

# CPE AGILITY CHEAT SHEET

## Levels 1 & 2



### CLASSES

A class is a type of course. In CPE, there are 7 classes offered. Most trials have five classes each day. You can enter any number of them you like.

<b>Standard</b>	<ul style="list-style-type: none"> <li>• Jumps, tunnels, A-frame, dog walk</li> <li>• Run the course in the numbered order.</li> </ul>
<b>Jumpers</b>	<ul style="list-style-type: none"> <li>• Jumps and tunnels</li> <li>• Run the course in the numbered order.</li> </ul>
<b>Wildcard</b>	<ul style="list-style-type: none"> <li>• Mini course with three handler choices.</li> <li>• Circle two "A" obstacles and one "B" obstacle on your map.</li> <li>• Run the course in order with your circled choices.</li> </ul>
<b>Colors</b>	<ul style="list-style-type: none"> <li>• Two overlapping mini courses - you pick one!</li> <li>• Run the course you chose in the numbered order.</li> </ul>
<b>Jackpot</b>	<ul style="list-style-type: none"> <li>• Points game with distance handling challenge</li> <li>• Opening: Collect 12/16 points by doing obstacles.</li> <li>• Closing: After the horn, complete 2-4-6-8 from behind the line marked on the floor.</li> </ul>
<b>Full House</b>	<ul style="list-style-type: none"> <li>• Points game that is fast and fun.</li> <li>• Collect 19/21 points, which must include:               <ul style="list-style-type: none"> <li>◦ 3 bar jumps</li> <li>◦ 2 tunnels (or panel jump or weaves)</li> <li>◦ 1 contact (or jump combo)</li> </ul> </li> <li>• At the horn, go to the table.</li> </ul>
<b>Snooker</b>	<ul style="list-style-type: none"> <li>• Strategy game that tests your planning &amp; handling skills</li> <li>• Collect 26/28 points, which must include:               <ul style="list-style-type: none"> <li>◦ Opening:                   <ul style="list-style-type: none"> <li>▪ Red jump, then a numbered obstacle</li> <li>▪ A different red jump, then a numbered obstacle</li> <li>▪ A third red jump, then a numbered obstacle</li> </ul> </li> <li>◦ Closing:                   <ul style="list-style-type: none"> <li>▪ Obstacles 2 through 7 in order</li> <li>▪ Finish jump or table to stop the clock</li> </ul> </li> </ul> </li> </ul>

## FAULTS

Faults are mistakes made either by the handler or the dog. They range from 1 point to 15.

<p><b>Bar Down (5)</b> A jump bar falls down.</p>	<p><b>Off Course (5)</b> The dog does the wrong obstacle.</p>
<p><b>Over Time</b> 1 fault per second over</p>	<p><b>Major Fault (15)</b> Missed contact or skipped obstacle</p>

The judge can also fault a team for unsafe performance of an obstacle or other things at their discretion.

### “DID WE Q?”

You are allowed up to 10 total faults in Standard, Jumpers, Wildcard, and Colors.

Missing a contact or skipping an obstacle is an automatic NQ in those classes.

Going more than 5s over maximum course time is also an automatic NQ in those classes.

<b>Standard</b>	You can have 1 bar down and/or 1 off-course and/or be up to 5 seconds over time. (But not all 3 things.)
<b>Jumpers</b>	You can have 1 bar down and/or 1 off-course and/or be up to 5 seconds over time. (But not all 3 things.)
<b>Wildcard</b>	You can have 1 bar down and/or 1 off-course and/or be up to 5 seconds over time. (But not all 3 things.) You must have completed two “A” obstacles and 1 “B” obstacle.
<b>Colors</b>	You can have 1 off-course and/or be up to 5 seconds over time. (You cannot Q if you drop a bar in Colors.)
<b>Jackpot (Traditional)</b>	You need a successful gamble (2-4-6-8 from behind the line), plus enough points in your opening (12/16).
<b>Full House</b>	You need 3 bar jumps, 2 three-point obstacles, and 1 five-point obstacle, plus enough extra points to total 19/21.
<b>Snooker</b>	You need to earn 26/28 points before the judge says “Thank You” or whistles. You may not have to get through #7!