COLORS

Object: Successfully run your choice of one of the two over-lapping mini-agility courses on the same field

Scoring: All obstacles must be performed successfully to qualify unless within the faults allowed

♦ Levels 1, 2, 3, 4: may not exceed 10 faults total
♦ Level 5: may not exceed 5 faults total
♦ Level C: clean runs only, no faults are allowed

Faults Allowed	Level 1	Level 2	Level 3	Level 4 & 5	Level C
Off Course	1	1	0	0	0
Other Faults	1	1	1	1	0
Over Time	5	5	5	5	0
Bar Down	No Level is allowed a Bar Down in Colors				

- There are 8 - 12 obstacles on each of the two courses. The two courses must overlap or cross paths at least 2-3 times.
- Each course may be a different number of obstacles in length and difficulty, depending on the level.
- Both courses may start on the same obstacle (start obstacle(s) may not be a finish obstacle).
- Both courses may finish on the same obstacle (finish obstacle(s) may not be a start obstacle).
- The Judge shall do his/her best to make each course equivalent in length and challenge however, the course time will
- be determined by the longest course.
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- Colors will follow Standard SCT yardage times.
- The course yardage will be determined by measuring for 20" dogs, with 5 seconds added to the SCT for 4", 8" & 12"
- jump heights. When Levels are combined, the lower Level shall receive 5 seconds more than the higher level for that levels'
- respective jump height.
- Enthusiasts and Specialists – add 5 seconds to the Regular SCT's for each respective jump height groupings.
- Two different colored markers will label each course, cones are recommended.

Effective January 1, 2009:
Exhibitors will no longer need to specify their color choice. Please include in your briefing that a color choice is no longer required, and not to be declared verbally.
The judge will determine the course a dog is performing by one of the following:
_ Each course begins on a different obstacle
_ Each course begins on the opposite side of a jump, tire or tunnel (same obstacle starts both courses)
_ Both courses begin on the same obstacle, but the courses must separate by the third obstacle

CPE GAMES CLASSES

WILDCARD

<u>Object:</u> Successfully complete the course including enough "wildcards" to qualify

<u>Scoring:</u> All obstacles must be performed successfully to qualify unless within the faults allowed

- ♦ Levels 1, 2, 3, 4: may not exceed 10 faults total
- ♦ Level 5: may not exceed 5 faults total
- ♦ Level C: clean runs only, no faults are allowed

Faults Allowed	Level 1	Level 2	Level 3	Level 4 & 5	Level C
Off Course	1	1	0	0	0
Other Faults	1	1	1	1	0
Over Time	5	5	5	5	0
Bar Down	1	1	1	0	
Bar Down					

The dog must complete wildcards for its level	Level 1	Level 3/4/5/C
1 point wildcards	2	1
2 point wildcards	1	2

- ✦ Level 1 & 2 will run the same course
- ✦ A modified Standard Course will be the base for Wildcard. The course obstacles shall be 10 - 12 numbered obstacles, and 3 choice obstacles. Level 3/S, 4, 5 & "C" MUST have 5-8 weave poles that must be performed either in or outside of the wildcards.
- ✦ Faulted Wildcard obstacles can only be corrected if it is an open or closed tunnel, tire or weave poles – IF the obstacle has only been used for one of that number's Wildcard. Example: Tunnel, one opening 1 points, other opening 2 points – cannot be corrected. A 5-point fault for off course or other faults may be assessed.
- ✦ Any other obstacles that are faulted cannot be corrected and will be scored as 15 faults (failure to perform), and will result in an NQ due to not having completed all three "wildcards".
- ✦ A dog must have correct number and type of wildcard respective to its level to qualify.
- ✦ It is possible to NQ with zero faults, if the correct wildcards are not "collected".
- ✦ A handler cannot change their Wildcard obstacle once the dog has touched or committed to the other Wildcard obstacle, whether the handler instructed the dog to that obstacle or not. If the handler does so, that Wildcard will be scored as 15 faults (failure to perform).
- ✦ There will be three "Wildcards" on the course. One of the obstacles in each wildcard is included as the regular course obstacle. The "Wildcards" are two obstacles placed approximately parallel to each other.
- ✦ The parallel spacing between wildcard obstacles is 5' for all Levels.
- ✦ The Judge will call "1 or 2" when the dog does the respective Wildcard. This is for scribing purposes.
- ✦ Wildcard will follow the Standard class measuring, yardage figures and SCT's.

Points will be as follows:

- ✦ **1 point**: bar jumps, tire jump, tunnel (open or closed), broad or double jump
  - o Combination: if Dog Walk is a two point obstacle, the one point obstacle may need to be a combo to balance the length of the dog walk.
- ✦ **2 point**: any contact, double or triple jump, open or closed tunnel, weave poles
  - o Allowed combinations of two 1 point obstacles for a 2 point wildcard: bar jumps, open tunnels, tire (Note: only a double bar jump combo is allowed; cannot use double tunnel or double tire)

SNOOKER (CPE VERSION)

*Highlighted rules are different from USDAA Snooker

- Object: To test the planning strategies of the handler and the dog's ability to concentrate on and execute a handlers' directions.
- Game Rules: The points for each obstacle are designated by the flags assigned to that obstacle on that respective course. The red flag obstacles, (single jumps), can only be taken one time each. All the other obstacles may be taken multiple times, according to the following rules: Snooker is run as a two-part course. The first part (opening sequence) consists of the handler and dog attempting a "red" jump (1 point each). If the attempt is successful, the team has earned the right to go on to another "color" of choice, using any obstacle labeled 2 through 7. After attempting or completing the other "color", the procedure repeats itself (red jump, other color obstacle) until the team has completed 3 "reds" and attempted or completed 3 "colors". In the closing sequence, the dog runs obstacles 2-7 in order. After obstacle 7, the handler sends the dog to the table to stop the time.

Scoring and Placements:
To receive a Qualifying Score, the team must have successfully completed 3 "reds" and accumulate a total number of points during the run (see below for list of points). The team MUST have a course time to Qualify.

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 4, 5 & C	32 Points		Level 4, 5 & C	30 Points

- Timing: SCT's will be based on 20" dogs; 4", 8" & 12" receive 5 seconds additional time, there is no additional time allowance for Enthusiast or Specialist, those teams will get a point allowance – see point table above.
- A "red" jump MUST be completed to earn the right to perform another "color" of your choice
- Each "red" jump can only be used once, only 3 can be used during the opening – the 4th red jump is available in case one red jump bar is dropped
- If a "red" jump bar is knocked, a different "red" must be completed before attempting a "color"
- No points will be awarded if a "color" is faulted - the team must continue to another "red" or the closing depending on where they are in the run. 4-paw safety rule is in effect on contacts, zero points if jump bar is dropped (that color is then not available in the closing for points).
- The same obstacle/combo may be used in the opening sequence for each "color"
- If a dog performs a different obstacle than the handler had directed, the team is not penalized if no other faults occur.
- If one of the combo obstacles is faulted, the remainder of the combo must be completed, as a combo is "one obstacle". However, no points will be awarded for the combo. If the combo is not completed before another red jump is attempted, time will stop.
- Point Accumulation ends if the dog goes Off Course in the closing sequence
- When SCT ends, timekeeper will blow their whistle – the dog's recorded time only stops when the dog touches the table with at least one paw
- Any delay in heading for the table, OR directing the dog to perform an obstacle on the way to the table will result in the loss of the last point value earned. There is no penalty if the dog takes an obstacle on the way to the table without handler direction. The Judge's decision is final.
- Point Accumulation will end if any of the following occurs:
    o   If a "red" is faulted, then a "color" is taken
    o   If a "red" is completed, then two "colors" are taken
    o   If a "red" then a "color" is taken, then the same "red" is taken
    o   If two "reds" in a row are taken, same or different
    o   If a "color" is taken before a "red"
    o   4th "red" is taken, after 3 others were successfully completed
    o   The handler purposely uses the table to move around the course
    o   When time expires
    o   If the Judge says "Thank you" (or signals with a whistle) at any point, or the timer indicates "play time" has expired, the team MUST move immediately to the table to stop the clock.

CPE GAMES CLASSES

JACKPOT
Highlighted rules are different from USDAA Gamblers

Object: To test the course planning strategies of the handler, and the dog's ability to work at a distance. The handler will attempt to accumulate the minimum required points in the first part of the game, then going on to the gamble, working for the Jackpot!

Qualifying: When the handler and dog perform the gamble without faults and within the required time, and have acquired the required accumulation points or greater, they have earned a qualifying score.

o Jackpot is run as a two-part course. The first part consists of the handler and dog working the course, attempting to accumulate at least the minimum required points for their level, in the stated amount of time. The end of the accumulation time is signified by the timekeeper's whistle. (See course variations at end of Jackpot rules for different types of gambles)
o In a traditional Jackpot, the handler and dog then proceed to work through a series of gamble obstacles within a time set by the judge. The handler must stay out of a designated area, while the dog works within this area, with commands from the handler. The obstacles must be executed in the correct order, without faults, and cross the finish line (may be table), to earn the gamble points. The required points (including gamble points) must be within the total game time, in order to qualify.

o Back-to-back obstacles are allowed at any time. The following obstacles may be taken twice in a row, provided the dog makes a complete loop and approaches the obstacle in the correct direction safely: teeter totter, ascending broad jump, ascending double jump, triple jump & chute. If the Judge deems the back-to-back performance unsafe, he/she will not award points for the performance. All obstacles may be performed twice for points.
o No two gamble obstacles can be performed in a row in the opening sequence - forward or backwards (unless the Judge declares differently in his/her briefing). If a gamble jump bar is knocked down in the opening sequence, the gamble is null and void. The bar will not be reset
o If the Judge says "Thank you" (or signals with a whistle) at any point, the team MUST move immediately to the finish line to stop the clock. The judge's decision is final.

Obstacle Point Values:

1 point obstacles	Single Bar Jumps
3 point obstacles	Tire Open or Closed Tunnel
5 point obstacles	10 to 12 weaves (not in levels 1 & 2) Contacts Combination (to replace one contact on course)
Judge's choice - **7 point obstacle** (one time only, regular points second performance)	Usually a challenging placement or long distance from the start line ☐ Jump combo: 2 to 3 single Bar Jumps ☐ Contact or long set of Weaves ☐ Tire, Open or Closed Tunnel, Spread Jump

If a dog performs only one of the two jumps OR drops one of the bars, in the combo, the dog earns zero points.
The bars are not reset for that run. **The jumps must be performed only in flow in either direction to earn points.**
NOTE: The Table is NOT live until after the whistle blows for the gamble. If the judge briefed that the team can end at any time within a Non-Traditional Jackpot, the handler may direct the dog to the table to end their run (no penalty if the dog touches the table at any other time during this type of Non-Traditional Jackpot run). The time stops if the dog touches the table with at least one paw during the whistled gamble time – the run may or may not be a qualifying run. Judge's briefing and decisions are final. The dog must have completed their last obstacle past the point of faulting to earn points when the gamble whistle sounds.

CPE GAMES CLASSES

Traditional Jackpot Point Schedule Regular and Veterans				Traditional Jackpot Point Schedule Enthusiast and Specialist			
Level	Opening	Gamble	Total to Q	Level	Opening	Gamble	Total to Q
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
4, 5, C	24 Points	20 Points	44 Points	4, 5, C	22 Points	20 Points	42 Points

NOTE: In a non-traditional Jackpot – the above point schedules may or may not be in effect for opening and gamble points. If the scoring will be different from the above schedule, the judge will announce it in the briefing. The total points to Q will be the same regardless of the type of Jackpot – traditional or non-traditional. At no time will non-traditional Jackpot points be less or greater than the total number required as listed above for a dog's titling category and level.

The following standards are for a traditional gamble line, it may be different for a non-traditional jackpot.

Gamble Line Restrictions:
Levels 1 / 2: beginning at 0' up to 5', may graduate up to a maximum of 10'
Level 3: beginning at 0' up to 10' may graduate up to a maximum of 15'
Levels 4 / 5 / C: beginning at 0' up to 15' may graduate up to a maximum of 20'

Stopping Time: **Traditional gamble**, the finish line is part of the gamble (may be table, bar jump, tire or open tunnel). The dog must cross the line and stop the clock before gamble time expires. It is possible for the dog to earn the last points of the gamble and NQ.
Non-Traditional Gamble: Table stops the time as the "finish line" obstacle.

- There will be only one whistle in Jackpot to signify the gamble time. A second whistle indicates the team has NQ'ed.
- A judge may state in the briefing (if valid for the course), the option of leaving when you have accumulated enough points to Qualify in a non-traditional gamble.
- A traditional gamble Jackpot MUST always be played until the gamble whistle has been blown.
- The 4", 8", 12" jump heights shall have 2 seconds more than the other jump heights for the Gamble.

Jackpot Opening			Gamble	
4" / 8" / 12"	30 - 40 Seconds		4" / 8" / 12"	Up To 20 Seconds
16" / 20" / 24"	25 - 35 Seconds		16" / 20" / 24"	Up To 18 Seconds

Gamble Variations:
A Judge may use a gamble variation in lieu of the traditional gamble. The Judge will be responsible for adequately explaining the variation to the exhibitors.

FULLHOUSE

Object: Successfully accumulate required points for your respective level, which includes three of a kind, a pair and a joker, before the whistle (see below).

Qualifying: When the handler and dog perform the required sets, within the required time, and have accumulated the required points, they have earned a qualifying score.

Point Accumulation Time	Total Game Time
4", 8" & 12" = 35 seconds	4", 8" & 12" = 40 seconds
16", 20" & 24" = 30 seconds	16", 20" & 24" = 35 seconds

- ♣ The timekeeper's whistle will signal the end of point accumulation time. The team then has UP TO 5 seconds to stop the clock by placing at least one paw on the Pause Table. Fractions are dropped for scoring purposes.
- ♣ 1 point is deducted for each full second over the total game time.
- ♣ The dog must have completed their last obstacle past the point of faulting to earn points.
- ♣ If the team has accumulated the required points for its level, and the required sets, the team does not need to wait for the whistle to proceed to the pause table to stop the clock and finish their run.
- ♣ The team will choose its own course, with the purpose of accumulating the required points for their respective level, and the required sets (see below).

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 4, 5 & C	25 Points	Level 4, 5 & C	23 Points

Obstacle Point Values		Required number of obstacles	
1 Point	Single bar jumps	At Least 3	Single bar jumps
3 Points	"Circles" - tunnel, chute, tire	At Least 2	"Circles" - tunnel, chute, tire
5 Points	Contacts, weaves, broad, double, triple	At Least 1	Contacts, weaves, broad, double, triple
0 Points	Pause Table, only stops clock – note the table is "live" at all times	Only Once	Pause Table

- ♣ Back-to-back obstacles are allowed at any time. The following obstacles may be taken twice in a row, provided the dog makes a complete loop and approaches the obstacle in the correct direction safely: teeter totter, ascending broad jump, ascending double jump, triple jump & chute. If the Judge deems the back-to-back performance unsafe, he/she will not award points for the performance.
- ♣ All obstacles may be successfully scored no more than 2 times.
- ♣ Scoring for Placements: Placements are determined by Qualifiers, then number of points, then time.
- ♣ Non-qualifiers that received a time will receive placements after qualifiers.
- ♣ If a team has "No Time" (NT), that team is ineligible to receive a placement ribbon.