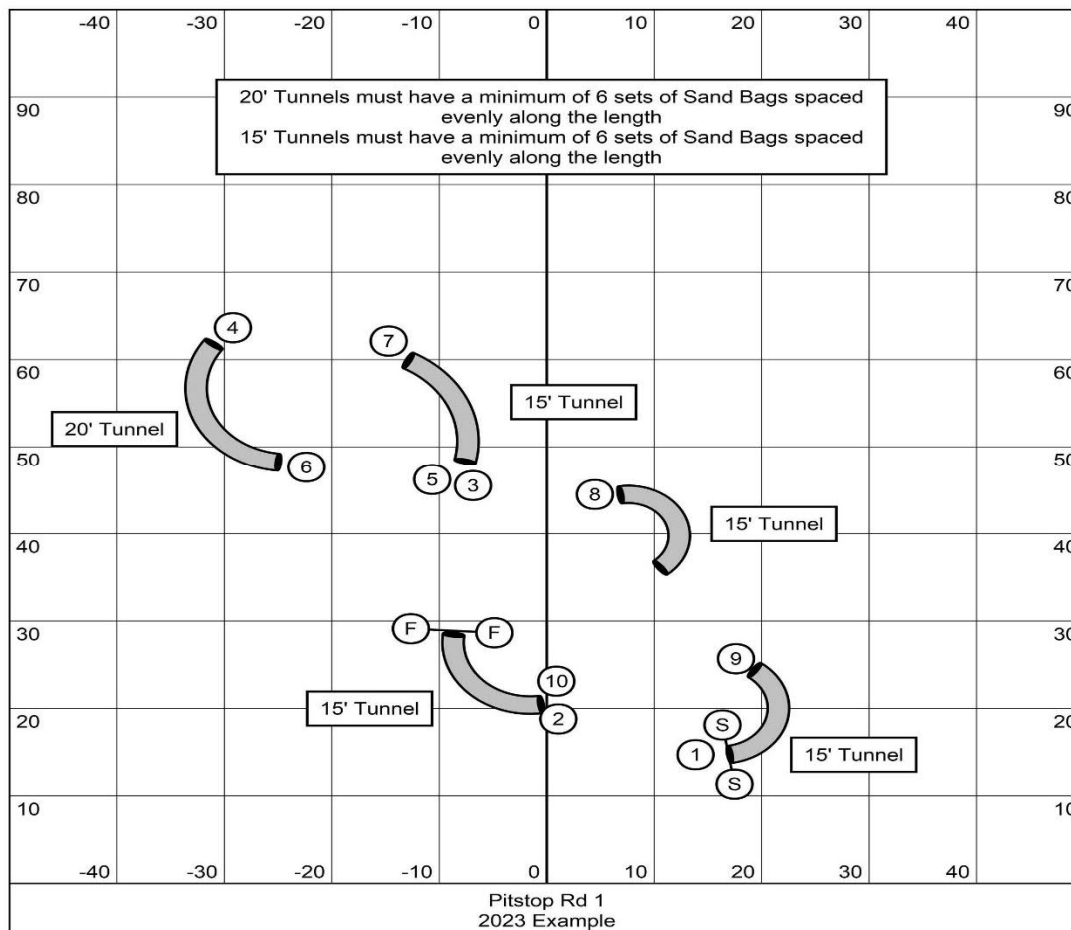
The dog and handler have up to a maximum time of 60 seconds to complete the 100-yard tunnel course which may consist of eight (8) to twelve (12) entrances. Clubs should have four (4) to five (5) tunnels available for use with lengths of (10 to 20) ft. The tunnels will be set up in a 100-yard total course using maps supplied by CPE. The Host Clubs should submit their equipment list at least four (4) weeks prior to the trial date to art@cpe.dog and include the number of days in the trial. The course maps are supplied to the club the Wednesday prior to the trial. See Figure C3 for a SAMPLE Pitstop course map.

C7.2.1 Course Marshal Duties.

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

A Team will receive a NQ if any number is omitted from the sequence, or the Team is over the maximum course time. (e.g., the dog performs tunnel 2 incorrectly, if the dog is redirected into tunnel 2 and then successfully completes the course before time is up, then the run is a Q, however if the dog never performs tunnel 2 correctly then the team will receive a NQ).

Figure C3: Pitstop Course Example ONLY



C7.3 Slingshot.

The object of Slingshot is 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 until the Team reaches a point where the gamble lines are laid out. The handler may attempt to send the dog to the obstacles while the handler stays on the other side of one (1) of the two (2) gamble lines.

To earn the multiplier(s) the team must complete the course without any corrections and perform the distance challenge(s) from the appropriate line relative to the multiplier indicated by the particular line. If a dog has to make a correction on the course, then the dog will not earn the multiplier but may earn normal points based on the completion time.

The Team may only successfully complete one (1) of the multipliers which is 1.5x the points or 3x the points.

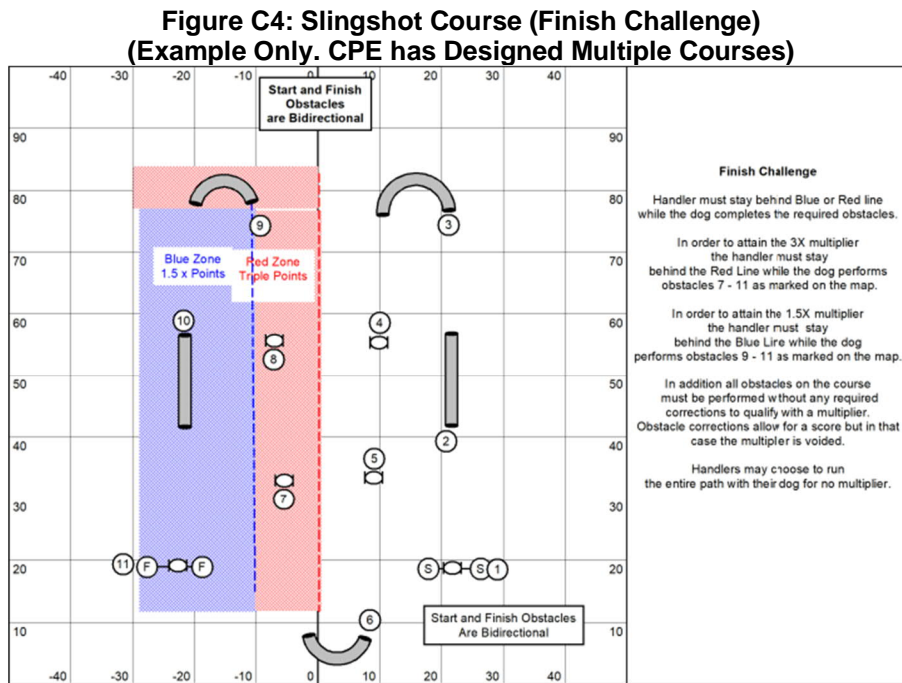
Note: If the handler runs the entire course without staying behind a multiplier line, then the Team will still earn points based on the finish time and division calculation with no multiplier. The start hoop and end hoop are bi-directional, if the dog chooses to start the wrong way, however the handler must attempt to start the dog on the correct side of the start

hoop and only used to start and stop the time. If the finish hoop is in the multiplier line, then the finish hoop must be done from a distance. The course maps are supplied to the Host Club prior to the trial. The Host Club may have the option to pick which course to use as there are now three (3) different gamble options with a possibility of six (6) when the course is laid out with the start and stop which may be switched. (See Figure C4 for the example Slingshot course map). If a dog knocks over a hoop BEFORE going through the hoop, then the action would be an automatic NQ, however if the dog knocks the hoop over AFTER going through the hoop, then nothing is called. The exception to the rule is the start and finish hoops as the hoops are only to start and stop time.

7.3.1 Course Marshal Duties.

The Course Marshal will be responsible for calling any NQ that may need to be called and watch to determine if the Team performed a distance challenge correctly providing the Team did not need to correct any part of the course.

A Team is NQ if any number is omitted from the sequence, or the team is over the maximum course time. (e.g., the dog does tunnel 2 incorrectly, if the dog is redirected into tunnel 2 and then successfully completes the course before finishing the course, then the run is a Q, however if the dog never performs tunnel 2 correctly then the team would NQ). The dog may have multiple corrections on course and is not limited to just one (1) correction. If the dog has multiple corrections, then the Team is just using up the time.



C7.4 Hairpin Team.

The object of Hairpin Team is two (2) dog teams, which is two (2) dogs and two (2) handlers. Hairpin Teams is much like a relay race in which each dog will complete a portion of the 100-yard course, while responding to a handler's commands to quickly navigate through the course. If a handler has two (2) dogs and wants to run the dogs as a Team, then the handler must have an extra person to hold dog 2 while the handler runs dog 1 then will switch to dog 2. ALL rules will apply to the Team. A NQ will happen if either dog is on the course while the other dog is running or if dog 1 has not gone through the finish hoop before dog 2 starts to run. The time will be continuous during the team run.

Each dog will run a 50-yard course through six (6) hoops and one (1) tunnel, or one (1) barrel as shown on the map. (See Figure C5).

The Teams are selected before registering to run. If a Team class is offered and a Partner is not listed on the entry form, then the club may randomly select the Teams. If there is an odd number of dogs entered in the class, then the club may use an accommodating dog to run for no score for the odd numbered dog. **Note:** Only one (1) accommodating dog is allowed per class.

The two (2) dogs shall enter the course as a Team and wait at a start obstacle to begin. The first dog may leave the ring following their portion of the run. The club may also provide a barrier to separate the Teams, however each dog will start and end at the same hoop as marked on the map. See Figure C6 for the example Hairpin course map.

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

Dog 1 will run a portion of the course and as soon as dog 1 goes through the finish hoop then dog 2 may start the portion of the course.

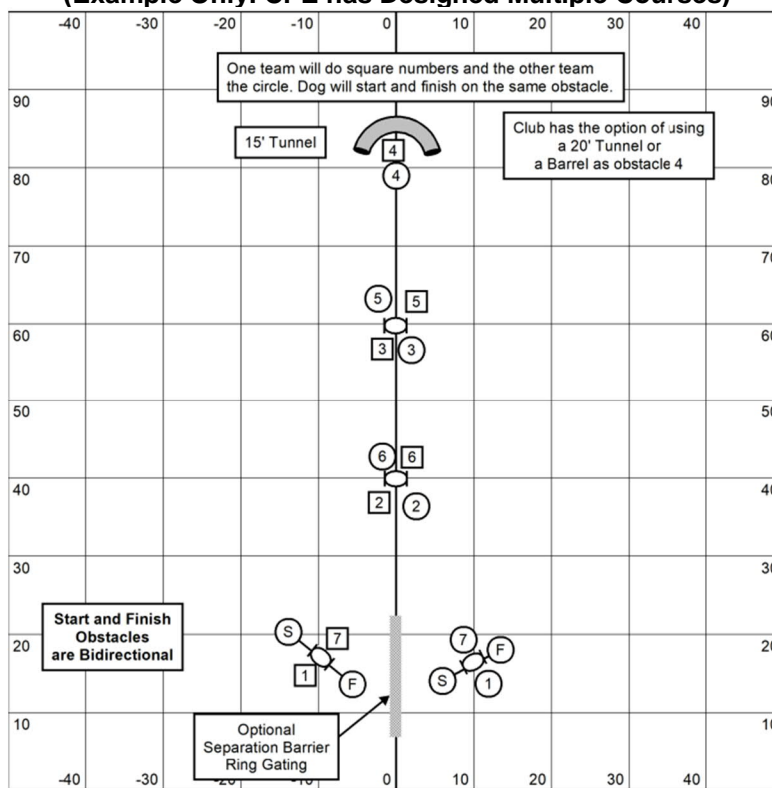
If dog 2 takes the start hoop before dog 1 goes through the finish hoop, then the Team is eliminated or if dog 1 goes back onto the course while dog 2 is running then the Team is eliminated. Team 1 may do a lead out to start the course, however Team 2 may not lead out until dog 1 has gone through the finish hoop.

The time is continuous until dog 2 has finished the course. The team should be under 60 seconds total team time to earn a qualifying score. The points are awarded based on the total team time which will determine the Team's division for the run. The Team will earn the same number of points for the run. The start hoop and end hoop are bi-directional, if the dog chooses to start the wrong way, however the handler must attempt to start the dog on the correct side of the start hoop and only used to start and stop the time. If a dog knocks over a hoop BEFORE going through the hoop, then the action would be an automatic NQ, however if the dog knocks the hoop over AFTER going through the hoop and the hoop needs to be repeated or is dog 1 then the action would be an automatic NQ as the hoop is not usable again for dog 2. If dog 2 knocks over a hoop AFTER going through and the hoop does not need to be repeated, then nothing is called. The exception to the rule is the start and finish hoops as the hoops are only to start and stop time.

C7.4.1 Course Marshal Duties.

The Course Marshal will be responsible for calling any NQ that may need to be called. The Course Marshal will watch the dogs and determine if dog 1 is through the finish hoop before dog 2 leaves to run the course. A team is NQ if any off courses are not corrected, if a Team dog is on the course while the other dog is running, or over the course time. The Team may have multiple corrections on course and is not limited to just one (1) correction. If the Team has multiple corrections, then the Team is just using up the time.

**Figure C5: Hairpin Team Course
(A Barrel May be Used in Place of the Tunnel)
(Example Only. CPE has Designed Multiple Courses)**



C7.5 Pole Position Solo.

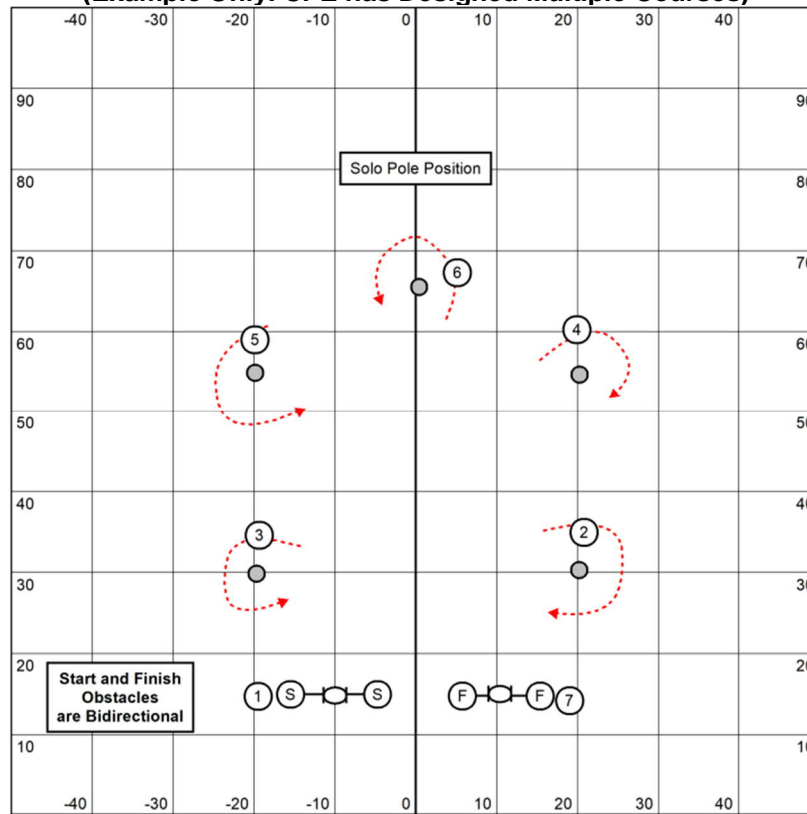
The object of Pole Position is a course where the dog will show the ability to navigate around barrels in response to a handler's commands, with accuracy and speed. Pole Position Solo consists of a single dog and handler team. The handler and dog must complete the 100-yard course that consists of one (1) performance of each barrel as directed on the numbered course. The start hoop and end hoop are bi-directional, if the dog chooses to start the wrong way, however the handler must attempt to start the dog on the correct side of the start hoop and only used to start and stop the time. The course will consist of a pre-determined pattern using five (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. See Figure C6 for the example Pole Position Solo course map. Once barrel 5 is completed the dog will go through the finish hoop to stop the time. The dog is not required to perform any barrels on the way to the finish hoop. 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 handlers may go around the barrels with the dog because the dog may be nervous to let the handler out of sight. If a dog knocks over a barrel BEFORE going around the barrel and the barrel is not usable, then the action would be an automatic NQ, however if the barrel is usable then nothing is called. If the dog knocks the barrel over AFTER going around the barrel, then nothing is called. The exception to the rule is the start and finish hoops as the hoops are only to start and stop time.

Note: Not usable means that the barrel did not bounce back up and is completely knocked over. Host Clubs should use weights in the bottom of the barrels to ensure the barrels are not able to be knocked over.

C7.5.1 Course Marshal Duties.

The Course Marshal will be responsible for calling any NQ that may need to be called. The Course Marshal will watch to make sure the dog circles the barrels in the correct direction or corrects the path before completing the course. The Team may have multiple corrections on course and is not limited to just one (1) correction. If the Team has multiple corrections, then the Team is just using up the time.

**Figure C6: Pole Position Solo Course
(Example Only. CPE has Designed Multiple Courses)**



C7.6 Pole Position Team.

The object of Pole Position Team is two (2) dog teams, two (2) dogs and two (2) handlers, much like a relay race in which each dog will complete a course and show the ability to navigate around “poles” (barrels) in response to a handler’s commands, with accuracy and speed. If a handler has two (2) dogs and wants to run them as a team, then the handler must have another person to hold dog 2 while the handler runs dog 1 then will switch to dog 2. ALL rules will apply to the team. A NQ will happen if either dog is on the course while the other dog is running or if dog 1 has not gone through the finish hoop before dog 2 starts to run. The time will be continuous during the team run.

The dog and handler Teams will complete the 100-yard course that consists of one (1) performance of three (3) assigned barrels as directed on the numbered course.

The course will consist of a pre-determined pattern using five (5) barrels. The barrels will be numbered in the order to be performed. The Barrel must be circled in the direction shown on the course map, (see Figure C7). The Teams are selected before registering to run. If a Team class is offered and a Partner is not listed on the entry form, then the club may randomly select the Teams. If there is an odd number of dogs entered in the class, then the club may use an accommodating dog to run for no score for the odd numbered dog. **Note:** Only one (1) accommodating dog is allowed per class.

The two (2) dogs will enter the course as a team and wait at a start obstacle to begin. The first dog may leave the ring following their portion of the run. The club may also provide a barrier to separate the Teams, however each dog will start and end at the same hoop as marked on the map. See Figure C7 for the example Pole Position Team course map. All dogs must be under the handler’s control while waiting a turn to run on the course.

Dog 1 will run a portion which consists of circles 1,2,3 and as soon as dog 1 goes through the finish hoop then dog 2 may start the portion of the course which consists of squares 1,2,3 or vice versa.

If dog 2 takes the start hoop before dog 1 goes through the finish hoop, then the Team is eliminated or if dog 1 goes back onto the course while dog 2 is running then the Team is eliminated. Team 1 may do a lead out to start the course,

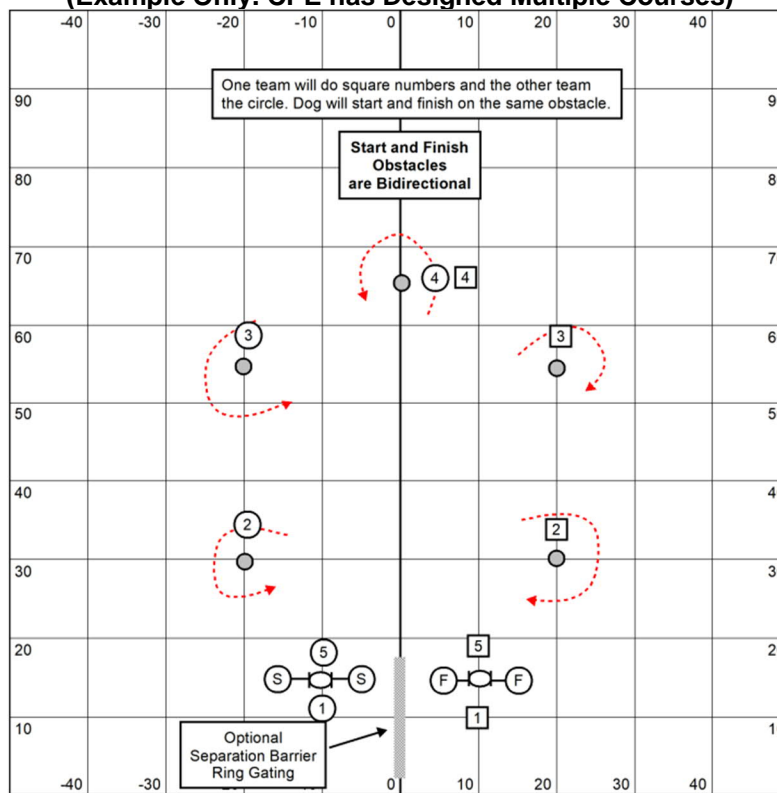
however Team 2 may not lead out until dog 1 has gone through the finish hoop. A Team is eliminated if the dog does not go around the barrels in the correct order and is not redirected to go in the correct direction. The time is continuous until dog 2 has finished the course. The Team should be under 60 seconds total Team time to earn a qualifying score. The points are awarded based on the total Team time which will determine the Team's division for the run. The Team will earn the same number of points for the run. The start hoop and end hoop are bi-directional, if the dog chooses to start the wrong way, however the handler must attempt to start the dog on the correct side of the start hoop and only used to start and stop the time. The handlers may go around the barrels with the dog because the dog may be nervous to let the handler out of sight. If a dog knocks over a barrel BEFORE going around the barrel and the barrel is NOT usable, then the action would be an automatic NQ, however if the dog knocks the barrel over AFTER going around the barrel or is dog 1 and the barrel is not usable then the action would be an automatic NQ as the barrel is not usable for dog 2. If dog 2 knocks over a barrel AFTER going around the barrel, then nothing is called. The exception to the rule is the start and finish hoops as the hoops are only to start and stop time.

Note: Not usable means that the barrel did not bounce back up and is completely knocked over. Clubs should use weightings in the bottom of the barrels to ensure the barrels are not knocked over.

C7.6.1 Course Marshal Duties.

The Course Marshal will be responsible for calling any NQ that may need to be called. The Course Marshal will watch the dogs and determine if dog 1 is through the finish hoop before dog 2 leaves to run the course. A team is NQ if any off courses are not corrected, if a Team dog is on the course while the other dog is running, or over the time. The Team may have multiple corrections on course and is not limited to just one (1) correction. If the Team has multiple corrections, then the Team is just using up the time.

**Figure C7: Pole Position Team Course
(Example Only. CPE has Designed Multiple Courses)**



C7.7 Declared Training in the Ring.

C7.7.1 DTiR.

If a handler chooses to use a toy or training aid at any time during the run, then the handler must approach the Course Marshal during the walkthrough or previously in the day to have the Course Marshal approve the toy or training aid to use on the course.

The following requirements will apply to DTiR:

- The handler must alert the Course Marshal upon entry into the ring that the dog is going to be running DTiR. The handler is then allowed to have a reasonably sized silent toy/aid for use once the run has started. The toy must be approved by the Course Marshal **PRIOR** to the start of the class to determine the eligibility of the toy or aid. Food, scents, or audible devices are not allowed in the ring for DTiR. The toy is **NOT** allowed to be used in the IN-gate chute or prior to the previous dog leaving the ring.
- The time will start once the dog has passed through the start eye or starts at any obstacle the team may choose.

- The handler must leave the ring with their dog expeditiously allowing the next dog to enter once the timer horn sounds that time is done.

Restrictions on Toys:

- NO squeaky or crinkle toys. If the toy is found to have a squeaker or crinkle, then the toy will not be allowed.
- NO type of treat dispensing toy, in other words NO FOOD ALLOWED IN RING.
- Toy may not leave the handler's hand; however, the toy may be hidden in pocket or waistband. Tug toys may not be thrown in the ring for a dog to chase.

C8 Obstacles and Equipment.

C8.1 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 should be set outside of the running course. The Lure Operator and the lure end of the track must be outside the running track/distance. CPE strongly suggests 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, however the squawker is noisy and may cause the dog to stress and not want to run. The lure should be no closer than ten (10) ft and no further than 25 ft from the running dog. Clubs using a squawker instead of a plastic bag should use caution as the squawker may prematurely break the beam of an automatic timer. If an inaccurate run time of the dog were to occur a rerun may be required.

C8.2 Open Tunnels.

The Open Tunnel consists of a flexible tube that may be curved into shapes. The tunnel openings are round with a diameter of 26 in and an allowance of 2 in. The current 24 in agility tunnels are acceptable. The length may be (10 to 20) ft long when extended and the allowed pitch is 4 in or 6 in. The tunnel must be secured safely to restrict a dog's motion from moving the tunnel.

Curved tunnels should be bagged to eliminate movement and bagging the entire tunnel length is highly recommended. Straight tunnels should be bagged to restrict movement of the tunnel and four (4) sets of bags evenly spaced along a straight tunnel should facilitate restricted movement.

C8.3 Hoops.

See Figure C8 for a Hoop design. The hoops may be ordered through any company that supplies agility equipment or the hoops may be easily constructed by any individual.

C8.3.1 Hoop Construction.

One (1) 92 in piece of .75 in Schedule 40 PVC which is cut into five (5) pieces. The following are the sizes required:

- Two (2) pieces that are each 12 in.
- Two (2) pieces that are each 16 in.
- One (1) piece which is 36 in.

In addition to the PVC the other items needed are:

- One (1) .75 in Schedule 40 Elbow.
- One (1) .75 in Schedule 40 Four-way Tee.
- One (1) 90 in to 94 in piece of .50 in PEX pipe, that should slide inside the .75 in Schedule 40 PVC.

C8.3.2 Hoop Dimensions.

The inside of the arch at the highest point is to be 36 in with a +1 in tolerance. The base of the hoop must be a minimum of 36 in wide with a +2 in tolerance. The feet of the hoop must be a minimum of 10 in each with a maximum of 14 in for stability. The uprights must be 16 in with a < 1 in tolerance.

Figure C8: Hoop Design



C8.4 Barrels for Pole Position

Barrel Specifications may be a plastic barrel 55-gallon drum variety or the Tough 1 Perfect Turn Collapsible Barrels. (See Figure C9 and C10). Barrels may be any color as long as the barrel meets the specifications. Barrels should be 24 in in diameter with a 4 in tolerance and not < 28 in tall. Adding an agility style sandbag, tunnel bag or another weighted item inside the barrel is recommended to help stabilize the barrel and keep the barrel in place.

Figure C9: Plastic Barrel Example



Figure C10: Tough 1 Perfect Turn Collapsible Barrels



Start Your Engines,

Run Fast and Furious,

Cross the Finish Line!

As Always, Have Fun!