

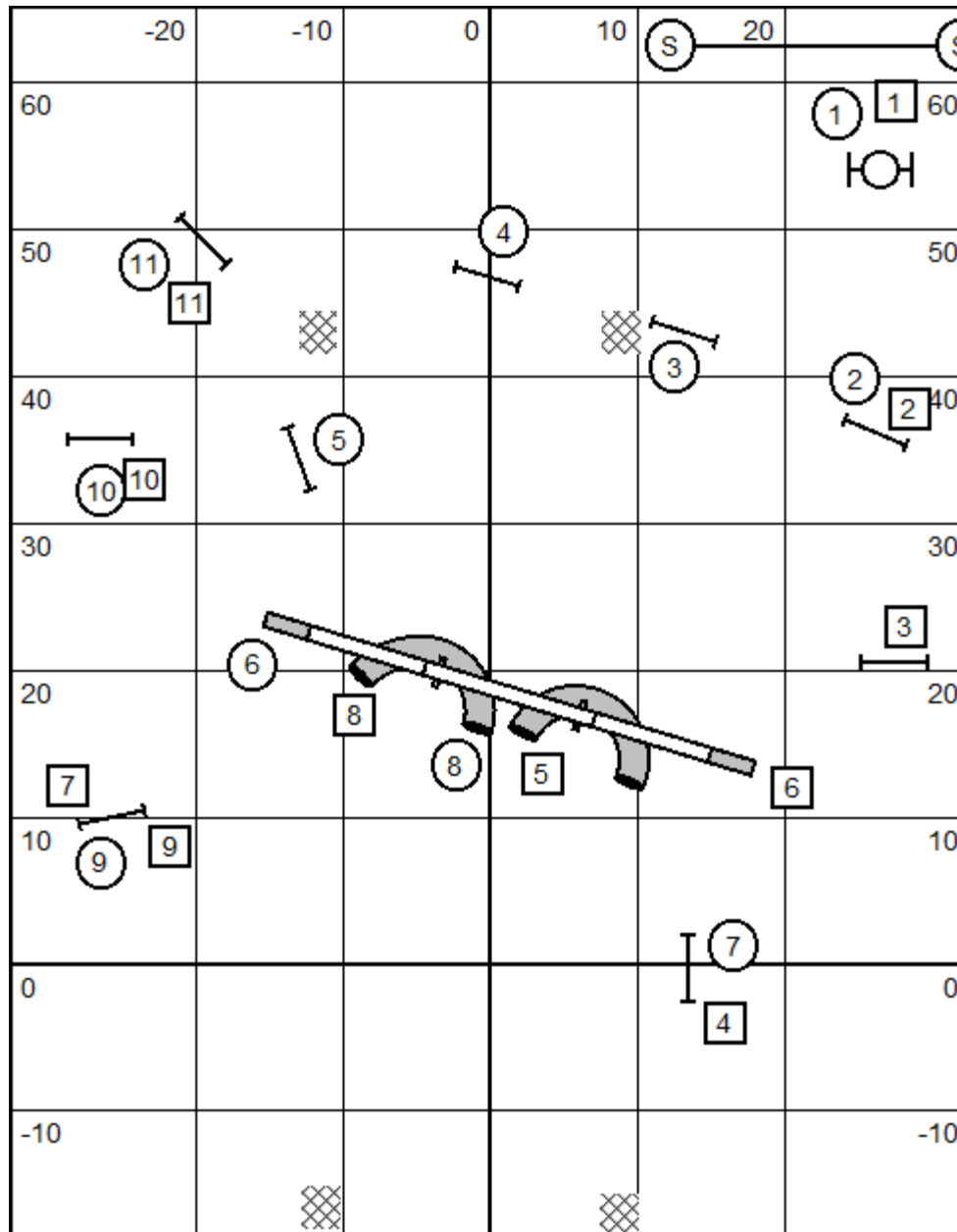
A Guide to CPE games

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These concise and clear summaries of Colors, Jackpot, Snooker, and Wildcard were originally designed for WCAC students attending their first CPE trial. They are great references for both new and experienced CPE handlers.

CPE Colors

- There are two courses on the floor
- Run either one of the two courses
- When you walk, the courses will be numbered with different colored cones
- On a course map, the courses are marked with circles or squares
- If your DOG chooses a different course than you planned on, go with it!



CPE Jackpot

Jackpot is a two-part point game

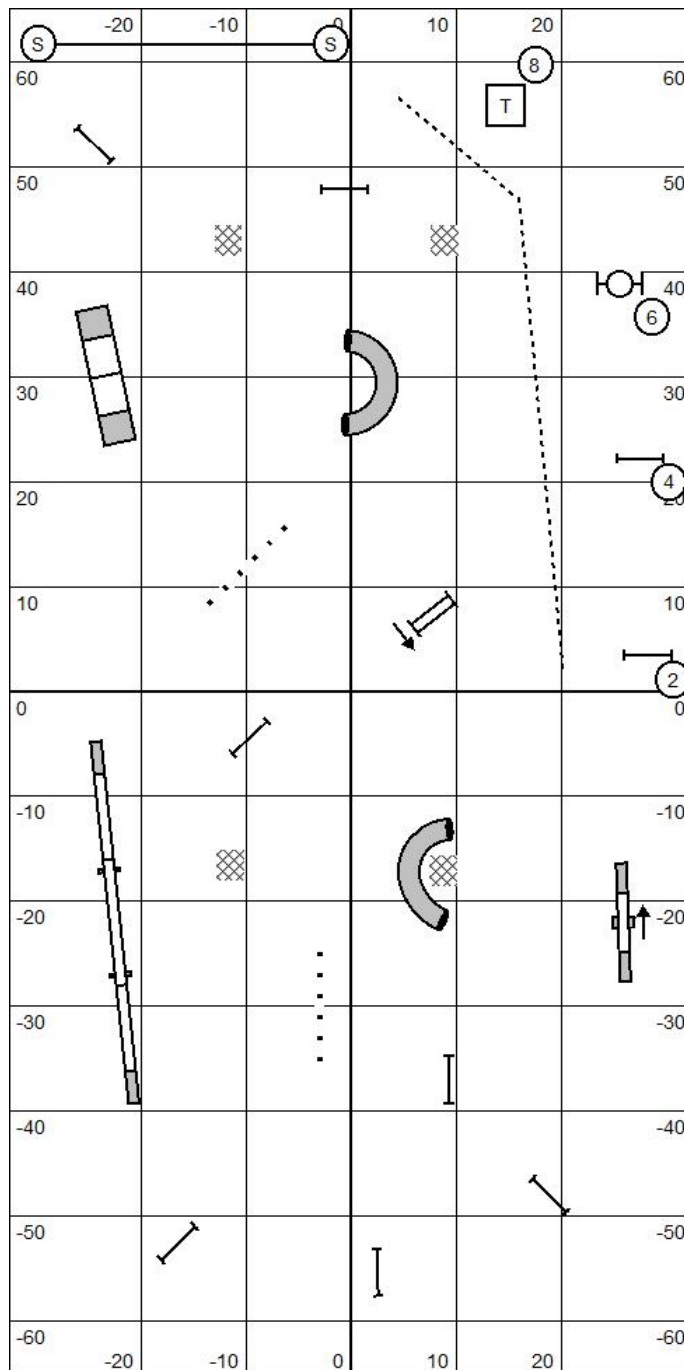
- 1 Play-time (30-35 sec)**
(each obstacle can be done twice for points)

 - Single bar jumps – 1 point
 - Tires, Tunnels, Spread Jumps, 6 weaves – 3 points
 - Contacts, Combinations, 12 weaves – 5 points
 - Judge's Choice – 7 points

Play-time is over when you hear the whistle.

- 2 Gamble (18-20 sec)**

 - When you hear the whistle, you must perform obstacles 2,4,6, and 8 from behind the line. This will earn you 20 pts.
 - You **must** complete the gamble to qualify.




EXAMPLE

Play-time points vary depending on the obstacles you choose!

Play-time Math	
Obstacle	Points
jump	1
A-frame	5
tunnel	3
weaves	3
tunnel	3
teeter	5
jump	1
Total	21

Gamble is usually 20 points!

Gamble Math:	
Obstacle	Points
#2	2
#4	4
#6	6
#8	8
Total	20


 $21 + 20 = 41$

Level 1 only needs 32 pts.

CPE

Snooker

Snooker is a two-part point game

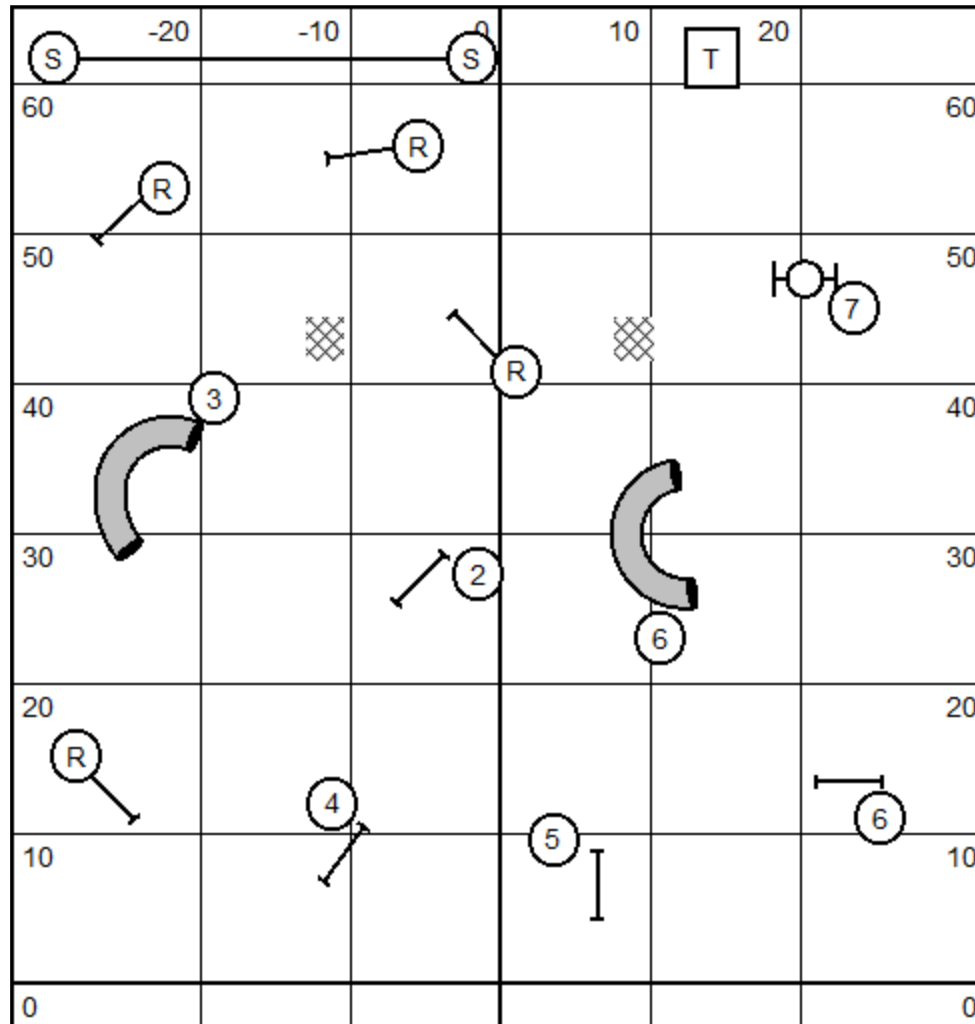
What is on the course:

- 4 RED single bar jumps
- 6 other obstacles numbered 2-7
- Table

1 Run the Opening

2 Run the Closing

Run to the table!



1

Opening:

1. RED
2. Other obstacle
3. A different RED
4. Other obstacle
5. A different RED
6. Other Obstacle

*if you knock a bar on a RED, go do another red...that is why there are 4!

*can you do the same RED twice...NO!

*can you do the same other obstacle twice...YES!

2

Closing:

Obstacles 2-7

RUN TO THE TABLE!

*If at any time during your Snooker run you hear the buzzer, RUN TO THE TABLE!

**Obstacle 6 is a combination, you must perform both!

CPE Snooker

Snooker Points

- All obstacles have the point value as they are numbered
- RED bar jumps are 1 point

EXAMPLE

Opening points vary depending on the obstacles you choose!

Opening Math

Example:

Obstacle	Points
RED	1
#3	3
RED	1
#4	4
RED	1
#3	3

Total Opening 13

Closing is always 27 points!

Closing Math:

Obstacle	Points
#2	2
#3	3
#4	4
#5	5
#6	6
#7	7

Total Closing 27

Level 1 only needs 26 pts. If you get through the closing, you will have more than enough!

13

+27

30



CPE Wildcard

- Run the course numbered 1 – 10
- At numbers 2, 6, and 9, you have a choice either “a” or “b”
- You must perform two “a” obstacles and one “b” obstacle to qualify
- If your DOG chooses an obstacle you did not plan on, go with it!
- If you choose the “a” obstacle at number 9, you must complete **both** the tunnel and the jump

