

# CPE Course Design Guidelines

1. There shall be a balance between course segments requiring control and segments that encourage speed.
2. The distance between obstacles must be 16'-21' unless otherwise specified (**18'-21' between obstacles is preferred**), 18'-24' for spread jumps – at least 20' is preferred. No distance may be less than 16' (including landings/exits after obstacles) or more than 21' (except for spread jumps) without an explanation, may or may not be approved. If approved, no more than once on a course is allowed.
3. A closed tunnel (chute) to a tire, broad, double or triple jump must have 22'-24' distance, or be avoided. There should be a minimum of 18' after the chute tunnel to any other obstacle (20' preferred).
4. All courses shall encourage the handler to work the dog on both sides of the handler. There may be an exception for some indoor sites and for Level 1.
5. The finish should be set so as not to interfere with the next dog to run. There should be at least 20' between the start and finish areas whenever possible. Avoid possible off courses to the first obstacle when the next dog would be setting up.
6. Courses should be designed that are easily judged without excessive movement from the judge and without interfering with the dog or handler's logical path.
7. Course designs should be such that they are easily adjusted to the next course in the ring with a minimum of obstacle movement.
8. When the course direction is open tunnel to an a-frame and the tunnel is under the a-frame, where the sequence creates a dog's path with a 180-degree turn is allowed. Requirement: Judge's briefing **MUST** include cautionary statement of safety to the effect that the team will be faulted if an unsafe execution on the upside of the a-frame is performed.
9. If an open tunnel is under the a-frame or dog walk, at least one open end must extend no farther than 2 feet perpendicular to the contact side. If both ends of the tunnel are perpendicular to the contact, the other end must not extend so far as to present an unsafe handler path.
10. There must be a safe handler path on both sides of each obstacle.
11. The closed tunnel (chute) shall not be placed under any contact. Placement of the chute must be safe in relation to other obstacles such that a dog's normal exit will not result in the dog running into another obstacle, wall, ring barrier, or its handler. When set, the judge should be aware of how far the chute fabric can extend if a dog exits off to one side instead of straight out.
12. Turns following a closed tunnel (chute) shall not exceed 60-75 degrees.
13. Levels 1 & 2 must run the same course for all games. It is allowed in the games that Levels 3/4/5/C (exception: Jackpot with a traditional gamble line) may be the same course with appropriate SCT differences or in the point games the challenge is the difference in points required between levels.
14. In Standard, Colors, Wildcard and Jumpers: for each course change by level(s), the course pattern must change. This should be accomplished by changing only a few obstacles, or renumbering part or the entire course. Ideally, a course change between levels should be accomplished in 5-10 minutes (or less).
15. No back jumping is allowed in a numbered sequence.

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

Indoor sites: If the venue is a small building (with obstructions) or unusually shaped, with less than approximately 8000 square feet per ring; or a small building (without obstructions), with less than approximately 7000 square feet per ring, contact your course reviewer for design exceptions prior to designing your courses.

**CLOSED TUNNEL (CHUTE):**

Effective 1/1/06, the chute will no longer be required; but may be used at least once each trial day in all levels (need not be in the same class). The chute may still be replaced by the previous specifications due to weather. It is recommended not to use a chute for a small indoor site, or a small trial where there are limited workers.

As often as possible, place the chute within a reasonable distance from a worker for fluffing. It may not be placed in the middle of a course.

**Use of the Tunnel Maze:** The Tunnel Maze may only be used in FullHouse as a 4th 5-point Joker OR in Jackpot as a 5-point or as a 7-point obstacle, dictated by the judge. In Jackpot, the Tunnel Maze may be used in addition to the 3 contacts, OR 2 contacts and one combination. Due to space requirements of the Tunnel Maze, if it is used at Levels 4/5/C or on a \*universal\* course, the number of bar jumps required would be reduced to 6 and the number of weaves required would be reduced to 1 set of 6. Total number of obstacles in the field would be reduced to 13. The tunnel maze may have only 2 or 3 tunnel \*arms\* and not more than 1 "loop back" tunnel.

## Standard Class Obstacle Checklist

Obstacle Requirements Note: see design option for contacts exception	Minimum obstacles	Maximum obstacles	Minimum obstacle performances	Maximum obstacle performances
Dog Walk	1	1	1	1
A-Frame	1	1	1	1
Teeter Totter (not in Level 1)	1	1	1	1
Tunnels (Open & Closed - total) Closed may only be used one time if on the course	2	4	2	5
Broad, Double, Triple Jumps (NO Triple in Levels 1 & 2)	1	2	1	2
Tire Jump	1	3	1	3
Weave Poles – Level 2 (not in Level 1)	5 - 6	5 - 6	5 - 6	5 - 6
Weave Poles – Levels 3 / S	5	12	5	12
Weave Poles – Levels 4 / 5 / C	10	12	10	12
Bar Jumps (winged / wingless)	3	12	5	12
Panel / Wall Jump (optional)	0	1	0	1

Standard courses may not begin or end with a contact or weaves, and may not begin with a spread jump. Preference is not to end with a spread jump.

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

## Standard Class Checklist – Level 1

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

\_\_\_\_\_ The course includes 12-16 numbered obstacles

**(Not allowed: triple jump, weave poles, teeter-totter)**

\_\_\_\_\_ The course includes 1-2 challenges

\_\_\_\_\_ Change of handling sides flow smoothly and logically for this level

\_\_\_\_\_ There are no 180 degree turns to a contact or a tire (Exception: tunnel next to a-frame or dog walk contact, from under the contact obstacle, however – this sequence is not recommended for this level.)

\_\_\_\_\_ There are no more than 45 degree approaches for the following obstacles:  
a-frame, dog walk, tire, broad and double jump

\_\_\_\_\_ Obstacle discriminations are no less than 8' apart (Exception: tunnel next to a-frame or dog walk contact, from under the contact obstacle – 3', however – this sequence is not recommended for this level.)

**Design Option:** The Level 1 course may be designed with only one (1) contact (A-frame or Dog Walk). In lieu of the absent contact, there **MUST** be a second performance of the Ascending Double Jump on the course. The two Ascending Double Jump performances should not follow the same pattern. The club does not need to have two double jumps - the triple can be set as the second double.

## Standard Class Checklist – Level 2 (see end of page for design option for level 2)

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

\_\_\_\_\_ The course includes 14-18 numbered obstacles (**Not allowed: triple jump**)

\_\_\_\_\_ The course includes 1-2 challenges

\_\_\_\_\_ Change of handling sides flow smoothly and logically for this level

\_\_\_\_\_ There are no 180 degree turns to a contact or a tire (Exception: tunnel next to a-frame or dog walk contact, from under the contact obstacle, however – this sequence is not recommended for this level.)

\_\_\_\_\_ There are no more than 60 degree approaches for the a-frame.

\_\_\_\_\_ There are no more than 90 degree approaches for the dog walk, teeter-totter, tire jump, broad and double jump

\_\_\_\_\_ Obstacle discriminations are no less than 8' apart (Exception: tunnel next to a-frame or dog walk contact, from under the contact obstacle – 3', however – this sequence is not recommended for this level.)

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## Standard Class Checklist – Levels 3 / S (see end of page for design option for levels 3 / S)

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

\_\_\_\_\_ The course includes 14-18 numbered obstacles

\_\_\_\_\_ The course includes 2-4 challenges

\_\_\_\_\_ Change of handling sides flow smoothly and logically for this level. At least one change is required. If there is more than one change, one change should be when the dog is visible to the handler.

\_\_\_\_\_ There is no more than a 90 degree approach for the a-frame

\_\_\_\_\_ There are no more than 135 degree approaches for the following obstacles: dog walk, teeter-totter, tire jump, broad, double and triple jump

\_\_\_\_\_ Obstacle discriminations are no less than 5' apart. (Exception: tunnel next to a-frame or dog walk contact, from under the contact obstacle – 3')

\_\_\_\_\_ Segments should be included that encourage distance handling

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**Design Option:** The Level 2 or Level 3S course may be designed with only two (2) contact obstacles. In lieu of the absent contact, there **MUST** be a second performance of one of the other two contacts, **OR** an additional 5-6 weaves (one set of 5-6 poles performed twice **OR** two sets of 5-6 poles performed once each; 10-12 poles total).

Levels 2, 3 & S in Standard, may only be combined when there are 3 contact performances, with 5-8 weave poles on the course and the remaining design guidelines adhered to as required.

## Standard Class Checklist – Levels 4 / 5 / C

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

\_\_\_\_\_ The course includes 16-20 numbered obstacles

\_\_\_\_\_ The course includes 3-5 challenges

\_\_\_\_\_ Change of handling sides flow smoothly and logically for this level. At least two changes are required. At least one change should be when the dog is visible to the handler.

\_\_\_\_\_ There is no more than a 135 degree approach for the a-frame. If 135 degrees, a minimum approach of 18' is required.

\_\_\_\_\_ There are no more than 180 degree approaches for the following obstacles: dog walk, teeter-totter, tire jump, broad, double and triple jump

\_\_\_\_\_ Obstacle discriminations are no less than 3' apart. (Exception: tunnel under a-frame or dog walk)

\_\_\_\_\_ Segments are included that encourage distance handling

**Design Option:** The Level 45C course may be designed with only two (2) contact obstacles. In lieu of the absent contact, there **MUST** be a second performance of one of the other two contacts, **OR** additional weaves, with the total weaves performed 15 - 18 poles. The number of weaves in each section must meet the equipment available and normal guidelines of not less than 5 poles per section, and not more than 12 poles per section.

### Colors Class Obstacle Checklist

**NOTE: Colors design and requirements changed effective January 1, 2006. The old rules will be allowed if your Colors course has been submitted prior to January 1, 2006. Colors courses MUST use the new design rules on all courses submitted after February 1, 2006 or for trials with a date of March 1, 2006 or later.**

For each mini-course, the following must be on each course

Obstacle Requirements	Minimum obstacles	Maximum obstacles	Minimum obstacle performances	Maximum obstacle performances
Dog Walk	0	1	0	1
A-Frame	0	1	0	1
Teeter Totter – Level 1 & 2: if used, can only be on one of the two courses. If there are two rounds of colors in one day, it cannot be used on either course.	0	1	0	1
Tunnels (Open & Closed - total) Closed may only be used one time if on a course	1	2	1	3
Broad, Double – Level 1 & 2	0	1	0	1
Broad, Double, Triple Jump – Levels 345CS	0	2	0	2
Tire Jump	1	2	1	2
Weave Poles – Levels 345CS (no weaves in levels 1 & 2)	5 - 6	5 - 6	5 - 6	5 - 6
Bar Jumps (winged / wingless)	3	N/A	3	N/A
Panel Jump (optional)	0	1	0	1

There must be an actual change between courses, not only making a change with the weaves and/or teeter only. This could be accomplished by: taking out a dummy, softening an angle, renumbering, etc. Ideally, it should take no longer than 5-10 minutes to make the changes, re-number the course and be ready for measuring.

Colors may now be designed without contacts, one course with, one course without, or both courses with one contact. If there are two rounds of Colors using one design for both rounds, on the same trial day, the teeter may not be used for levels 1 & 2.

Colors courses may not begin or end with a contact or weaves, and may not begin with a spread jump. Preference is not to end with a spread jump.

## Colors Class Checklist - Levels 1 / 2

\_\_\_\_\_ There are 8 – 10 obstacles on each of the two courses (field contains a total of 12 - 20 obstacles). The two courses must overlap or cross paths at least 2-3 times. Each course may be a different number of obstacles in length.

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

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

NOTE: Try to keep at least 20' between the start and finish obstacles.

\_\_\_\_\_ Each course is approximately the same length, however, the SCT is determined by the longer course

\_\_\_\_\_ Each course is relatively equal in difficulty for each level

\_\_\_\_\_ Each course includes 1-2 challenges

\_\_\_\_\_ Change of handling sides flow smoothly and logically for this level

\_\_\_\_\_ There are no 180 degree turns to a contact or a tire (Exception: tunnel next to a-frame or dog walk contact, from under the contact obstacle, however – this sequence is not recommended for this level.)

\_\_\_\_\_ There are no more than 45 degree approaches for the following obstacles: a-frame, dog walk, tire, broad and double jump

\_\_\_\_\_ Obstacle discriminations are no less than 8' apart (Exception: tunnel next to a-frame or dog walk contact, from under the contact obstacle – 3', however – this sequence is not recommended for this level.)

## Colors Class Checklist - Levels 3 / S & 4 / 5 / C

\_\_\_\_\_ There are 8 – 10 obstacles on each of the two courses (field contains a total of 12 - 20 obstacles). The two courses must overlap or cross paths at least 2-3 times. Each course may be a different number of obstacles in length.

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

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

NOTE: Try to keep at least 20' between the start and finish obstacles.

\_\_\_\_\_ Each course is approximately the same length, however, the SCT is determined by the longer course

\_\_\_\_\_ Each course is relatively equal in difficulty for each level

\_\_\_\_\_ Each course includes 2-4 challenges

\_\_\_\_\_ Change of handling sides flow smoothly and logically for this level. At least one change is required. If there is more than one change, one change should be when the dog is visible to the handler.

\_\_\_\_\_ There is no more than a 90 degree approach for the a-frame

\_\_\_\_\_ There are no more than 135 degree approaches for the following obstacles:  
dog walk, teeter-totter, tire jump, broad, double and triple jump

\_\_\_\_\_ Obstacle discriminations are no less than 5' apart. (Exception: tunnel next to a-frame or dog walk contact, from under the contact obstacle – 3')

\_\_\_\_\_ Segments should be included that encourage distance handling

## Wildcard Class Obstacle Checklist

Obstacle Requirements	Minimum obstacles	Maximum obstacles with wildcards	Minimum obstacle performances	Maximum obstacle performances with wildcards
Dog Walk	0	1	0	1
A-Frame	0	1	0	1
Teeter Totter (not in Level 1)	0	1	0	1
Tunnels (Open & Closed - total) Closed may only be used one time if on the course	2	4	2	5
Broad, Double, Triple Jumps (NO Triple in Levels 1 & 2) 2 Double Jumps may be used	1	2	1	2
Tire Jump	1	3	1	3
Weave Poles – Levels 1 & 2 5 – 6 weaves can only be used once as a two point wildcard – see two point wildcard list below	0	6	0	6
Weave Poles – Levels 3 / S See bullet point details below	5	18	5	18
Weave Poles – Levels 4 / 5 / C See bullet point details below	10	18	10	18
Bar Jumps (winged / wingless)	3	12	5	12

Wildcard courses may not begin or end with a contact or weaves, and may not begin with a spread jump. Preference is not to end with a spread jump.

### Numbering the course – to keep Wildcard uniform and alleviate confusion for exhibitors:

Number the course as usual. Use square text boxes at each wildcard as follows (using #3 as the example):

3a – would be 1 point wildcard

3b – would be 2 point wildcard

3b/1 and 3b/2 would be if a combo is in the wildcard

Delete the circle #3

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

## Wildcard Class Checklist – Levels 1 / 2

\_\_\_\_\_ The course includes 10-12 numbered obstacles

\_\_\_\_\_ The appropriate wildcard obstacles are used for each level (**two 1 point wildcards and one 2 point wildcard**):

1 point: bar jumps, tire jump, tunnel (open or closed), broad or double jump

**Combination: if Dog Walk is a two point obstacle (combo of tire and open tunnel ONLY)**

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

Combinations of two – 1 point obstacles – the following are allowed:

single bar jump & single bar jump

single bar jump & tire

single bar jump & open tunnel

tire & open tunnel

- **NOTE:** 2 point obstacles: teeter-totter, weaves or triple – **only one** may be used as one of the 2 point wildcards in levels 1 & 2.

\_\_\_\_\_ The course includes 1-2 challenges

\_\_\_\_\_ Change of handling sides flow smoothly and logically for this level

\_\_\_\_\_ There are no 180 degree turns to a contact or a tire (Exception: tunnel next to a-frame or dog walk contact, from under the contact obstacle, however – this sequence is not recommended for this level.)

\_\_\_\_\_ There are no more than 45 degree approaches for the following obstacles: a-frame, dog walk, tire, broad and double jump

\_\_\_\_\_ Obstacle discriminations are no less than 8' apart (Exception: tunnel next to a-frame or dog walk contact, from under the contact obstacle – 3', however – this sequence is not recommended for this level.). **Discrimination exception: wildcard paired obstacles are to be placed 5' apart for all levels.**

## Wildcard Class Checklist – Levels 3 / S & 4 / 5 / C

\_\_\_\_\_ The course includes 10-12 numbered obstacles

\_\_\_\_\_ Weave poles Levels 345CS – **ONE of the following MUST be followed for Levels 3/4/5/C/S :**

- If two sets of 5 - 6 weaves appear in two of the three wildcards as two point obstacles, no course weaves are required.
- There are 5 - 6 weaves on the course, and one or two sets of 5 - 6 weaves as two point wildcards.
- There are 10 - 12 weaves on the course, with no weaves in the wildcards
- There are 10 - 12 weaves on the course, and one set of 5 - 6 weaves as a two point wildcard

\_\_\_\_\_ The appropriate wildcard obstacles are used for each level (**one 1 point wildcard and two 2 point wildcards**):

1 point: bar jumps, tire jump, tunnel (open or closed), broad or double jump

**Combination: if Dog Walk is a two point obstacle (combo of tire and open tunnel ONLY)**

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

Combinations of two – 1 point obstacles – the following are allowed:

single bar jump & single bar jump

single bar jump & tire

single bar jump & open tunnel

tire & open tunnel

\_\_\_\_\_ The course includes 2-4 challenges

\_\_\_\_\_ Change of handling sides flow smoothly and logically for this level. At least one change is required. If there is more than one change, one change should be when the dog is visible to the handler.

\_\_\_\_\_ There is no more than a 90 degree approach for the a-frame

\_\_\_\_\_ There are no more than 135 degree approaches for the following obstacles: dog walk, teeter-totter, tire jump, broad, double and triple jump

\_\_\_\_\_ Obstacle discriminations are no less than 5' apart. (Exception: tunnel next to a-frame or dog walk contact, from under the contact obstacle – 3'). **Discrimination exception: wildcard paired obstacles are to be placed 5' apart for all levels.**

\_\_\_\_\_ Segments should be included that encourage distance handling

## Snooker Obstacle Checklist

Obstacle Requirements	Minimum	Maximum
Contacts	0	2
Tunnels – Open (Closed tunnel not allowed in Snooker)	1	N/A
Tire Jump	1	2
Weave Poles – Levels 3 / S	5	8
Weave Poles – Level 3/4/5/C/S	5	8
Weave Poles – Level 4/5/C <b>ONLY</b>	10	12
Bar Jumps: Reds - wingless	4	4
Course Bar Jumps (Winged/Wingless)	0	N/A
Table - finish line - REQUIRED	1	1

### NO SPREAD JUMPS OR CLOSED TUNNEL (CHUTE) ALLOWED

#### Snooker Class Checklist

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

\_\_\_\_\_ 4 “reds” are on the course with at least 2 within 10’ feet of the start line

\_\_\_\_\_ The “reds” are displaceable wingless bar jumps

The closing sequence includes (numbered 2 through 7):

\_\_\_\_\_ Closing obstacles #2 and #3 cannot be a contact or weaves, and should not be a combo.

\_\_\_\_\_ 1 contact (no teeter in levels 1 or 2) **OR** in lieu of a contact, a combination obstacle: 2 or 3 obstacles (**Combination is recommended**; but not required to have no contacts on the course)

\_\_\_\_\_ 1 tire

\_\_\_\_\_ 1 open tunnel (closed tunnel is no longer allowed in Snooker)

\_\_\_\_\_ 5 to 8 weave poles - levels 3, 4, 5, C, S (Note: up to 12 weaves are permissible if the course is 4, 5, C only)

\_\_\_\_\_ 2 additional obstacles (no broad, double or triple spread jumps)

\_\_\_\_\_ The Table must be used as the ‘finish line’. Only one paw on table is required to stop the clock.

Course time (based on 20” dogs); check off the desired course time (it is recommended the course times are in a text box within the course or on the top of the page):

\_\_\_\_\_ 2 or 3 “reds” on start line, 1 or 2 “reds” on course = 40 / 45 / 50 seconds large dogs, add 5 seconds for 8’ & 12” dogs and Level S

\_\_\_\_\_ 4 “reds” on start line = 45 / 50 / 55 seconds large dogs, add 5 seconds for 8” & 12” dogs and Level S

## Jackpot Obstacle Checklist

Obstacle Requirements	Maximum on course	Minimum Level 1 / 2	Minimum Level 3 / S	Minimum Level 4 / 5 / C
Contacts	3	2	2	2
Tire / Window	3	1	1	1
Open Tunnel	4	2	2	2
Closed Tunnel	1	0	0	0
Weaves Levels 1 & 2 – maximum of 12 weaves	18	1 set of 5- 6 weaves (cannot have a set of 10-12)	1 set of 5- 6 weaves OR 1 set of 10 – 12 weaves	2 sets of 5- 6 weaves OR 1 set of 10 – 12 weaves
Jumps – Bar only	15	6	6	6
Spread Jumps	3	1	1	1
Total Obstacles on course	24	13	13	16

\*If only two contacts are used, a combo of two displaceable bar jumps MUST be designated as a 5 point obstacle. If a dog performs only one of the two jumps OR drops one of the bars, in the combo, the dog earns zero points.

## Jackpot Course Checklist

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

The course may not have a contact or spread jump placed so it is the first obstacle used from a start line.

The total gamble points may not be changed. The only exception is for CPE Nationals.

No team is able to accumulate more than 99 total points.

Non-traditional multiple gambles may be other than 20 points, however, at least 20 points should be reasonably attainable by each team. No more than 3 gambles are allowed on the course.

Non-traditional gambles:

Allowed points per gamble

2 obstacles – minimum 10 points

3 obstacles – minimum 15 points

4 obstacles – minimum 20 points

Any gamble – maximum 25 points

If a gamble is allowed to be performed before the whistle, gamble points are not to be doubled after the whistle.

\_\_\_\_\_ The opening sequence obstacle placement is predominately smooth and flowing; allows for required point accumulation within time allowed.

The following may vary depending on gamble variations – the following standards are for a traditional gamble line. If submitting a gamble variation, an explanation must be on the course grid or attached.

**Gamble Lines:**

\_\_\_\_\_ Level 1 & 2 gamble line restriction: beginning at 0' up to 5', may graduate up to a maximum of 10'

\_\_\_\_\_ Level 3 & S gamble line restriction: beginning at 0' up to 10' may graduate up to a maximum of 15'

\_\_\_\_\_ Level 4, 5 & C gamble line restriction: beginning at 0' up to 15' may graduate up to a maximum of 20'

**Gamble obstacles:**

NOTE: dog walk, chute & spread jumps are never allowed within a gamble line.

\_\_\_\_\_ Level 1 & 2: bar jumps, open tunnels, tires, A-Frame (gamble line must allow the handler to be within 5' of the A-Frame)

\_\_\_\_\_ Level 3, 4, 5, C & S: any of the above, plus teeter-totter, a-frame and weave poles (5-12)

\_\_\_\_\_ Table ends the gamble (8" for small dogs, 16" for large dogs), OR a finish line as the last obstacle. NOTE: In a traditional gamble, the finish line is part of the gamble. The dog must cross the line and stop the clock before gamble time expires. It is possible for the dog to earn the last points of the gamble and NQ.

**Traditional Gamble directional control:**

\_\_\_\_\_ Level 1 & 2: may have up to 1 to 2 mild directional changes

\_\_\_\_\_ Level 3, S: may have up to 2 directional changes

\_\_\_\_\_ Level 4, 5 & C: may have up to 2 to 3 directional changes

\_\_\_\_\_ The gamble obstacle discrimination is appropriate distance and angles depending on obstacle and level

Course Times (check off the desired opening, write in gamble times / it is recommended the course times are in a text box within the course or on the top of the page):

\_\_\_\_\_ Opening: small dogs 40 seconds, large dogs 35 seconds

\_\_\_\_\_ Opening: small dogs 45 seconds, large dogs 40 seconds

\_\_\_\_\_/\_\_\_\_\_ Gamble: small dogs up to 18 seconds, large dogs up to 16 seconds  
(add 2 seconds for a contact or up to 6 weaves, add 4 seconds for over 6 weaves)

**Use of the Tunnel Maze:** The Tunnel Maze may only be used in Jackpot as a 5-point or as a 7-point obstacle, dictated by the judge. In Jackpot, the Tunnel Maze may be used in addition to the 3 contacts, OR 2 contacts and one combination. Due to space requirements of the Tunnel Maze, if it is used at Levels 4/5/C or on a \*universal\* course, the number of bar jumps required would be reduced to 6 and the number of weaves required would be reduced to 1 set of 6. Total number of obstacles in the field would be reduced to 13. The tunnel maze may have only 2 or 3 tunnel \*arms\* and not more than 1 "loop back" tunnel.

## FullHouse Obstacle Checklist

Obstacle Requirements	Minimum	Maximum
Bar Jumps (Winged/Wingless) Panel Jump can count as a bar jump, only one	6	10
Tire Jump	1	1
Tunnels (Open & Closed - total) If the closed tunnel (chute) is used, only one may be on the course	3	3
A-frame, Dog Walk, Broad Jump, Double Jump	2	2
Teeter Totter, 5-6 Weaves, Triple Jump	1	1
Table	1	1

## FullHouse Class Checklist

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

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

\_\_\_\_\_ Finish line is always Table

\_\_\_\_\_ 6 – 10 bar jumps (1 must be a “one” bar jump)

\_\_\_\_\_ 4 “circles”: 3 tunnels (no more than 1 closed tunnel), 1 tire

\_\_\_\_\_ 3 “jokers” – **choose two from List 1 and one from List 2** (for a no contact FullHouse course, two doubles can be used if no broad is available):

**List 1:** Dog Walk, A-Frame, Broad Jump, Double Jump

**List 2:** Teeter-Totter, Weaves (5 or 6), Triple Jump

**Use of the Tunnel Maze:** The Tunnel Maze may only be used in FullHouse as a fourth 5-point Joker. The tunnel maze may have only 2 or 3 tunnel “arms” and not more than 1 "loop back" tunnel.

## Jumpers Class Obstacle Checklist

Obstacle Requirements	Minimum obstacles	Maximum obstacles	Minimum obstacle performances	Maximum obstacle performances
Open Tunnels	2	4	2	N/A
Double Jump – all levels required	1	2	1	2
Broad Jump – Level 1 & 2	0	1	0	1
Broad, Triple Jump – Levels 345CS	0	1	0	1
Tire Jump	1	3	1	3
Bar Jumps (winged / wingless)	5	12	5	N/A
Panel / Wall Jump (optional)	0	1	0	1

### NO CLOSED TUNNEL (CHUTE) ALLOWED

Jumpers courses may not begin with a spread jump. Preference is not to end with a spread jump.

### Jumpers Class Checklist

Course design guidelines for distance apply.

***All Levels - No more than 6-8 jumps may be in a sequence before an open tunnel is placed to break the jump sequence (no more than 6 is preferred). Jumps include the tire and spreads.***

Levels 1 & 2:

\_\_\_\_\_ 12 to 16 total obstacles on course

\_\_\_\_\_ no more than 45 degree angle approach to the tire, broad jump or double jump.

\_\_\_\_\_ obstacle discrimination – must be at least 8' feet apart.

Levels 3 & S:

\_\_\_\_\_ 14 to 18 total obstacles on course

\_\_\_\_\_ no more than 135 degree angle approach to the tire, broad jump, double jump or triple jump.

\_\_\_\_\_ obstacle discrimination – must be at least 5' feet apart.

Levels 4, 5 & C

\_\_\_\_\_ 16 to 20 total obstacles on course

\_\_\_\_\_ no more than 180 degree angle approach to the tire, broad jump, double jump or triple jump.

\_\_\_\_\_ obstacle discrimination – must be at least 3' feet apart.