

## CPE JUDGE'S BRIEFING

More details can be found in the rulebook, on the CPE website at [www.k9cpe.com](http://www.k9cpe.com)

- No food, toys or other training devices allowed within 10 feet of the ring.
- Dogs run naked - for safety reasons, your dog must run without a collar or any other attachment.
- Time starts when the dog crosses the plane of the first obstacle. Time 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 correct 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 in CPE
  - a. Declared Training – Will result in an NT (no time). Can use a pre-approved toy. You must declare to the judge that you are training. You have up until Large Dog SCT to train.
  - b. Fix and Go – Will result in an NT (no time). If you make a mistake on course and want to train, then you can fix it one time and then continue on 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 an NT (no time).
- If your dog picks up their leash before their run is over then you will receive an NT (no time).
- If at any time 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 leashed at all times except in designated off-leash areas. Be aware of your dog and other dogs to prevent dog on dog aggression.
- If there is any question about a call or score, first see the score keeper and check your scribe sheet before asking the judge. The judge cannot use video to change a call.
- Use good sportsmanship at all times and remember to, Have Fun!

The diagram illustrates a sequence of 100 moves for a 5-point combo on a 10x10 grid. The moves are represented by icons: a vertical bar with an arrow (move 1), a diagonal bar (move 2), a horizontal bar (move 3), a vertical bar (move 4), a horizontal bar (move 5), a vertical bar (move 6), a horizontal bar (move 7), a vertical bar (move 8), a horizontal bar (move 9), and a vertical bar (move 10). The sequence is labeled "5-point combo" and includes a "Bi-directional startline" at the bottom left.

The three pipe tunnels are point multipliers. Each tunnel alone is worth 3 points. Taking any 2 different tunnels consecutively will double the value of the next obstacle. Taking any 3 different tunnels consecutively will triple the value of the next obstacle.

**Opening:**  
All obstacles may be taken twice for points, including the tunnel multipliers. Obstacles may be taken back to back as long as it is done safely.

**Closing:**  
After the first horn, all obstacles may again be taken twice for points, including the tunnel multipliers. The table is live, will stop the clock and worth 5 points. You may double or triple the table points.

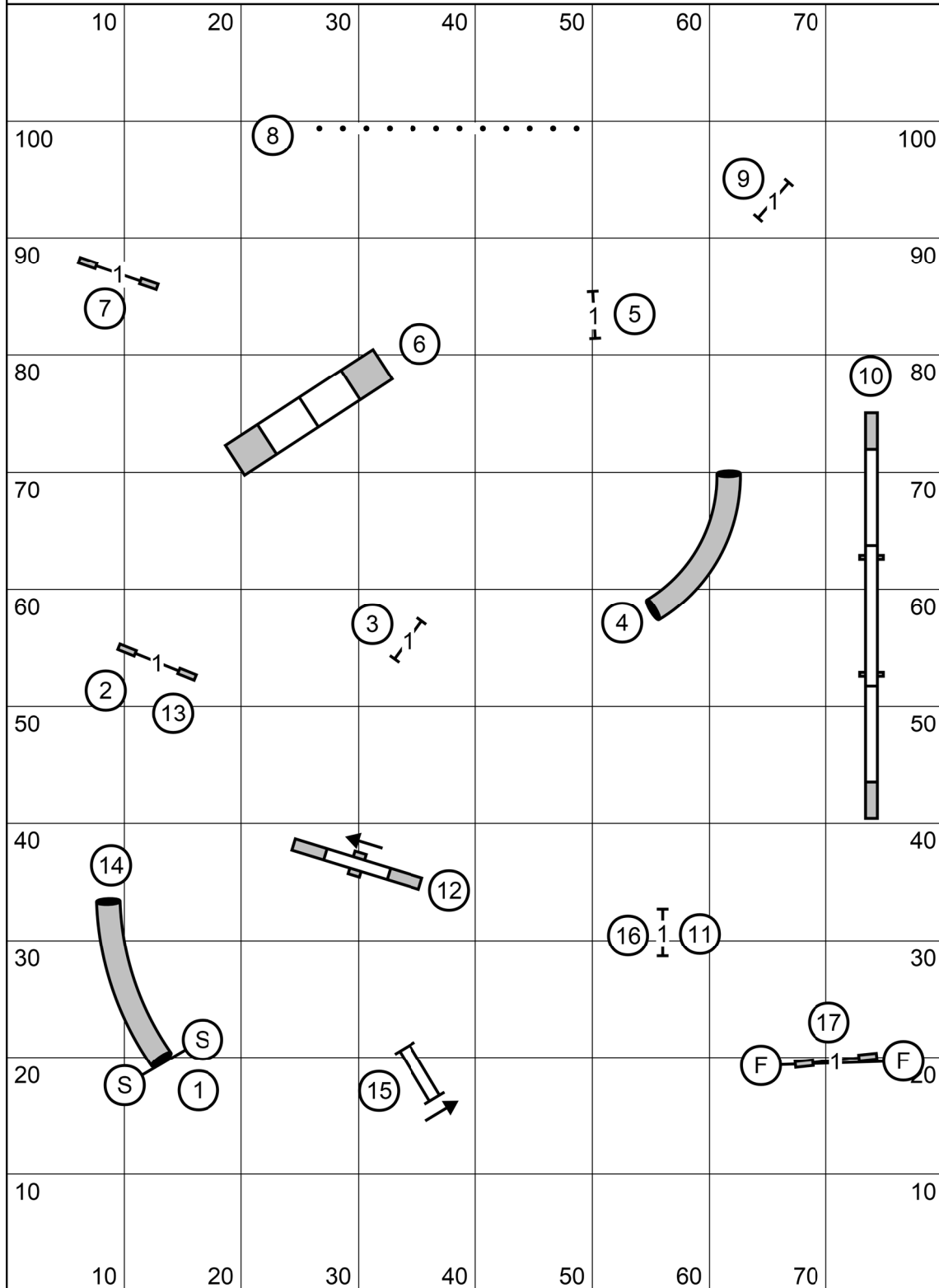
**Qualifying:**  
To qualify, teams must simply earn enough points for their level in the allotted time. Exceeding the total Jackpot time will result in a non-qualifying score.

LEVEL	Points Required
Level 1	32
Level 2	36
Level 3	40
Level 45C	44

Large dogs (16, 20, 24) - Open 30 sec / Close 18 sec  
Small dogs (4, 8, 12) - Open 35 sec / Close 20 sec  
\* Note: 16 inch vets jumping 12 get big dog time.

Jackpot Levels 1, 2, 3, 4, 5 & C  
Judged by: Dan Roy  
Saturday, March 13, 2021  
Haute Dawgs Agility Group  
Elk Grove, CA

# Standard Levels 4, 5 & C



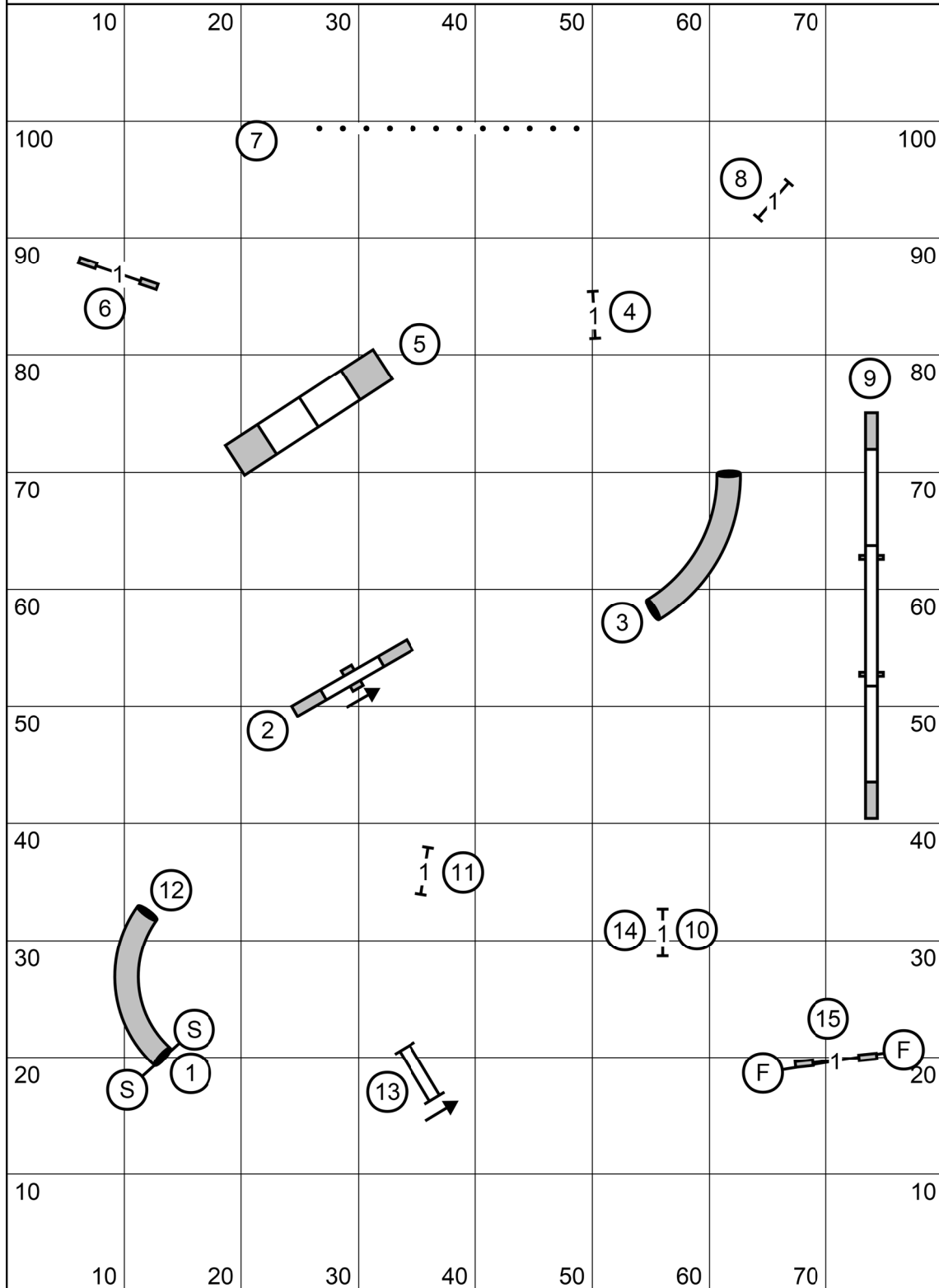
Enter / Exit

T/S

Enter / Exit

Standard Levels 4, 5 & C  
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# Standard Level 3



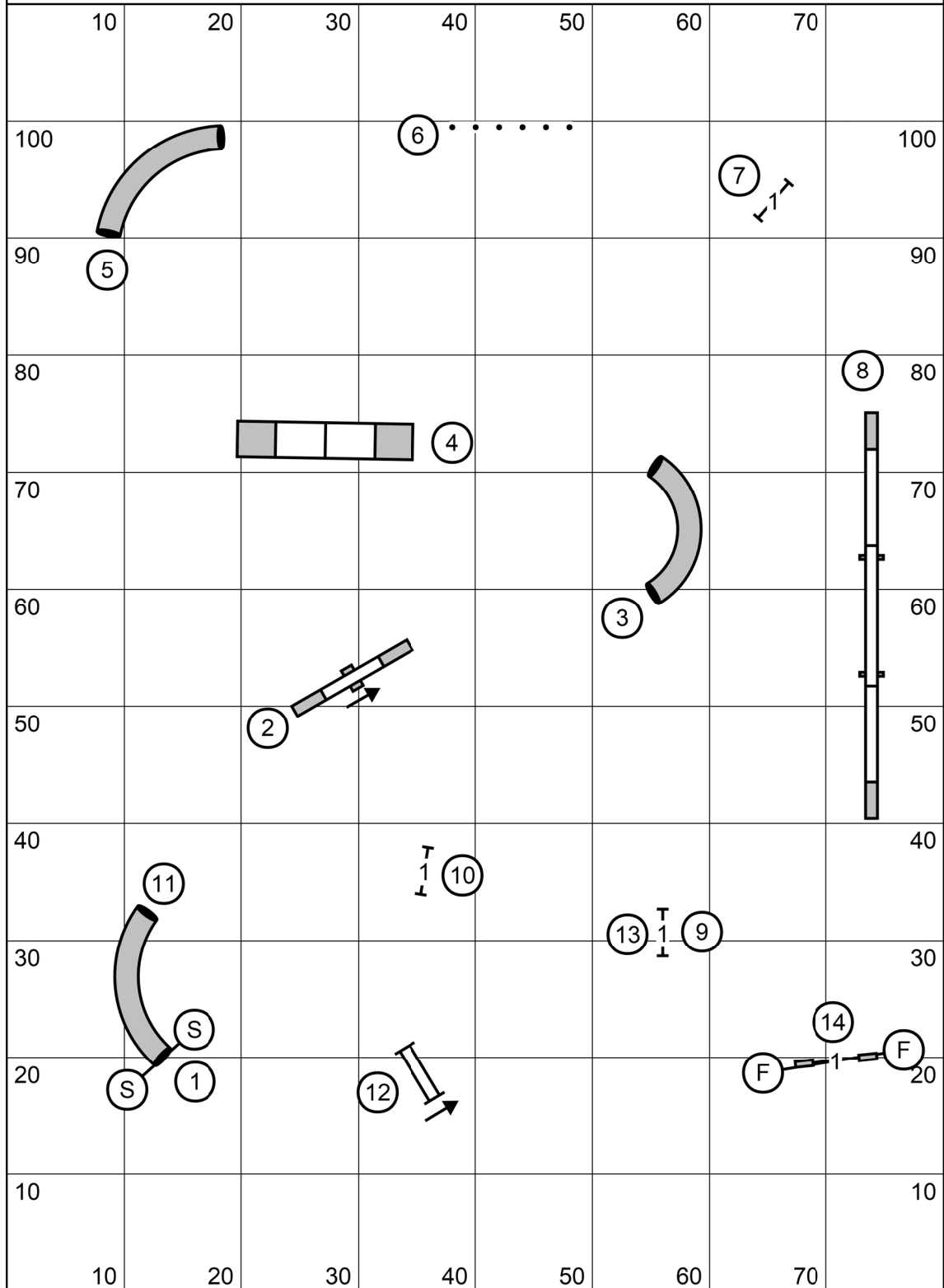
Enter / Exit

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Standard Level 3  
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# Standard Level 2



Enter / Exit

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Enter / Exit

Standard Level 2  
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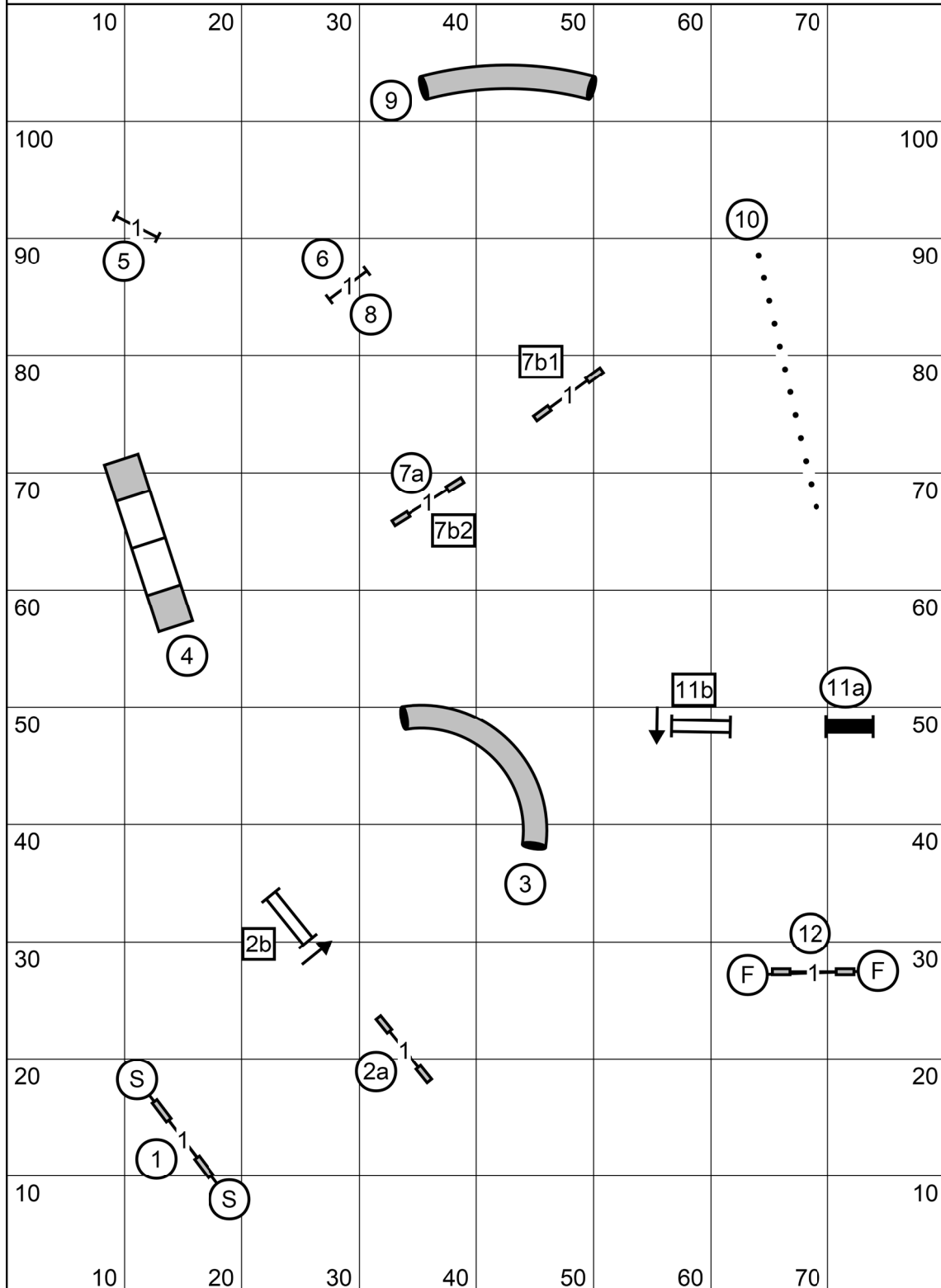
**Standard Level 1**

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Enter / Exit

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# Wildcard Levels 3, 4, 5 & C



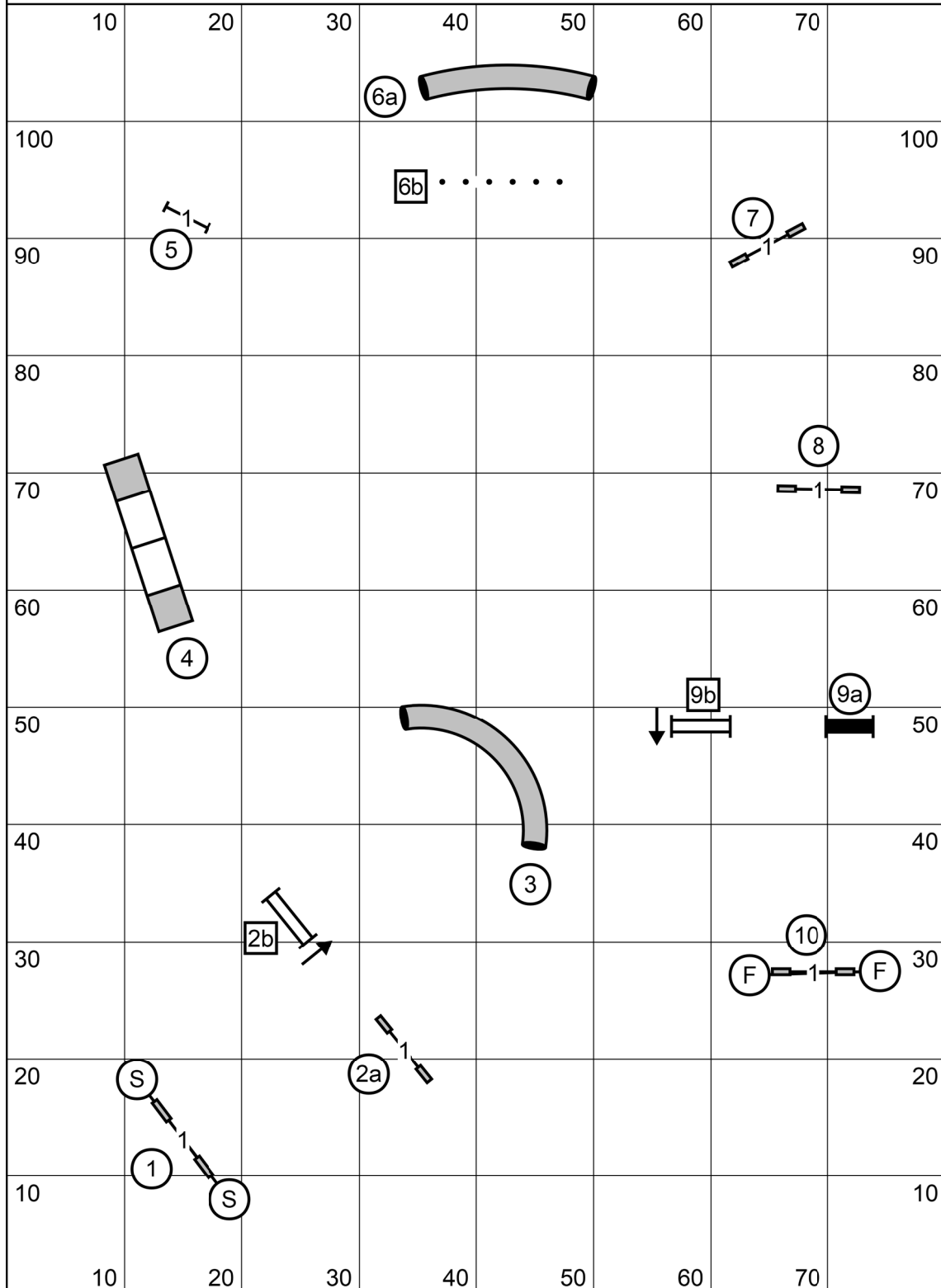
Enter / Exit

T/S

Enter / Exit

Wildcard Levels 3, 4, 5 & C  
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# Wildcard Levels 1 & 2



Enter / Exit

T/S

Enter / Exit

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## Opening

- ## Closing

- | LEVEL     | POINTS NEEDED |
|-----------|---------------|
| Level 1   | 26            |
| Level 2   | 28            |
| Level 3   | 30            |
| Level 45C | 32            |

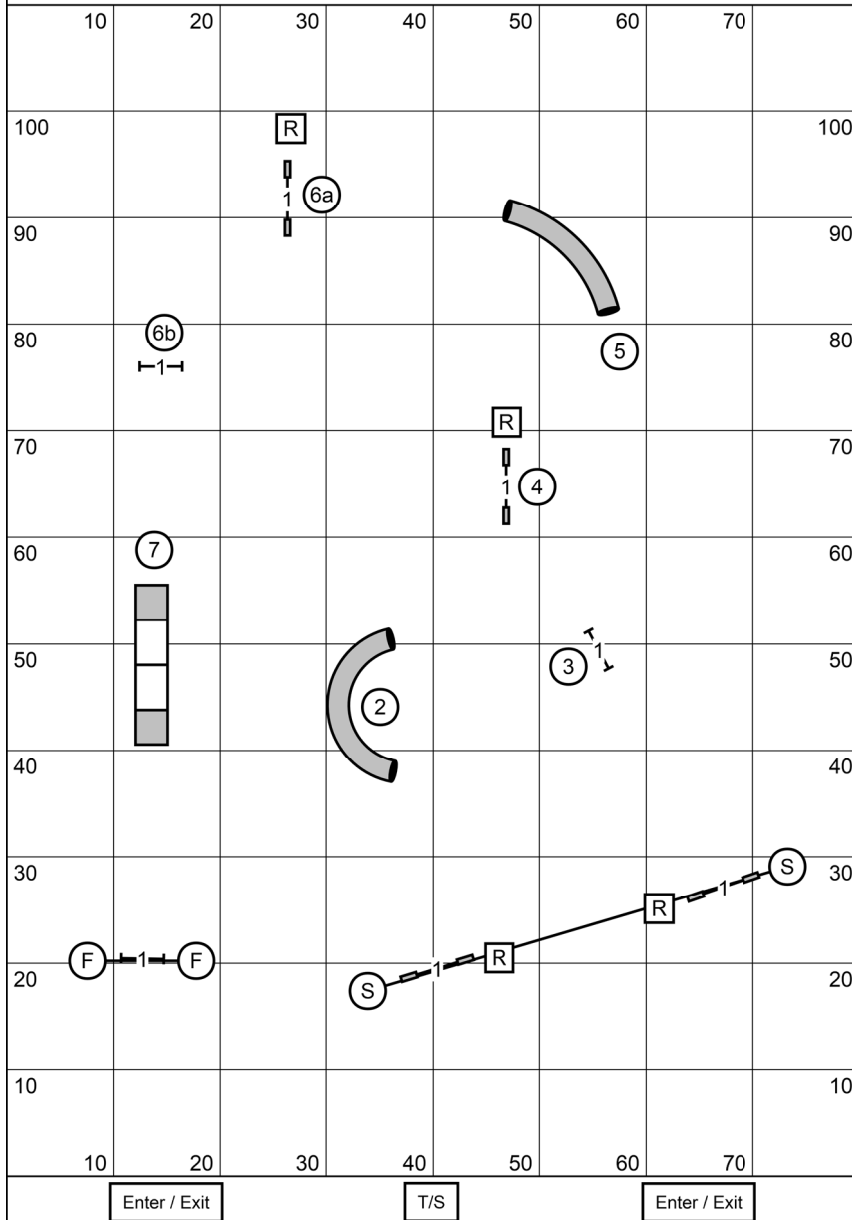
TIMES:

Large dogs (16, 20, 24)	- 45 sec
Small dogs (4, 8, 12)	- 50 sec

\* Note: 16 inch vets jumping 12 get big dog time.

Snooker Levels 3, 4, 5 & C  
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## Snooker Levels 1 & 2



### SNOOKER LEVEL 12 - BRIEFING

#### Opening

- Do 3 Red/Number combinations - Red/Number, Red/Number, Red/Number
- There is a 4th Red in case you knock a Red
- All obstacles are bi-directional in the opening. The #6 combo may be done in any order. Once you start the combo then need to attempt all parts of the combo.

#### Closing

- Do 2 through 7 in order, as labeled
- #2 is bi-directional
- Finish jump is live and will end your run

If at anytime you hear the judge's whistle or "thank you" then your run is over. Go do the finish jump to stop the clock. Finish jump can be done in any direction. Fix and Go is not offered in Snooker.

LEVEL	POINTS NEEDED
Level 1	26
Level 2	28
Level 3	30
Level 45C	32

Enthusiast/Specialist - 2 points less at each level

#### TIMES:

Large dogs (16, 20, 24) - 45 sec

Small dogs (4, 8, 12) - 50 sec

\* Note: 16 inch vets jumping 12 get big dog time.

Snooker Levels 1 & 2  
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**Jumpers Levels 3, 4, 5 & C**

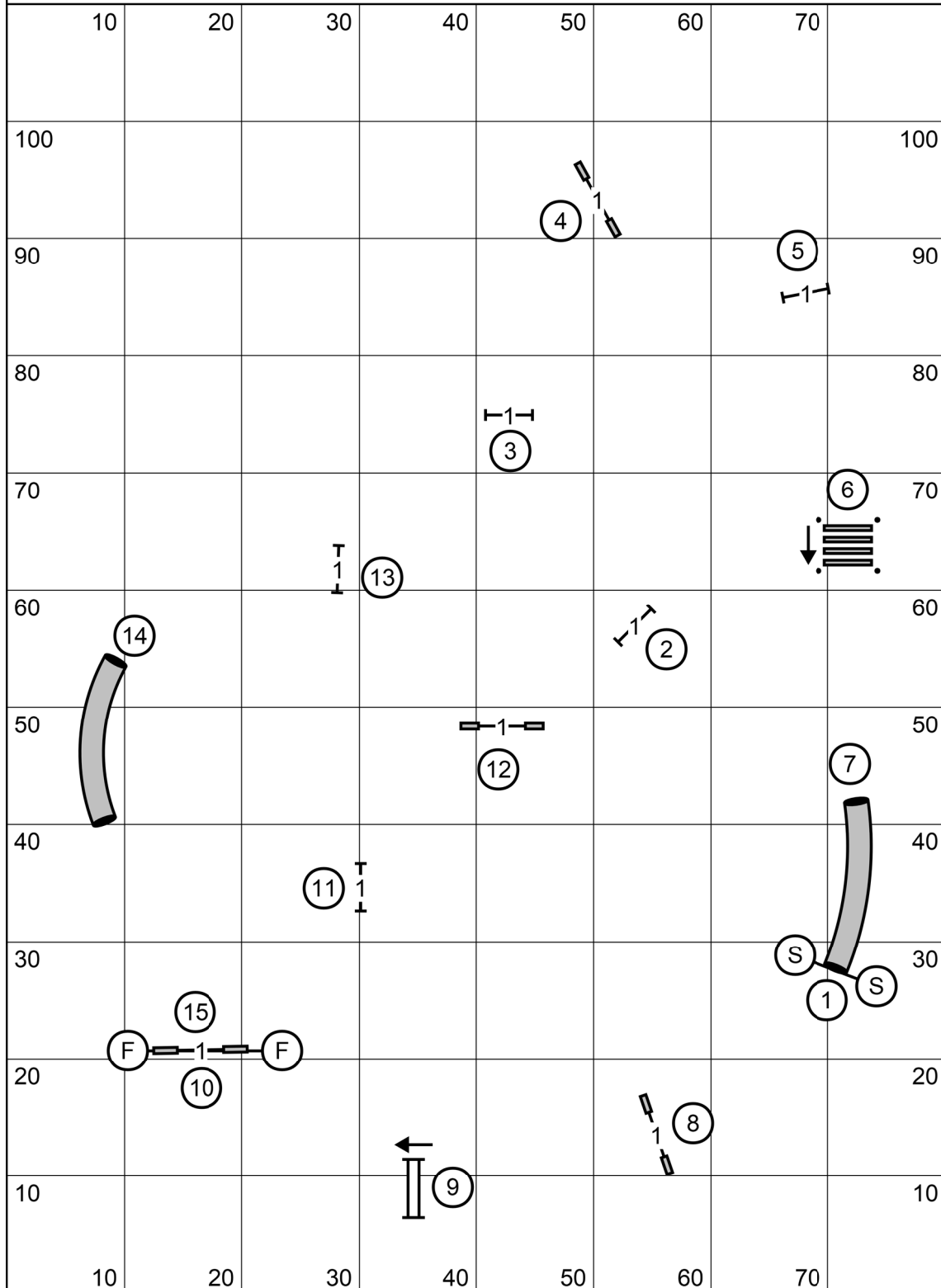
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T/S

Enter / Exit

Jumpers Levels 3, 4, 5 & C  
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# Jumpers Levels 1 & 2



Enter / Exit

T/S

Enter / Exit

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