

CPE JUDGE'S BRIEFING

Welcome and thank you for having me as your judge.

- No food, toys or other training devices allowed within 10 feet of the ring.
- Dogs may run with a collar. No attachments.
- Time starts when the dog crosses the plane of the first obstacle and ends when they take the last obstacle in the correct direction. Failure to finish the last obstacle is an NT (no time).
- 4 Paw Safety Rule – On numbered courses when the next obstacle is a contact, if your dog commits with all 4 paws and then jumps off, it is a fault. If you put your dog back on the obstacle, then it is training in the ring.
- Training in the Ring is allowed. There are two types of training:
 - **Declared Training** – You must declare to the judge that you are training, when you enter the ring. This will result in a No Time (NT). You can use a pre-approved toy. You have up until Large Dog SCT.
 - **Fix and Go** – If you make a mistake on course and want to train, you can fix it one time and then continue on course. This will result in a No Time (NT). You have up until Large Dog SCT. Fix and Go is not allowed in Snooker.
- Gate Chutes – if your dog enters the gate chute before completing their run, they have left the ring and will receive a No Time (NT).
- Closing the ring gates – You may choose to have the ring gates closed without penalty.
- If your dog picks up their leash before their run is over then you will receive a No Time (NT).
- If during your run you hear me say “thank you,” that means your run is over. Please put your dog on leash and exit the ring.
- Keep your dog always leashed, except in designated off-leash areas. Be aware of your dog and other dogs to prevent dog on dog aggression.
- If there is a question about a call or score, check your scribe sheet before asking the judge. The judge cannot use video to change a call.
- Always use good sportsmanship and remember to, Have Fun!

More details can be found in the rulebook, on the CPE website at www.k9cpe.com

Dan Roy