

CPE

CPE began in 1998. CPE's philosophy: For the dog and handler to have fun while successfully competing for agility titles as a cohesive unit, achieved through positive training and teamwork.

CPE is characterized by having three unique games classes in addition to the better known standard and games classes.

The games classes are classified according to skills needed as "handler", "strategy" and "fun" games. See the rules for title requirements (there are forms on the website to keep track of legs and titles).

Classes offered:

Standard agility class (Jr's can earn titles)
Colors and Wildcard (Handler Games)
Jackpot and Snooker (Strategy games)
FullHouse and Jumpers (Fun games).

Jr Handler see the rules for Jr's information.

PRIOR TO ENTERING A TRIAL

You and your dog MUST be registered with CPE. Go to www.k9cpe.com and click on "Forms". Under "Individual forms", click on "Dog Application". Fill out the form and mail to **CPE**.

Jump Heights: There are no separate titles for veterans (veterans over 6 yrs old, early veterans over 3 years old, on the day of the trial) they jump 4" lower but compete for placements with dogs in their regular height class.

JUMP HEIGHTS

CPE Agility will adhere to the following jump heights (see Veterans and Early Veterans for age or breed requirements):

DOGS HT	JUMP	Veteran	Specialist
12" and under	8"	4"	4"
over 12" up to 16"	12"	8"	4"
over 16" up to 20"	16"	12"	8"
over 20" up to 24"	20"	16"	12"
over 24"	24"	20"	16"

Dogs may jump higher than their measured height except for Specialist – see Specialist for details

CLASSES see the rules for faults/points allowed/required, for each class

- **The Standard Class** requires the dog and handler to successfully perform all of the agility obstacles in the order set by the judge.
- **Colors** requires that the dog and handler successfully run their choice of one of the three over-lapping mini-agility courses on the same field. The field will contain 12 to 20 obstacles, divided into 3 relatively equal mini-courses of 6 to 8 obstacles each. Colored markers will label each course
- **Wildcard** requires the dog and handler to successfully complete the course, including enough "wildcards" to qualify. A modified Standard course will be the base for Wildcard. The course obstacles shall be 10-12 obstacles, and 3 "wildcard" obstacles. A dog must have correct number of wildcards respective to its level to qualify. An NQ with zero faults is possible if the wildcards are not correctly met for the respective level.
- In a *traditional Jackpot*, there are two distinct parts. In the first part, the handler must maneuver the dog among the obstacles in any order that he/she chooses to execute them, earning points for each obstacle performed correctly. After the whistle blows, the dog can earn bonus points by working independently away from the handler through a series of obstacles, while the handler stands behind a designated line. *Non-traditional Jackpot* is a judge's choice (following CPE designing guidelines), and will be explained at the show.
- **Snooker** has two parts. In the opening sequence, the dog must successfully complete a "red" jump to do an obstacle of choice. That sequence must be done a total of 3 times, then begin to run the sequence of obstacles in order, 2 through 7.
- **Jumpers** is a course comprised only of jumps and tunnels, which the dog and handler must navigate successfully.

- **FullHouse** requires the team to accumulate at least the points required for their level, which includes a pair, three of a kind and a joker, before the whistle that ends the accumulation time for points. The team then has UP TO 5 seconds to stop the clock by placing at least one paw on the Pause Table. For each full second over game time, 1 point is deducted.

Handicapped / Differently Abled Handler

Handicapped Handlers receive a time allowance in each class. See the rules for a list of times for the respective class.

CLASS LEVEL ENTRIES

Mixed Breeds & Purebred dogs over 15 months old may compete in CPE. The dog must be entered in the same level for all runs when beginning CPE. Dogs may begin at Level 1, 2 or 3. See level 4 for exceptions.

♦ **Level 1** is for beginning dogs OR handlers. The standard course does not include the teeter-totter or weave poles.

♦ **Level 2** is for dogs who may have earned at least the beginning title in another organization

♦ **Level 3** is for dogs who may have earned AT LEAST the first title or higher, in one or more other agility organizations.

♦ **Level 4** is for dogs who have earned one of the HIGHEST titles in another agility organization. A copy of the title MUST accompany the **CPE** registration of the dog.

♦ **Level 5** is for dogs who have earned the respective class legs in Level 4. No dog may begin CPE in Level 5

♦ **Level C** is for dogs who have earned the respective class legs in Level 5. No dog may begin CPE in Level C.

♦ **Level S – Specialist** is for any dog at any age over 15 months. The dog MUST jump 8" lower than its permanent jump height. All classes are Level 3 courses. Specialist titles are separate from the other title requirements.

ALSO VISIT THE CPE WEBSITE FOR CURRENT RULES, EVENTS, NEWS AND FORMS:

www.k9cpe.com

CPE, PO Box 805, South Lyon MI 48178

CPE flyer effective 8/1/04

Thanks to Seanna O'Neill for her design