

20 THINGS TO KNOW ABOUT CPE (CANINE PERFORMANCE EVENTS) **by Donna Wykowski**

1. "You must register with CPE to compete. Registration forms may be requested from www.k9cpe.com/apply. CPE does NOT accept online registrations, so plan accordingly.
2. At a trial, exhibitors and judges are very friendly and always willing to help newcomers."
3. Your dog needs to be measured at least twice to receive a height card. This will be done before the trial starts. Heights are 4-8-12-16-20 and 24. Veterans (dogs 6 and older) and Enthusiast jump 4 inches below height card, Specialist 8 inches lower. Enthusiast and Specialist are in a separate class from Veterans and Regular. A spot for everyone!!
4. The CPE rule book can be very confusing; ask a seasoned exhibitor or judge if you have questions.
5. Levels are 1 (very beginner), 2-3-4-5 and C (champion very advanced), you can start at level 1,2 or 3.
6. You can be at a different level at the same time example: Level 2 Standard, Level 3 Colors.
7. CPE has Standard and games. The games are categorized as such: Handler Games- Colors and Wildcard. Strategy Games- Jackpot and Snooker, and Fun Games- Jumpers and Full House. You get a nice certificate after completing every category example: Handler Games Level 1 – you get a certificate.
8. You can still place (1-2-3-4 ribbon) even if you don't Q (qualify).
9. What's Q or qualifying? Completing the course under the course time within the amount of faults allowed at your level and for some games accumulating the minimum amount of points at the allotted time for your level.
10. Before the trial begins, exhibitors will receive a course map of each course that will run. Before each course, the judge will give a briefing to explain the course and game rules, if necessary. Exhibitors can ask the judge specific questions during the briefing.
11. Standard – Well is Standard: courses are more challenging as the levels go up.
12. Colors – Pick and run one of the two 8-12 obstacle courses.

13. Wildcard – The object of Wildcard is to run a short course that contains three “wildcards”. A wildcard is a pair of obstacles placed approximately parallel to each other, five feet apart. One obstacle of the pair is easier and one is more difficult. The easier obstacle is assigned one point and the more difficult obstacle is assigned two points. For level 1 and 2 one 2 pointer is needed and 2, 1 pointer is needed.

14. Jackpot – Is a two-part point game – you must earn a minimum number of points before time expires in order to Q. Points are earned by completing any obstacles you choose (play-time) and also by performing one or more “gambles.”

Play-time Points (each obstacle can be completed twice for points)

Single bar jumps – 1 point

Tires, Tunnels, Spread Jumps, 6 weaves – 3 points

Contacts, Combinations, 12 weaves – 5 points

Judge’s Choice – 7 points

Gamble Points:

The judge will explain the gamble in the briefing which is held before you play the game. Your course map will also explain the gamble. A gamble is often, (but not always), a series of four obstacles that must be completed with the handler at a set distance from the dog. The gamble is usually, (but not always), worth 20 points. You **MUST** successfully complete the gamble in order to qualify.

15. Snooker – Is another two-part point game in which you must earn a minimum number of points before time expires. In the first part, or “opening,” your dog must take a red jump followed by a numbered obstacle (color) and then a different red jump and a color, and then a third, different red jump, followed by a color. In the second part or “closing,” you run the numbered course in order, from #2 through #7 and end by touching the table at the finish line with at least one paw.

16. Full House – Make your own course! You need to have 3-1point obstacles (single jumps), 2-2 point obstacles (circles – tunnels, tire, chute)(, and one joker (contacts, weaves, broad, double triple jumps and combo jumps), the more points the better but watch your time!!

17. Jumpers – A course with only jumps and tunnels.

18. After completing all of level 5 requirements you will receive a C-ATCH (CPE agility team champion) you will receive a large ribbon and decorated jump bar from the hosting club and a plaque from CPE. Want more? Try for a C-ATE (CPE agility team extraordinaire), for champion (C) level only requires a lot of points and perfect runs. A real challenge!!

19. Once a year CPE holds "The Nationals" where you can compete with people from all over the United States and Canada. The 2013 Nationals were held in Springfield, Ohio, for level 4-5 and C dogs only and there were 680 dogs!! Lots of fun!!
20. To get comfortable you can just sign up for standard and one game, or jump right in and sign up for everything! Frequent trials are held at For Your K9 in Melrose Park. Come join us and have some fun with your dog!!