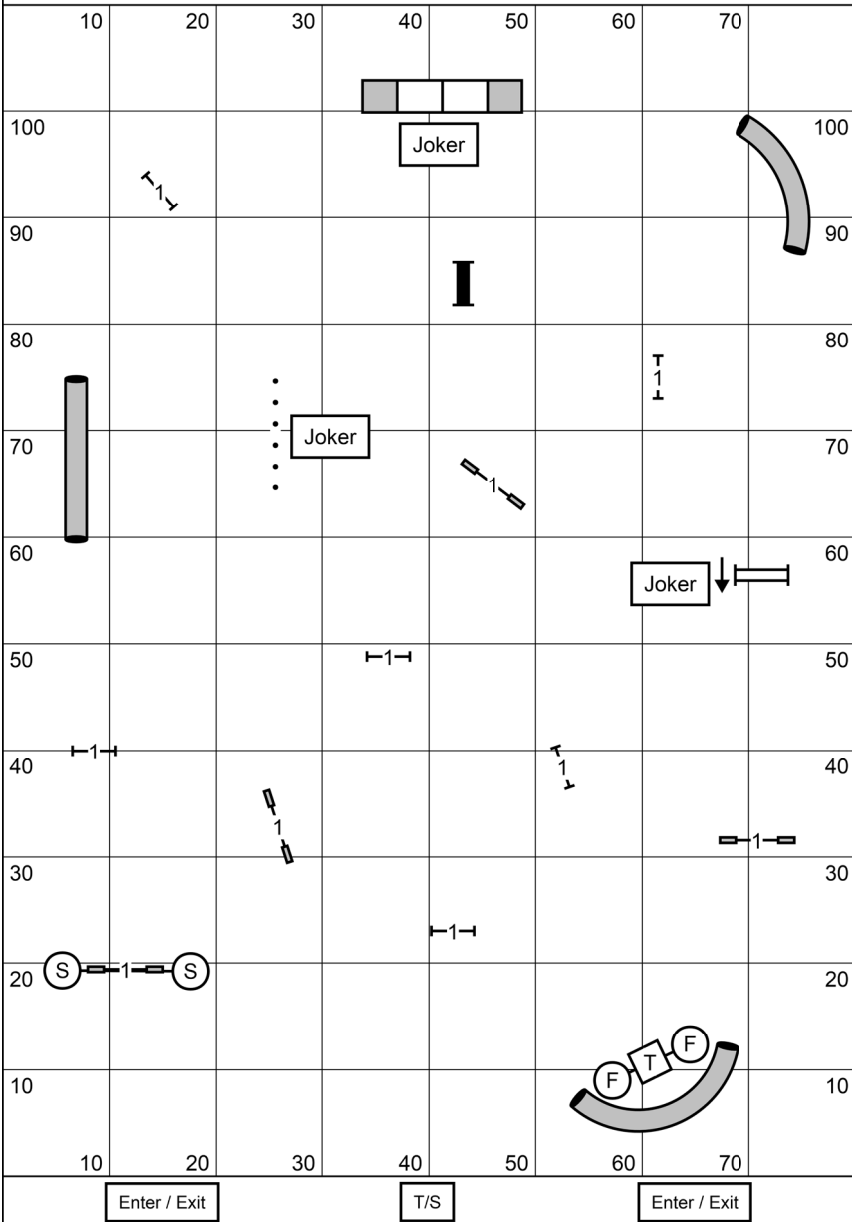


## CPE JUDGE'S BRIEFING

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!

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



# FULLHOUSE - BRIEFING

1. FullHouse is a point accumulation game.
2. All obstacles can be taken twice for points.
3. Qualifying:
  - a. You must complete the required obstacles.
  - b. You must earn enough points for your level
  - c. You must do so in the allotted time
4. Table is live at all times and will end your run
5. Can go to table and stop clock at any time
6. After the horn sounds, point accumulation stops and you have 5 seconds to get to the table. After that, you loose 1 point for every full second over time.

### Required Obstacles

- (3) 1-Point Obstacles (Single Bar Jumps)
- (2) 3-Point Obstacles (Tunnels, Panel Jump)
- (1) 5-Point Obstacle (Jokers)

### Points needed to qualify

Regular and Veterans		Enthusiast and Specialist	
L1	19 Points	L1	17 Points
L2	21 Points	L2	19 Points
L3	23 Points	L3	21 Points
L45C	25 Points	L45C	23 Points

TIMES:

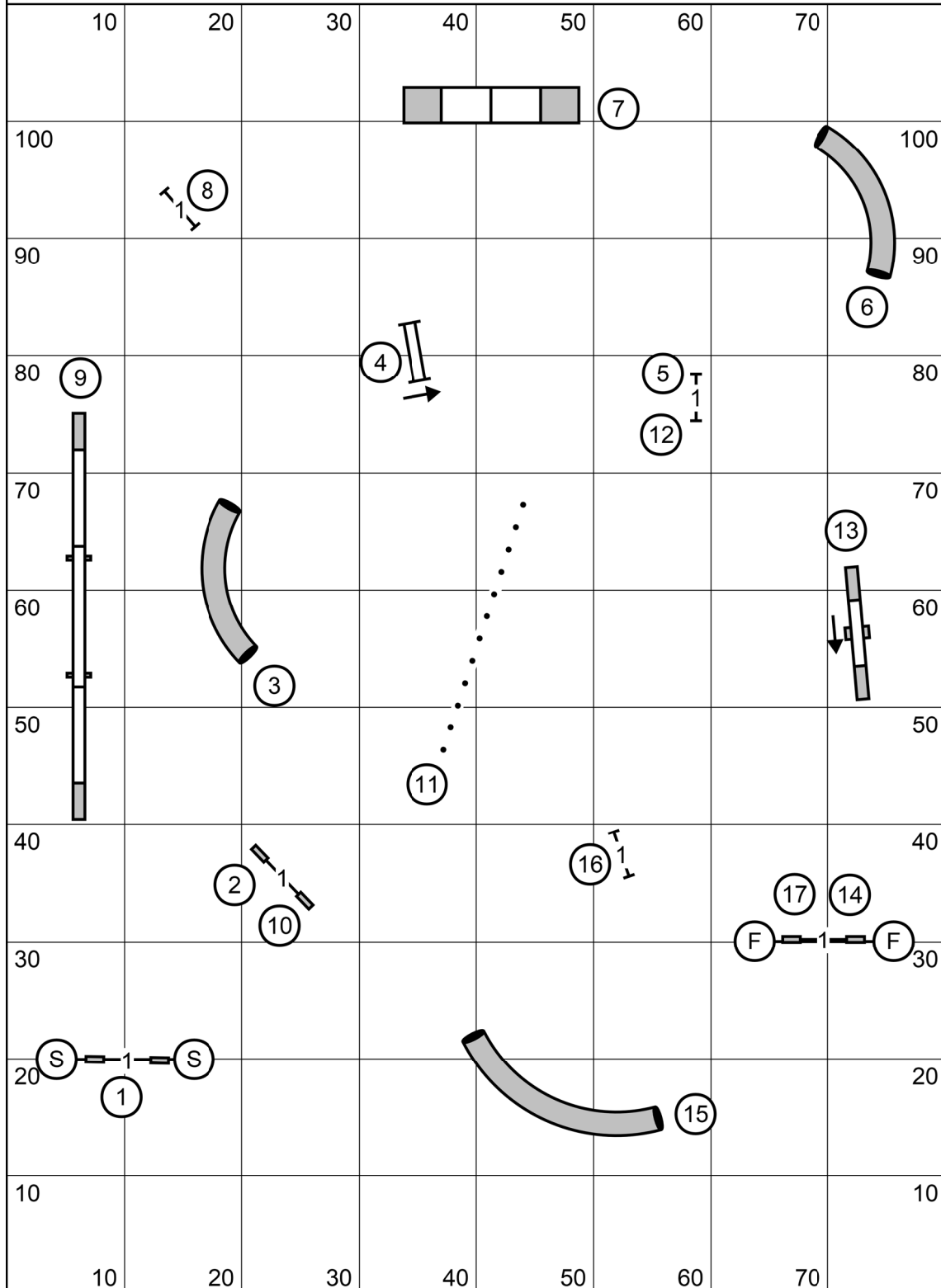
Large dogs (16, 20, 24) - 30 sec

Small dogs (4, 8, 12) - 35 sec

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

FullHouse Levels 1, 2, 3, 4, 5 & C  
Judged by: Dan Roy  
Sunday, March 14, 2021  
Haute Dawgs Agility Group  
Elk Grove, CA

# Standard Levels 4, 5 & C



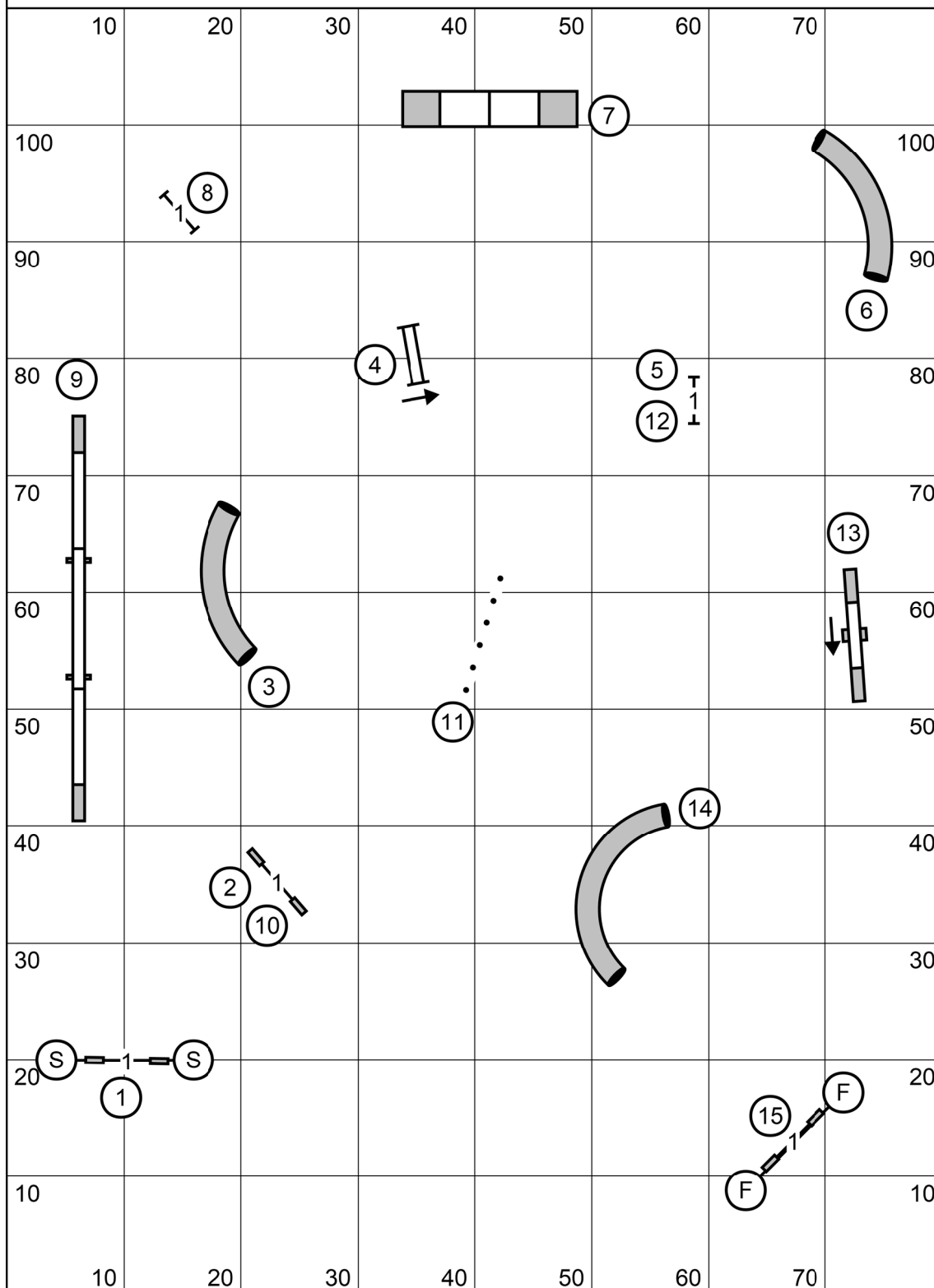
Enter / Exit

T/S

Enter / Exit

Standard Levels 4, 5 & C  
 Judged by: Dan Roy  
 Sunday, March 14, 2021  
 Haute Dawgs Agility Group  
 Elk Grove, CA

# Standard Levels 2 & 3



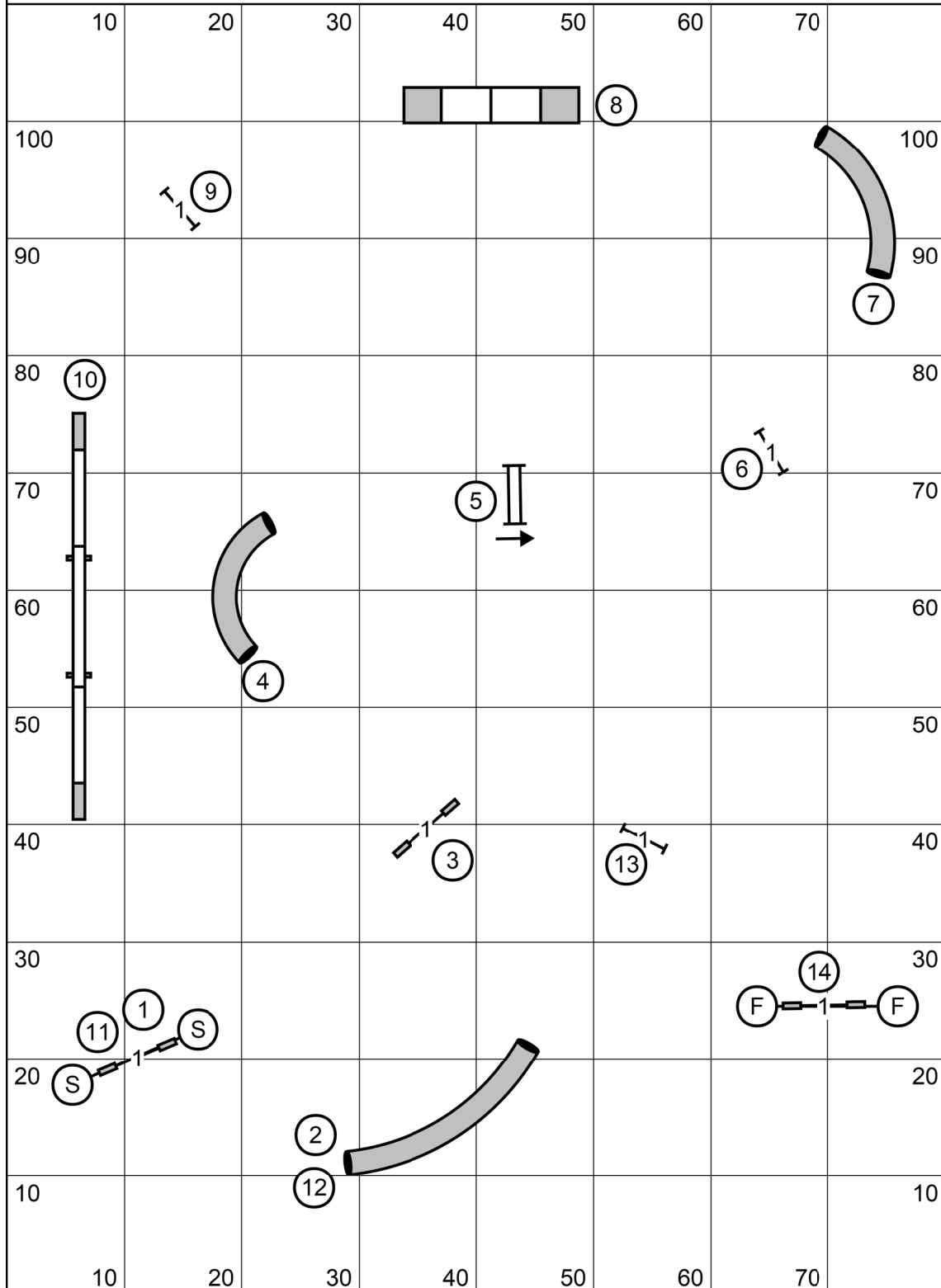
Enter / Exit

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Standard Levels 2 & 3  
 Judged by: Dan Roy  
 Sunday, March 14, 2021  
 Haute Dawgs Agility Group  
 Elk Grove, CA

# Standard Level 1



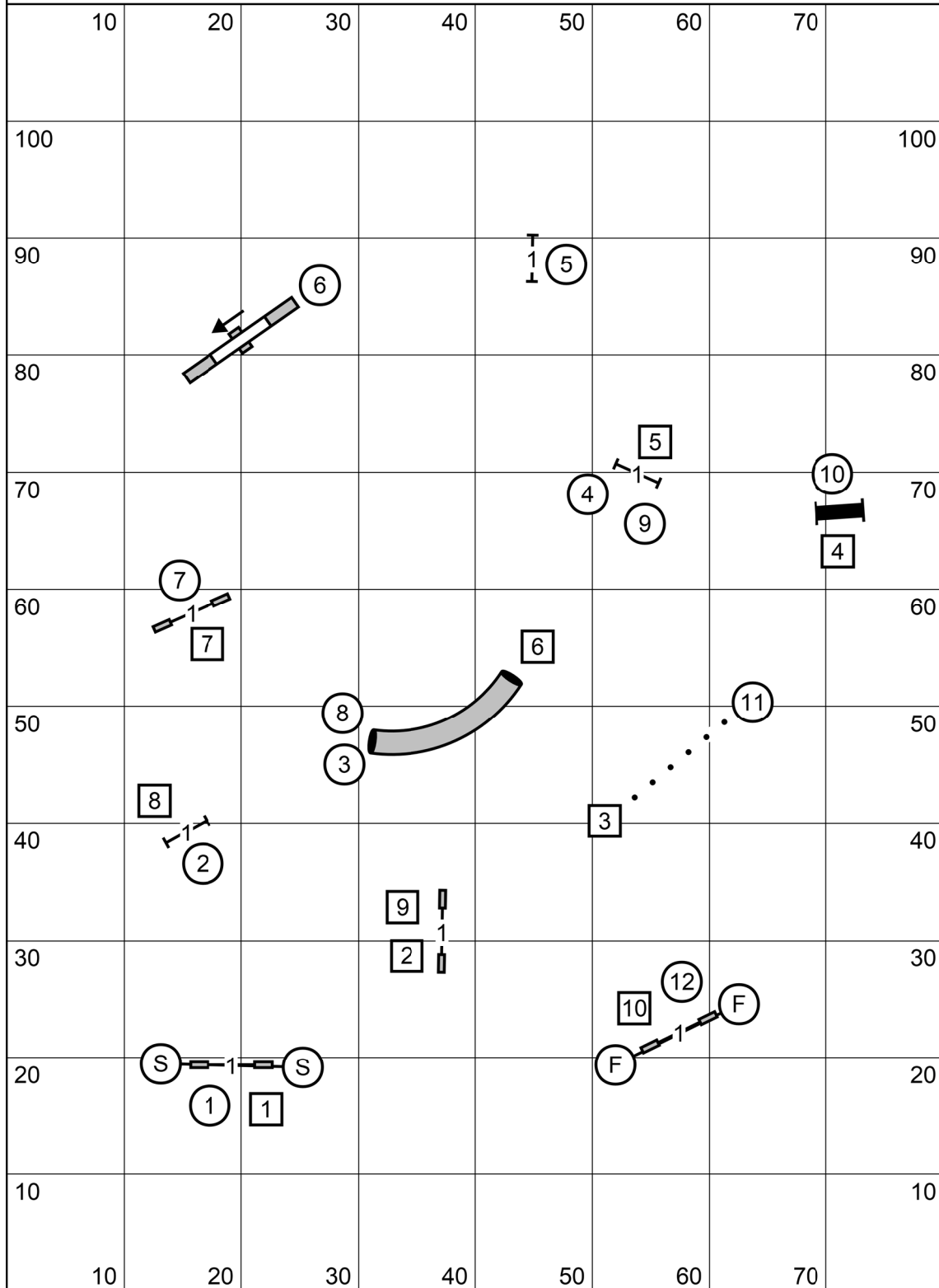
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Standard Level 1  
 Judged by: Dan Roy  
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# Colors Levels 3, 4, 5 & C



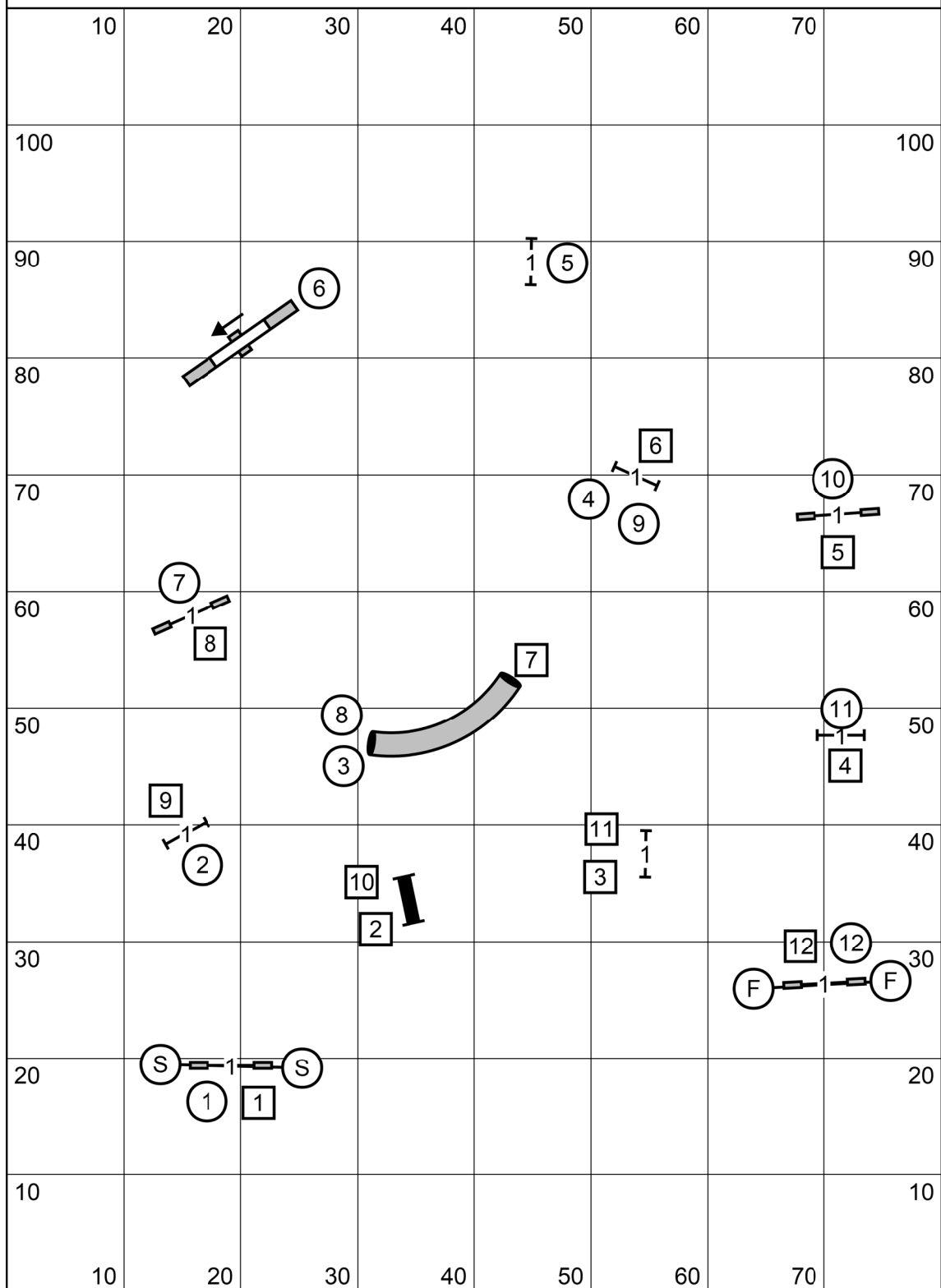
Enter / Exit

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Enter / Exit

Colors Levels 3, 4, 5 & C  
 Judged by: Dan Roy  
 Sunday, March 14, 2021  
 Haute Dawgs Agility Group  
 Elk Grove, CA

# Colors Levels 1 & 2



Enter / Exit

T/S

Enter / Exit

Colors Levels 1 & 2  
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## Opening

- ## Closing

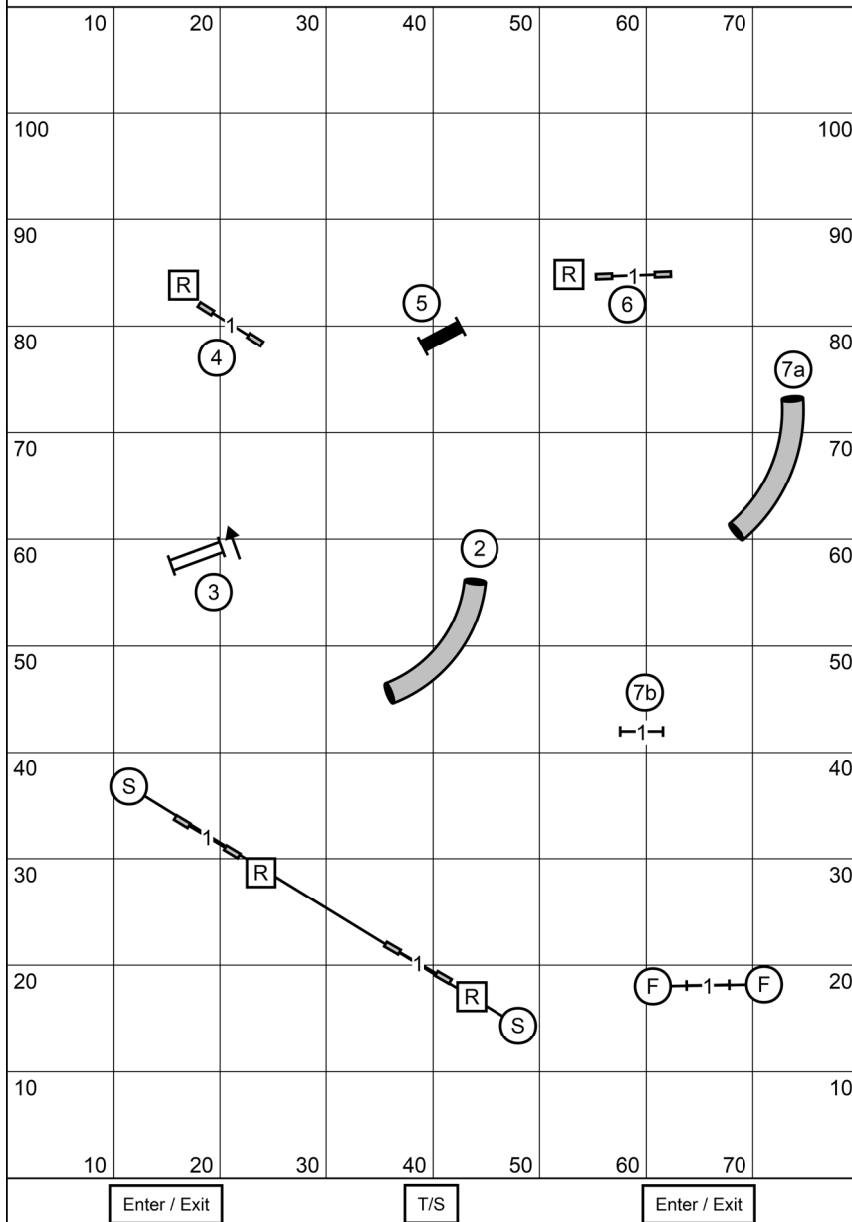
- Enthusiast/Specialist - 2 points less at each level

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



Snooker Levels 1 & 2  
 Judged by: Dan Roy  
 Sunday, March 14, 2021  
 Haute Dawgs Agility Group  
 Elk Grove, CA

### 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 #7 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 not 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

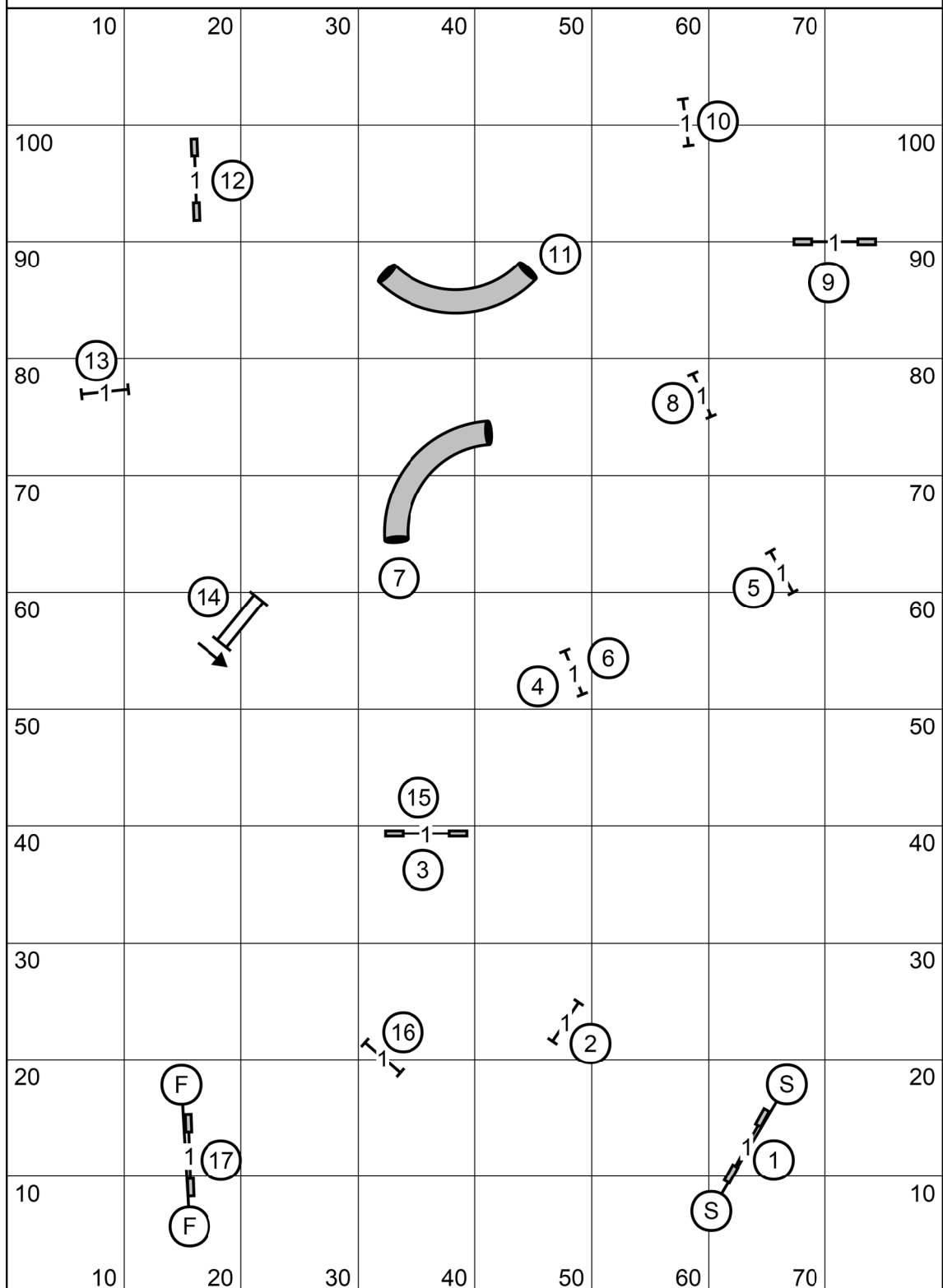
#### TIMES:

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

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

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

# Jumpers Levels 3, 4, 5 & C



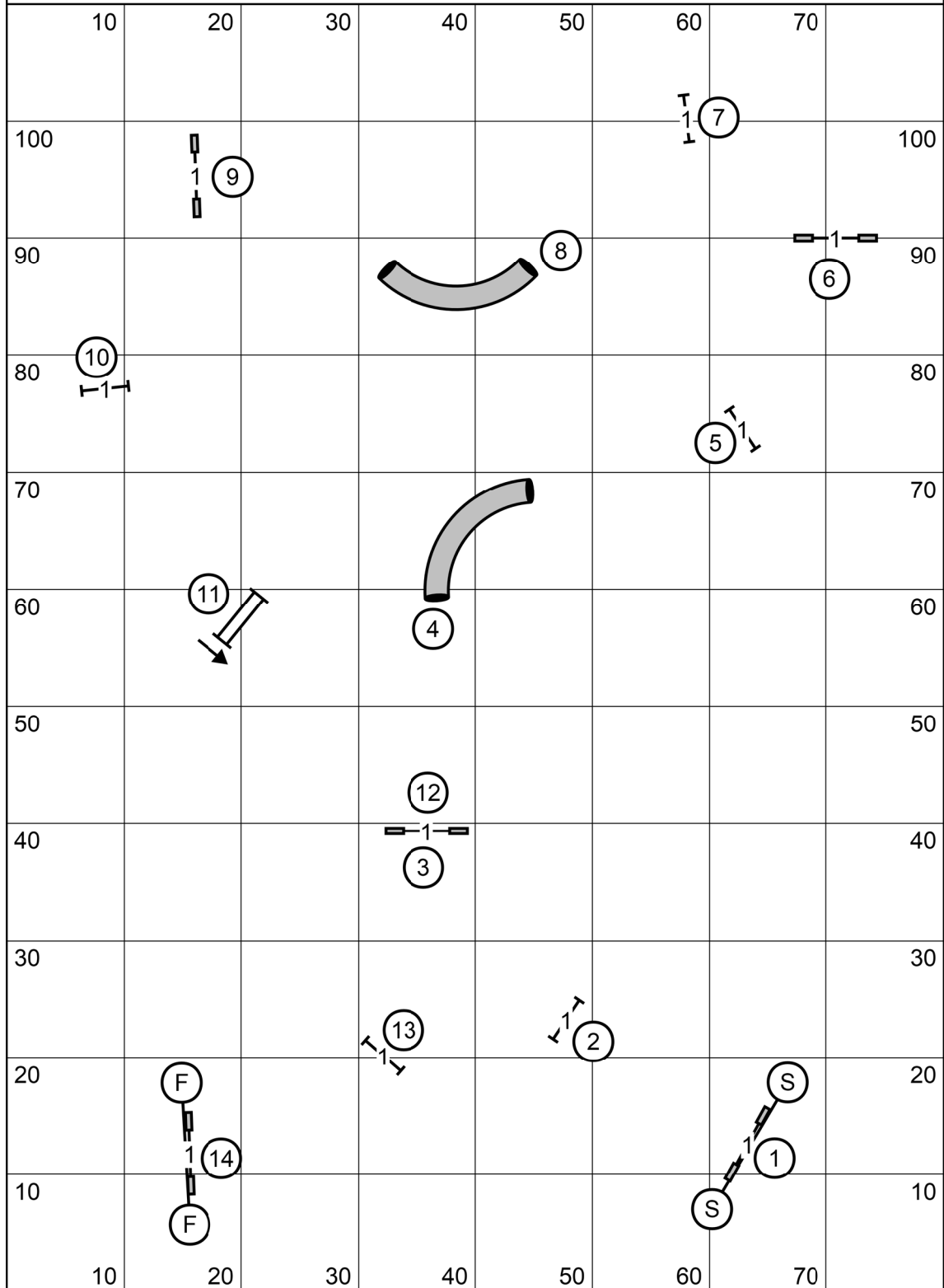
Enter / Exit

T/S

Enter / Exit

Jumpers Levels 3, 4, 5 & C  
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 Elk Grove, CA

# Jumpers Levels 1 & 2



Enter / Exit

T/S

Enter / Exit

Jumpers Levels 1 & 2  
 Judged by: Dan Roy  
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