

CPE Reference Sheet

COLORS “A course of a different color.”

Faults Allowed	L1	L2	L3	L4	L5
Bar Down	0	0	0	0	0
Off Course	1	1	0	0	0
Other Faults	1	1	1	1	1
Over Time (1 fault per full second)	5	5	5	5	5
Total Faults Allowed	10	10	10	10	5

WILDCARD “ONE 2-pointer and TWO 1-pointers”. (For Levels 1/2)

Faults Allowed	L1	L2	L3	L4	L5
Bar Down	1	1	1	1	1
Off Course	1	1	0	0	0
Other Faults	1	1	1	1	1
Over Time (1 fault per full second)	5	5	5	5	5
Total Faults Allowed	10	10	10	10	5

Level 1/2 needs **two** 1-point wildcards and **one** 2-point wildcard.

Level 3/4/5/C needs **one** 1-point wildcard and **two** 2-point wildcards.

SNOOKER “Red–Color–Red–Color–Red–Color–Run The Course.”

Points Needed for Q	L1	L2	L3	L4/5/C
Regular / Veteran	26	28	30	32
Enthusiast / Specialist	24	26	28	30

Points for Progress in Closing						
Obstacle # Completed	2	3	4	5	6	7
Closing Points	2	5	9	14	20	27

Points awarded according to the number on the obstacle. Time determined by judge. 12” and smaller get 5 extra seconds.

TABLE is **not** live until **any WHISTLE** (or judge says Thank You) or handler **DIRECTS** dog to table.

When **any WHISTLE** blows, move directly to the table to stop the clock.

JACKPOT “Stay outside the lines and don’t be late.”

Total Points Needed for Q*	L1	L2	L3	L4/5/C
Regular / Veteran	32	36	40	44
Enthusiast / Specialist	30	34	38	42

*Includes 20 gamble points

Obstacle Values	(obstacles may be used twice for points, except 7-point obstacle)
1 point obstacles	Single Bar Jumps
3 point obstacles	Tire, Tunnels (open/closed), Spread Jumps, 5-8 Weaves
5 point obstacles	Contacts, Combinations, 10-12 Weaves
7 point obstacle	Judge’s Choice (only once): combination, contact, long weaves, tire, tunnel, spread

TABLE is **not** live until the gamble whistle blows (traditional) or handler **DIRECTS** dog to table (non-traditional).

When 2nd **WHISTLE** blows, the team has NQ’d. (2nd whistle sounds 5-10 seconds after maximum time.) Time determined by judge.

FULLHOUSE “Three Jumps, two Circles and one Joker.”

Points Needed for Q	L1	L2	L3	L4/5/C
Regular / Veteran	19	21	23	25
Enthusiast / Specialist	17	19	21	23

Obstacle Values	Number Required	(obstacles may be used twice for points)
1 point	At least 3	Single Bar Jumps
3 point	At least 2	“Circles” – Tires and Tunnels (open or closed)
5 point	At least 1	Contacts, Weaves, Broad and Spread Jumps
0 points	Once	Table – Stops the Clock; Live at All Times

When **WHISTLE** blows, point accumulation stops and team has up to 5 seconds to reach the table to stop the clock. One point is deducted for each full second beyond that 5 second period.

TABLE is **LIVE** throughout the game. Point Accumulation Time is 35 seconds (4 – 12”) or 30 seconds (16 – 24”).

JUMPERS and STANDARD

Faults Allowed	L1	L2	L3	L4	L5
Bar Down	1	1	1	1	1
Off Course	1	1	1	0	0
Other Faults	1	1	1	1	1
Over Time (1 fault per full second)	5	5	5	5	5
Total Faults Allowed	10	10	10	10	5