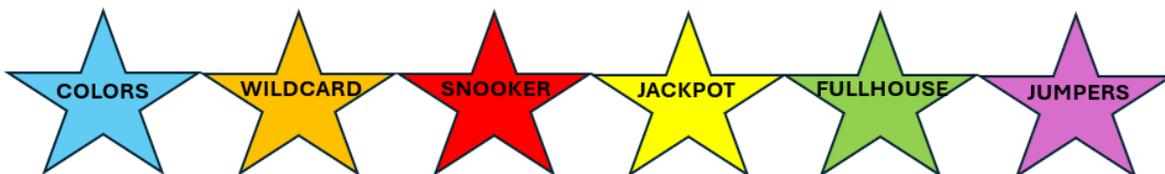




The CPE Agility program offers a lot of fun games for you to play with your dog. Of course, they also offer the “Standard” agility class, which has a numbered sequence of obstacles. However, the games allow you and your dog some choices, and give you a chance to showcase your strategy and skills. For the beginner, the games offer a way to play agility in a way that provides fun and reinforcement for both the handler and the dog. In order to eventually get a championship level title in CPE, you and your dog will need to learn the games and master them. The CPE rulebook should be consulted for official rules and specifics, but this is a summary sheet so you can learn the “big picture” for each game.

Game/Class	Main Goal	Required to Q 😊	Oops, sorry, no Q 😞
<b>COLORS</b>	Choose one of two overlapping short courses, each labeled with different colored numbers	Complete the course <i>your dog</i> chooses. The design will be such that the junction where the two courses diverge is a discrimination. Sometimes the course you walked may not be the course the dog chooses. You can still qualify if you are able to successfully complete the other course.	<ul style="list-style-type: none"> <li>Off course (L3,L5 only)</li> <li>Dropped bar (all levels)</li> </ul>
<b>WILDCARD</b>	Run a short course where you make an obstacle discrimination choice at three places on the course. The choices are labeled “A” and “B” and the “A” option is usually easier than the “B” option.	In levels 1 & 2, you must choose two “A” options and one “B” option. In levels 3, 5, & C you must choose two “B” options and one “A” option. The choices can be in any order (AAB, ABA, BAA for level 1 & 2) (BBA, BAB, ABB for levels 3, 5, C).	<ul style="list-style-type: none"> <li>Off course (L3,L5 only)</li> <li>Not following A-B requirement</li> <li>Dropped bar on a chosen Wildcard option obstacle (one dropped bar is allowed on course if it is not a Wildcard option obstacle)</li> </ul>

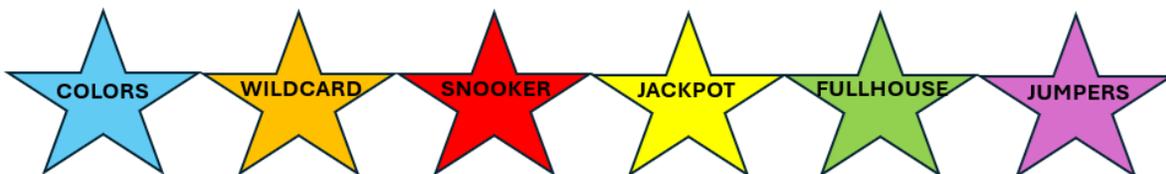




Game/Class	Main Goal	Required to Q 😊	Oops, sorry, no Q 😞
<b>SNOOKER</b>	This game is based on the billiards game of the same name. There is an “opening” and a “closing”. In the opening, your dog must perform a red jump (there are 4 possible red jumps on course), and then perform any other obstacle. You repeat this sequence 3 times, using a different red jump each time. The obstacle after the red jump can be re-used, as long as it is anything but a red jump. Each obstacle has labeled point values, awarded for successful completion. After doing a red jump and then another obstacle three times, you go to the closing sequence, which is labeled 2,3,4,5,6,7. There is a finish obstacle (jump or table) the dog must do after 7 to stop the time.	<ul style="list-style-type: none"> <li>Complete the opening sequence, as required, with no deviation from the pattern</li> <li>Complete the closing sequence in order to earn the required number of points for your level (see table below)</li> <li>If your dog drops a bar on a red jump, you must go to another red jump before completing another obstacle for the opening sequence</li> <li>In the closing sequence, if your dog drops a bar, has an off course, or misses a contact, you can no longer accumulate points and must go directly to the finish obstacle</li> </ul>	<ul style="list-style-type: none"> <li>Any deviation from the required opening sequence of red-other, red-other, red-other (Unfortunately, this is the only game where the judge will say “thank you” and ask you to leave if your dog does not do the sequence required)</li> <li>Not enough points earned for your level</li> <li>Failure to complete the finish obstacle</li> </ul>

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 5 and C	32 Points	Level 5 and C	30 Points



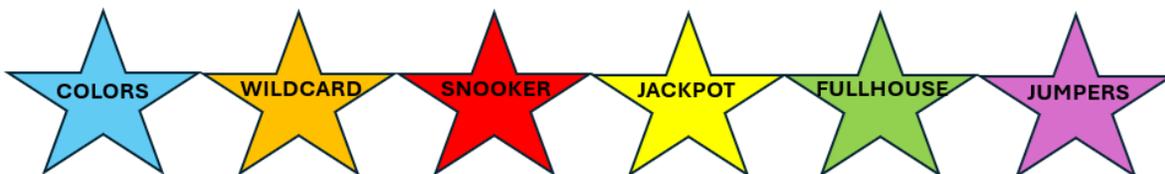


Game/Class	Main Goal	Required to Q 😊	Oops, sorry, no Q 😞
<b>JACKPOT (TRADITIONAL)</b>	Showcase your dog's distance skills. The class has an "opening" and a "closing". In the opening, you make up a course, earning the point value of each obstacle (see below). In the closing (signaled by an automatic buzzer), your dog performs a numbered sequence and you must remain behind a line.	<ul style="list-style-type: none"> <li>You must earn the minimum total points required for your level</li> <li>You must complete the distance sequence</li> </ul>	<ul style="list-style-type: none"> <li>Doing the closing obstacles in the opening in an order, forwards or backwards</li> <li>Off course or faulted obstacle in the distance sequence</li> <li>Going over the allotted maximum course time for your dog's height class</li> </ul>
<b>JACKPOT (NON-TRADITIONAL)</b>	Showcase the handler's ability to think strategically. Each course is unique in design. There is an opening and closing. Sometimes there is a distance sequence that can be done at any time, but sometimes there is a specific pattern of obstacles required. Details on map & in briefing.	<ul style="list-style-type: none"> <li>You must earn the minimum total points required for your level</li> <li>You must complete the required non-traditional jackpot sequence as specified</li> </ul>	<ul style="list-style-type: none"> <li>Not following the non-traditional jackpot pattern or faulting an obstacle in the pattern</li> <li>Going over the allotted maximum course time</li> </ul>

- 1 point: Single bar jumps and the panel jump
- 3 points: Tunnel, double jump, broad jump the wall jump, and six weave poles
- 5 points: Twelve weave poles, contacts, and a two jump combination
- 7 points: (Judge's choice) any obstacle which can be used only one time for 7 points

**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
5 and C	24 Points	20 Points	44 Points	5 and C	22 Points	20 Points	42 Points





# CPE AGILITY GAMES



Canine Performance Events

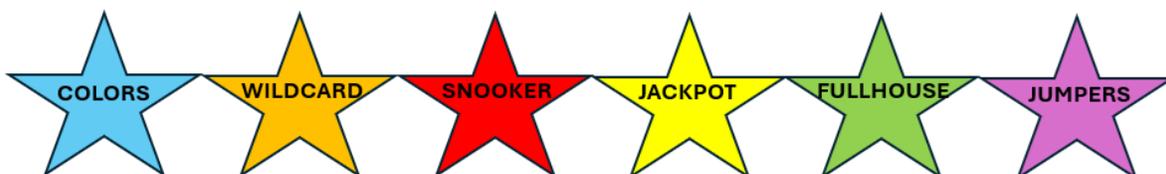
Game/Class	Main Goal	Required to Q 😊	Oops, sorry, no Q 😞
<b>FULLHOUSE</b>	Make up your own course, but collect points as following: <ul style="list-style-type: none"> <li>• 1 pt obstacle at least 3 times</li> <li>• 3pt obstacle at least 2 times</li> <li>• 5 pt obstacle at least 1 time</li> </ul>	<ul style="list-style-type: none"> <li>• Collect the minimum required points for your dog's level</li> <li>• Complete the course by having your dog perform the table</li> </ul>	<ul style="list-style-type: none"> <li>• Failure to follow the requirements for each type of obstacle</li> <li>• Not enough points collected</li> <li>• Table not performed</li> </ul>

**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 5 and C	25 Points	Level 5 and 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"





# CPE AGILITY GAMES



Game/Class	Main Goal	Required to Q 😊	Oops, sorry, no Q 😞
<b>JUMPERS</b>	Showcase your dog's ability to perform a smooth, flowing course, consisting only of jumps and tunnels, at speed	<ul style="list-style-type: none"> <li>Complete the course in under standard course time</li> </ul>	<ul style="list-style-type: none"> <li>More than the allotted number of faults allowed per level</li> </ul>

**Table A21: Allowable Faults in the Jumpers Class**

Faults Allowed	Level 1	Level 2	Level 3	Level 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

