

Canine Performance Events (CPE) has 7 different games, any 5 of which a club may have on any given trial day. Some games have familiar names like Standard and Jumpers, but there are slight differences that will be explained in this and future "Lesson" emails. Some of the games allow complete flexibility as to which obstacles are done, in whatever order or sequence, and if you accumulate enough points, you get your Q. They also allow for a generous amount of mistakes (off course, refusal, dropped bar, etc.) before you are disqualified. So for newbies, or those with dogs who tend to "zoom", it is a great opportunity to work on turns and directions with your dog and still Q. And since there are up to 5 runs per day, you get lots of trial experience. Another bonus in CPE, you can place without Qualifying. So earn yourself a colored first-fourth place ribbon, despite too many faults.

Like all venues, there are easier to harder classifications (Levels 1-5), plus Enthusiast and Specialist levels for special needs dogs or handlers. CPE has more levels than any other venue, so you get to build your skills in easy steps. CPE allows you to choose any starting Level 1-3 depending on your experience and accomplishments at other venues. If you are running as an Excellent in AKC, you should be able to handle Level 3 without too much effort, though you may choose Level 2 until you are comfortable with a particular game. If you are completely new to trials and are just learning the sport, Level 1 is probably appropriate. Once you have started at a level, you then need to qualify to move forward to higher levels. If you want help in determining what is appropriate for you, let's talk at the practice. (Each dog can start at its own unique level, and many exhibitors have dogs in multiple levels.)

Faults

Bar down = 5 points

Off course = 5 points

Other faults = 5 points

Failure to perform = 15 points

The games of Standard, Jumpers, Wildcard, Colors allow Levels 1-4 to have up to 10 total fault points to still "Q". Level 5 is limited to 5 fault points. Faults are not counted within games of Snooker, Fullhouse or Jackpot since these are all scoring games. In these games, if you fail an obstacle, you do not accumulate the score for that obstacle or sequence.

Lesson #1 - Jumpers

A minimum of 12 and maximum of 20 obstacles are placed within the ring. You must complete all obstacles in the prescribed sequence marked by the cones, and no more than 5 seconds over max course time to "Qualify". The good news is Levels 1-3 allow for 1 off course, 1 bar down and no more than one "other fault" to still "Q". Even higher levels can get away with an "other fault" or bar down, but you cannot have any off-course.

Obstacles could include: wing and non-wing jumps (all types: single, double, triple, broad, panel), tunnels and tire. There are NO CONTACT equipment.

Runs are timed, and scores and placement rankings are determined by time and faults.

Lesson #2 - Standard

A minimum of 12 and maximum of 20 obstacles are placed within the ring. You must complete all obstacles in the prescribed sequence marked by the cones, and no more than 5 seconds over max course time to "Qualify". Levels 1-3 can have 1 off course, 1 bar down or no more than one "other fault" to still "Q" (no more than 10 total faults). Even higher levels can get away with an "other fault" or a bar down, but you cannot have any off-course (no more than 5 total faults at Level 5).

Obstacles could include: wing and non-wing jumps (all types: single, double, triple, broad, panel), tunnels or chutes, tire and contacts (dog-walk, a-frame, teeter). THERE IS NO TABLE.

Runs are timed, and scores and placement rankings are determined by time and faults.

Lesson #3 - Colors

For our June trial, this game is simply two Jumpers style courses overlayed within the same ring, and they will intersect at least twice. You choose which course is easiest or fastest for you. In many cases, particular off-courses or type of obstacles on a course may make your choice of courses glaringly obvious. For those familiar with the old rules, you **no longer need to tell the judge which course you are running**. (They will figure it out based on the path you take. So if your dog takes off the wrong way, take that course and pretend you planned it all along !) This is a very fast run.

A minimum of 8 and maximum of 12 obstacles per course are placed within the ring. You must complete all obstacles in the prescribed sequence marked by the cones, and no more than 5 seconds over max course time to "Qualify". No Level is allowed a bar down in Colors. Levels 1-2 can have up to one off course and one "other fault". Levels 3 and up are allowed one "other fault" only to "Q".

Obstacles could include: wing and non-wing jumps (all types: single, double, triple, broad, panel), tunnels, tire and weave poles (only levels 3-5 and C have weaves). (Remember that Jumpers does not have weaves for any level). Though contact obstacles are allowed (teeter, a-frame, dog walk) our courses in June will only have an a-frame on Saturday and no contacts at all on Sunday's Colors game. (This keeps us from lugging heavy equipment to the other side of the park and speeds up course building in the ring running 3 games.)

Runs are timed, and scores and placement rankings are determined by time and faults. All placement rankings are determined regardless of which of the two courses you ran. So pick the fastest course for you.

Lesson #4 - Wildcard

A minimum of 10 and maximum of 12 obstacles plus 3 "choice" obstacles, are placed within the ring. You must complete all obstacles in the prescribed sequence marked by the cones, and no more than 5 seconds over max course time to "Qualify". Levels 1-2 can have 1 off course, 1 bar down or no more than one "other fault" to still "Q" (no more than 10 total faults). Levels 3 and up can get away with an "other fault" or bar down, but you cannot have any off-course (no more than 5 total faults at Level 5).

Please look at the attached map before we go any further because it makes more sense that way. This course has 10 obstacles or combinations that you must complete in sequence from 1 to 10.. However, at three locations, a choice will exist to do either the #1 or #2 obstacles. (The map shows either the tunnel as noted by 3-1 is completed, or the two jumps marked as 3-2 are completed. The same for the 6-1 combo of tunnel and tire, versus the 6-2 dog walk. Same for 8-1 jump or 8-2 broad jump.) As you plan and execute your run, you must choose which of obstacle(s) at 3, 6 and 8 you are going to run.

But that's not all, Levels 1-2 must do **two** of the #1 obstacles and **only one** #2 obstacle. Levels 3 and up must only do one #1 and two #2 obstacles. Clearing this up, if you are Level 2, and you select to take the option of 3-2, you must do the #1 option at 6 and 8. If you think the dogwalk is faster or easier than the tunnel and tire for your dog, then you should make that your #2 option at the 6th obstacle and you must do the #1 options at 3 and 8.

Not taking the correct mix of #1 and #2 options will result in a "NQ".

Obstacles could include: wing and non-wing jumps (all types: single, double, triple, broad, panel), tunnels or chutes, tire and contacts (dog-walk, a-frame, teeter). THERE IS NO TABLE.

Runs are timed, and scores and placement rankings are determined by time and faults.

Lesson #5 - Snooker

The course looks like a jumpers style course with a tall numbered flag on each obstacle. There are four red-flagged obstacles (point value of 1), usually on the boundary edges of the "course". The remaining "color" obstacles are numbered 2-7 and signify their point values. The object is to accumulate the highest amount of points in the fastest time. (Points are more valuable than time.) This is a time-limit game - collect points until the buzzer sounds, then you have 5 seconds to make it directly to the table. The clock will stop when any part of dog touches the table.

It can be described as a two-part course with an opening sequence followed by a closing sequence. The opening has simple requirements, do a "red" obstacle then a non-red ("color") obstacle, then another "red" then any non-red, and finally another "red" and then any non-red. If you drop a bar or fail an obstacle, you must continue until you have completed a total of three red then a non-red combinations. (There are four "red" obstacles on the course, the extra "red" is for you to use if you drop a red or non-red obstacle bar.) This part of the game is completely free-form, with no order or sequence. You start from

anywhere behind the line (usually marked by cones on either side of the ring, and the handler may lead out. **DO NOT ALLOW YOUR DOG TO CROSS THE START LINE UNTIL YOU ARE READY** - the timer will start the clock when the dog goes past the start line. The obvious point maximum would have you do a red, do the 7 obstacle, another red and 7 again, another red and the 7 again. Unfortunately, the location of the reds and other obstacles will make this nearly impossible for sake of time and the risk of your dog taking another obstacle along the way. (Advanced handlers with "Close" or "By" commands in their repertoire make this look easy.)

There are many ways to fail the opening sequence:

- 1) completing 2 non-red "color" obstacles without a red in between
- 2) using a red obstacle twice
- 3) running out of red obstacles (due to dropped bars or failed contacts)
- 4) doing two red obstacles back-to-back
- 5) touching the table (this is the "stop the clock" obstacle)
- 6) if a red is faulted (bar down) but a color is then taken (if you drop a red bar, go to another red bar not previously used and complete it, then go on to a color)

The second half of the course is only attempted if you have successfully completed the opening sequence. The closing sequence must start with the #2 obstacle and continue in sequence through #7. Then you want to get to the table as quickly as possible to stop the clock. No sit or down is required on the table. (Training tip - teaching your dog to run and jump on/off the table can result in confusion in other venues where this is a table fault.) Also, if #2 was your last red-color obstacle combination in the opening sequence, you must do #2 again in the closing sequence of 2 through 7.

If at any time you hear the judge whistle, or the timing horn sounds, go to the table. You may still place or Q depending on the points you have accumulated to that point.

Points required to "Q"

Looking at the table below, you can see the minimum points required is fairly low, it is the act of obtaining them that is difficult. Completing the closing sequence alone is worth 27 points (2+3+4+5+6+7 = 27). So any successful opening of red+color+red+color+red+color will be a bonus and move you up in placement. The teams that complete an opening of a red+7+red+7+red+7 and the closing of 27 will be the "max" and the tie-breaker is time.

Level 1 (26 points)

Level 2 (28 points)

Level 3 (30 points)

Levels 4 and up (32 points)

Obstacles could include: wing and non-wing jumps (all types: single, double, triple, broad, panel), tunnels, tire and contacts (our June trial will **not have any contacts** other than the "stop" table).

Runs are timed, and scores and placement rankings are determined by points and then time.

Lesson #6 - Jackpot

Jackpot is a point accumulation game held on a "Standard" type of course with contact equipment, but without any specific sequence for the obstacles. There is also a "gambler" area of 3-4 obstacles where, if your dog can complete them in sequence without you being in that area, additional points are earned. (Levels 1-2 may have only 3 obstacles). Points are awarded as follows: single-jumps (1), tunnel, tires, spread jumps (3), contacts (5), weaves (5-7), combination jumps (7). The point values may or may not be marked on course but the judge will describe at the briefing for game and course maps will show values.

This is a two-part game with the first part being the accumulation of points anywhere on the field. The goal is to obtain the minimum required for your Level (see below) before the timer horn or whistle goes off. At that time, you can proceed to the "gamble" area and complete the obstacles in the prescribed sequence getting 2+4+6+8 (20 total) points for the successful completion without you going beyond the taped off area and the timer going off a second time, this is called out as "Jackpot". The judge will be calling out points as you complete each obstacle. (Similar to FAST for those familiar with that AKC game.)

Rules:

- 1) completing 2 gambler obstacles in sequence during the opening results in an "NQ"
- 2) can complete each obstacle up to 2 times for points, no penalty for 3 or more, just no points given
- 3) can do an obstacle back-to-back

If at any time you hear the judge say "thank you", go to the finish line (or table if it is used) to stop the clock. You may still place or Q depending on the points you have accumulated to that point.

Points required in opening

Level 1 (12 points)

Level 2 (16 points)

Level 3 (20 points)

Levels 4 and up (24 points)

Points required to "Q" (ignore the point info on maps, it changed for 2009)

Level 1 (32 points)

Level 2 (36 points)

Level 3 (40 points)

Levels 4 and up (44 points)

Obstacles could include: wing and non-wing jumps (all types: single, double, triple, broad, panel), tunnels, tire and contacts. The table, if used, is only for stopping the clock. It has no point value and will end your run at that moment.

Runs are timed, and scores and placement rankings are determined by points and then time.

Lesson #7 - Fullhouse

This is the easiest and most wide-open freestyle CPE game there is. The object is to accumulate the highest amount of points within the allotted time. This is a time-limit game - collect points until the buzzer sounds, then you have 5 seconds to make it directly to the table. The clock will stop when any part of dog touches the table. ***If you have a "zoomie" this game is for you.***

The only requirement is that you successfully complete **three** single jumps, **two** "circle" obstacles (tunnel, chute, tire jump) and **one** Joker (broad jump, weaves, double or triple jump, teeter, or a-frame). Depending on the size of dog, you will have 30-40 seconds to complete the required "Fullhouse" and collect as many more points as you can.

This game is completely free-form, with no order or sequence. You start from anywhere behind the line (usually marked by cones on either side of the ring, and the handler may lead out. **DO NOT ALLOW YOUR DOG TO CROSS THE START LINE UNTIL YOU ARE READY** - the timer will start the clock when the dog goes past the start line.

Rules:

- 1) can complete each obstacle up to 2 times for points, no penalty for 3 or more, just no points given
- 2) can do an obstacle back-to-back

Points are awarded as follows: single-jumps (1), tunnel, tires, spread jumps, 6-weave poles (3), contacts (5), full weaves (5-7), combination jumps (7). The point values may or may not be marked on course but the judge will describe at the briefing for game and course maps will show values.

If at any time you hear the judge whistle, or the timing horn sounds, go to the table. You may still place or Q depending on the points you have accumulated to that point.

Points required to "Q"

Level 1 (19 points)

Level 2 (21 points)

Level 3 (23 points)

Levels 4 and up (25 points)

Obstacles could include: wing and non-wing jumps (all types: single, double, triple, broad, panel), tunnels, tire and contacts.

Runs are timed, and scores and placement rankings are determined by points and then time.