

This is an introduction to the Agility Games of Canine Performance Events for handlers who are new to the venue. When I went to my first trial, it was clear that reading the CPE Rulebook was not going to make me understand how the games work. Listening to the judge's briefing and asking experienced handlers was how I learned about the games. This worked, but it would have been nice to understand the games a little more ahead of time. Hopefully this guide will do that for other newbies.

Disclaimer: Nothing here is official or in any way modifies the official CPE Rulebook, which can be downloaded from the CPE website at <http://www.k9cpe.com/rcall2007.htm>. Thanks to CPE Judge Paul Stusalitus for the use of his course diagrams from the March 2010 trial at Four Seasons in Ohio.

General Hints: Some of the games will demand the ability to "think on your feet." Consider this when you walk the courses. Listen carefully to the judge's briefing which often contains nuances not covered in this guide or the Rulebook. If you're not sure about a rule, ask the judge! If you have a question about strategy, ask a more experienced handler; they are always willing to help. It can be useful to use different colored pens to draw course lines on the diagrams.

## COLORS

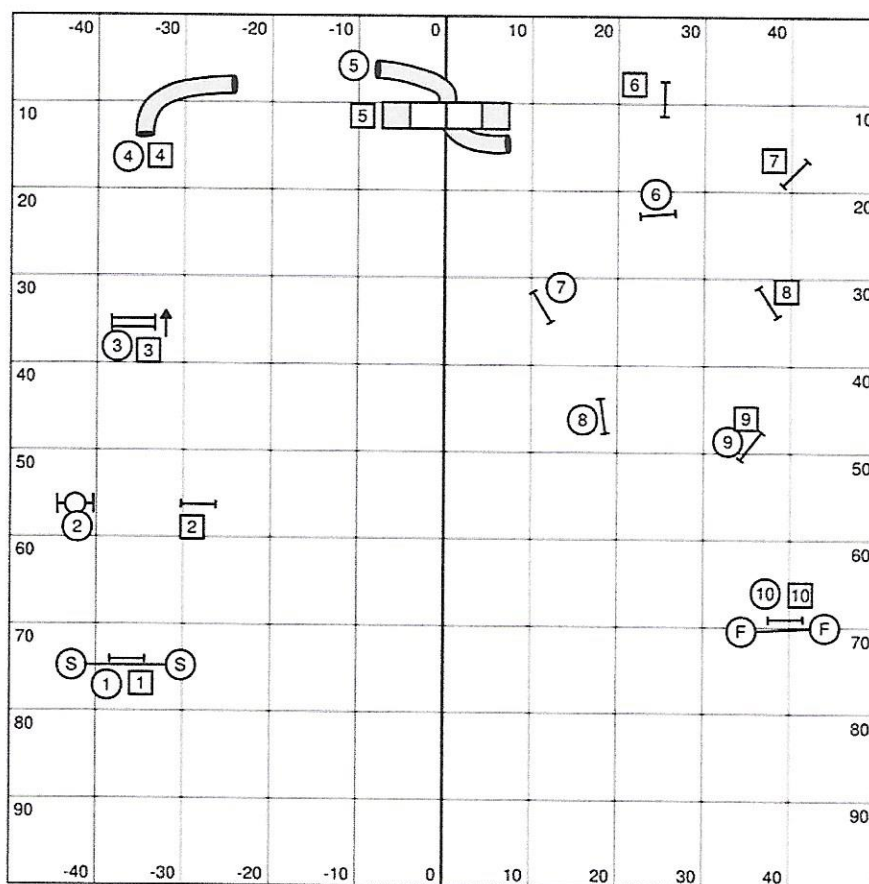
The object of Colors is to run one of two overlapping mini-agility courses of 8 to 12 obstacles. The courses will overlap or cross paths a minimum of 2 times and be fairly equal in terms of length and challenge.

Each course will be marked by differently colored cones. In the diagram at right, one course is designated by circled numbers and the other by squares. On the actual course, the circles might be marked by numbered red cones and the squares by numbered green cones, for example.

Obstacles: If a teeter-totter is used, it will only be used on one of the courses in Levels 1/2. There will be no weaves or triple jump in Levels 1/2.

You are not required to declare your choice of course prior to beginning the run. The judge will determine which course you are running by observing either (1) the obstacle you start with – if the courses start with different obstacles or different directions over the same obstacle, or (2) your choice of obstacle where the courses diverge, which must occur by the third obstacle. (In the example at right, the courses diverge at the 2nd obstacle.)

Level 1/2 Colors Course



Because you do not have to declare your course in advance, there is the opportunity to recover from a mistake early in the run for courses which start on the same obstacle. For example, say you were planning to do the "circle" course above, but your dog took the bar jump (square #2) instead of the tire (circle #2). You may then change plans and continue with the square course. You would earn a Q if this course is successfully completed. Naturally, this would require thinking on your feet and is something to consider during the walk-through.

Catch Phrase: "A course of a different color."