

TRAINING IN THE RING (From the CPE rule book)

CPE – Training in the Ring and Four Paw Safety Rule change

These rules are to be in effect for trials held after March 14, 2019 and are subject to change. Any changes will be published in the online rulebook, www.k9cpe.com.

This is to help dogs in areas where they may struggle early in their career or perhaps to reaffirm a piece of equipment that may not have been familiar to them at this trial. This is not to replace training and classes.

Four Paw Safety Rule - Contacts

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

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

NOTE: for 3 legged dogs, judge as above for 3 paws.

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

Fix and Go vs Declared Training in the Ring

Fix and Go

- First occurrence of Training in the ring will result in an NT (No Time) however the team may continue their run with the Judge signaling the timer to sound the whistle or horn at expiration of Large Dog SCT (Standard Course Time supplied and instructed by the Judge prior to each class).
- If the team chooses to execute second occurrence the judge will excuse the team from the ring with a thank-you or a whistle. This includes a second repetition of the same obstacle/sequence. The team must immediately stop their run and head to the exit gate at that time.
- Further offenses or continuing the run will result in additional excusals for the day/weekend per the judge's discretion. The following items are not considered training in the ring:
 - Dog grabbing its leash at the end of a run (if the run has not yet ended, the dog would receive an NT).
 - Asking the dog once for a sit or down on the table in the point games (asking more than once will be a delay of finish, 5 faults/points to NT for training in the ring for additional requests to the dog).

The following items are considered training in the ring:

- Directing the dog back onto the contact after having engaged with all 4 paws at the same time
- Start line stay – leaving the dog and going back again to reposition the dog after the handler passes the plane of the first obstacle (before the handler leaves the dog, continuous repositioning or repeated commands can be a delay of start)
- If the dog jumps off the table after the handler directs the dog to the table, the handler then directing the dog back on the table (point games)
- Following an off course, repeating a section of the course beginning up to two prior obstacles to where the off course occurred.

- Some additional things that are considered training in the ring: petting or touching your dog as a reward during your run. Touching the equipment to assist the dog (such as holding the teeter as it moves). This list is not all inclusive and the judge's decision is final.

While running on course

- The handler will direct the dog through the course without a collar or lead. The handler may use any verbal or visual commands to direct the dog through the course. The Judge may assess a 5-fault penalty to elimination for any command that is not given in a sportsmanlike manner. Faults can be but are not limited to: foul or abusive language, display of anger, frustration or excessive harshness. If the fault is severe enough, the Judge has the right to excuse the exhibitor from the ring and / or the remainder of the trial. If excused from the trial, a report would be filed with CPE.

See Faults, Eliminations and Excusals.

- Food, (includes fanny packs and leash attachments) are not allowed within 10' feet of the ring. Clickers, training whistles and squeaky toys are not to be used within distraction distance of the ring.
- Toys, training devices not allowed within 10' of the ring except as part of Declared Training in the Ring described below.
- No visible device can be used by the handler that can video or time the dog's run while in the ring.
- No device can be used on the handler or within a pocket that can notify the handler of the SCT for any class during a run (one example: wristwatch).
- The handler may not carry anything that could aid the dog in its performance. Exception noted below under prior to class starting.

Exclusion: Handicapped/Differently Abled Handlers using a cane, scooter, wheelchair, etc., to enable their progression around the course.

Declared Training In the Ring (TIR)

If allowed by the Host Club and a handler decides they may want to use a toy or training aid at any time during their run the handler must approach the Judge during Walk through or previously in that trial day for the Judge to approve the toy or training aid for use on the course.

- Handler must alert the Judge upon entry to the ring that the dog will be TIR. Handler is then allowed to have a reasonably sized silent toy/aid with them for use once their run has started (this toy must be approved by the Judge of record PRIOR to the start of the class to determine its eligibility, absolutely no food/scents/audible devices). The toy is NOT allowed to be used in either gate chute or prior to the previous dog leaving the ring.
- Timer will start the time on the Judges signal. Timer will either blow whistle or sound horn at expiration of Large Dog SCT (Standard Course Time supplied and instructed by the Judge prior to each class).
- Handler must leave the ring with their dog expeditiously allowing the next dog to enter.
- Although the Judge will not be judging for a score, they are required to watch the handler throughout their run both for safety and to ensure the team is proceeding through the course as designed by the Judge
- There is no resetting of knocked bars at any time by the handler.
- Team may start on any obstacle, crossing start line will start time as directed by Judge, this now includes use of the gamble in Jackpot.