

**Classes offered:** (see the rule book for requirements, faults/points allowed/required, for each class.

**We highly recommend you use the tracking sheets on the website to keep track of legs and titles.**

**Standard agility class** (Jr's can earn titles) --requires the dog and handler to successfully perform all of the agility obstacles in the order set by the judge.

**Colors and Wildcard** (Handler Games)

**Colors** requires that the dog and handler successfully run their choice of one of the two over-lapping mini-agility courses on the same field. The field will contain 12 to 20 obstacles, divided into 2 relatively equal mini-courses of 8 to 10 obstacles each. Colored markers will label each course.

**Wildcard** requires the dog and handler to successfully complete the course, including enough "wildcards" to qualify. A modified Standard course will be the base for Wildcard. The course obstacles shall be 10-12 obstacles, and 3 "wildcard" obstacles. A dog must have correct number of wildcards respective to its level to qualify. An NQ with zero faults is possible if the wildcards are not correctly met for the respective level.

**Jackpot and Snooker** (Strategy games)

In a traditional **Jackpot**, there are two distinct parts. In the first part, the handler must maneuver the dog among the obstacles in any order that he/she chooses to execute them, earning points for each obstacle performed correctly. After the whistle blows, the dog can earn bonus points by working independently away from the handler through a series of obstacles, while the handler stands behind a designated line. Non-traditional Jackpot is a judge's choice (following CPE designing guidelines), and will be explained at the show.

**Snooker** has two parts. In the opening sequence, the dog must successfully complete a "red" jump to do an obstacle of choice. That sequence must be done a total of 3 times, then begin to run the sequence of obstacles in order, 2 through 7.

**Full House and Jumpers** (Fun games).

**Jumpers** is a course comprised only of jumps and tunnels, which the dog and handler must navigate successfully.

**Full House** requires the team to accumulate at least the points required for their level, which includes a pair, three of a kind and a joker, before the whistle that ends the accumulation time for points. The team then has UP TO 5 seconds to stop the clock by placing at least one paw on the Pause Table. For each full second over game time, 1 point is deducted.

**Mixed Breeds & Purebred dogs over 15 months old** may compete in CPE. The dog must be entered in the same level for all runs when beginning CPE. **Dogs may begin at Level 1, 2 or 3.**

- **Level 1** is for beginning dogs OR handlers. The standard course does not include the teeter-totter or weave poles.
- **Level 2** is for dogs who may have earned at least the beginning title in another organization
- **Level 3** is for dogs who may have earned AT LEAST the first title or higher, in one or more other agility organizations.
- **Level 4** is for dogs who have earned the respective class legs in Level 3. No dog may begin CPE in Level 4.
- **Level 5** is for dogs who have earned the respective class legs in Level 4. No dog may begin CPE in Level 5.
- **Level C** is for dogs who have earned the respective class legs in Level 5. No dog may begin CPE in Level C