

STANDARD

Level 1,2,3 – Maximum 10 faults

Level 5 – Maximum 5 faults

Level C- no faults allowed

FAULTS	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 5
Bar Down	1	1	1	1
Off Course	1	1	1	0
Other Faults	1	1	1	1
Over Time	5	5	5	5

WILDCARD

Level 1,2,3 – Maximum 10 faults

Level 5 – Maximum 5 faults

Level C- no faults allowed

Level 1& 2 – two 1 point Wildcards and one 2 point Wildcard

Levels 3,5,C – one 1 point Wildcard & two 2 point Wildcards

FAULTS	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 5
Bar Down	1	1	1	1
Off Course	1	1	0	0
Other Faults	1	1	1	1
Over Time	5	5	5	5

FULLHOUSE

All levels must have a minimum of:

Three single bar jumps

Two circles (tunnel, panel)

One Joker (contact, weaves, broad, double, wall or combo jumps)

LEVEL	Total Points to Q	Jump Height	Accumulation Time	Total Game Time
Level 1	19	4,8,12	35 sec	40 sec
Level 2	21	16" vets	30 sec	35 sec
Level 3	23	16"	30 sec	35 sec
Level 5 & C	25	20,24"	30 sec	35 sec

Enthusiast/Specialist - 2 points less at each level

Points/Faults Info for CPE classes

This is not a CPE document. Check CPE rule book for up to date information.

Updated April, 2024 by Pat Saito

COLORS

Level 1,2,3 – Maximum 10 faults

Level 5 – Maximum 5 faults

Level C- no faults allowed

FAULTS	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 5
Bar Down	No level	is allowed	a bar down	
Off Course	1	1	0	0
Other Faults	1	1	1	1
Over Time	5	5	5	5

JUMPERS

Level 1,2,3 – Maximum 10 faults

Level 5 – Maximum 5 faults

Level C- no faults allowed

FAULTS	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 5
Bar Down	1	1	1	1
Off Course	1	1	1	0
Other Faults	1	1	1	1
Over Time	5	5	5	5

SNOOKER

LEVEL	TOTAL POINTS TO Q
Level 1	26
Level 2	28
Level 3	30
Level 5, & C	32

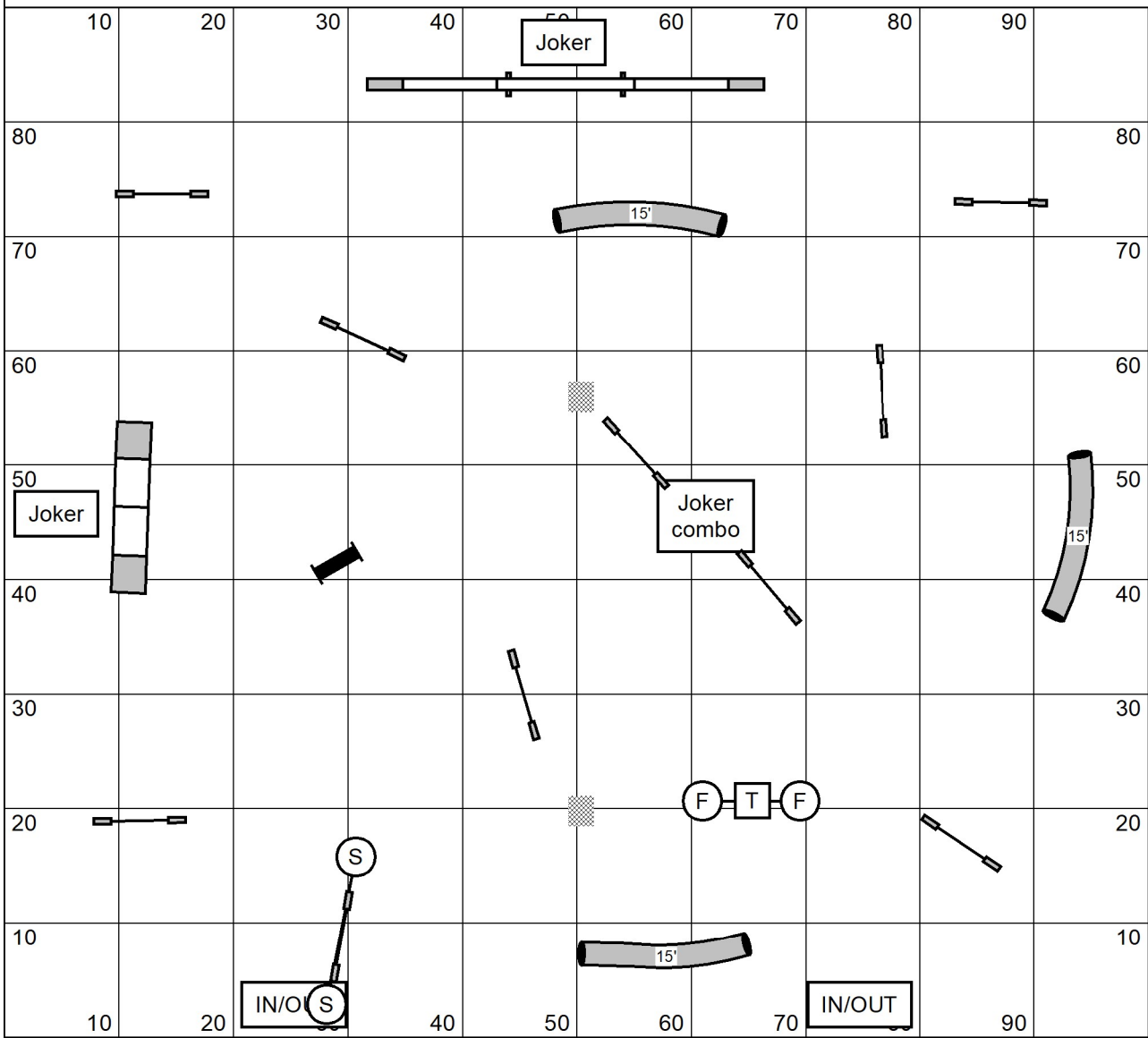
Enthusiast/Specialist - 2 points less at each level

JACKPOT POINTS

LEVEL	OPENING POINTS	GAMBLE POINTS	TOTAL PTS TO Q
Level 1	12	20	32
Level 2	16	20	36
Level 3	20	20	40
Level 5 & C	24	20	44

Enthusiast/Specialist - 2 points less at each level

FullHouse 1235C



To qualify, earn the required points for your level, including at least:
 1 - 5 point obstacle (AFrame, dogwalk, combo in flow)
 2 - 3 point obstacles (tunnels, panel)
 3 - 1 point obstacles (jumps)

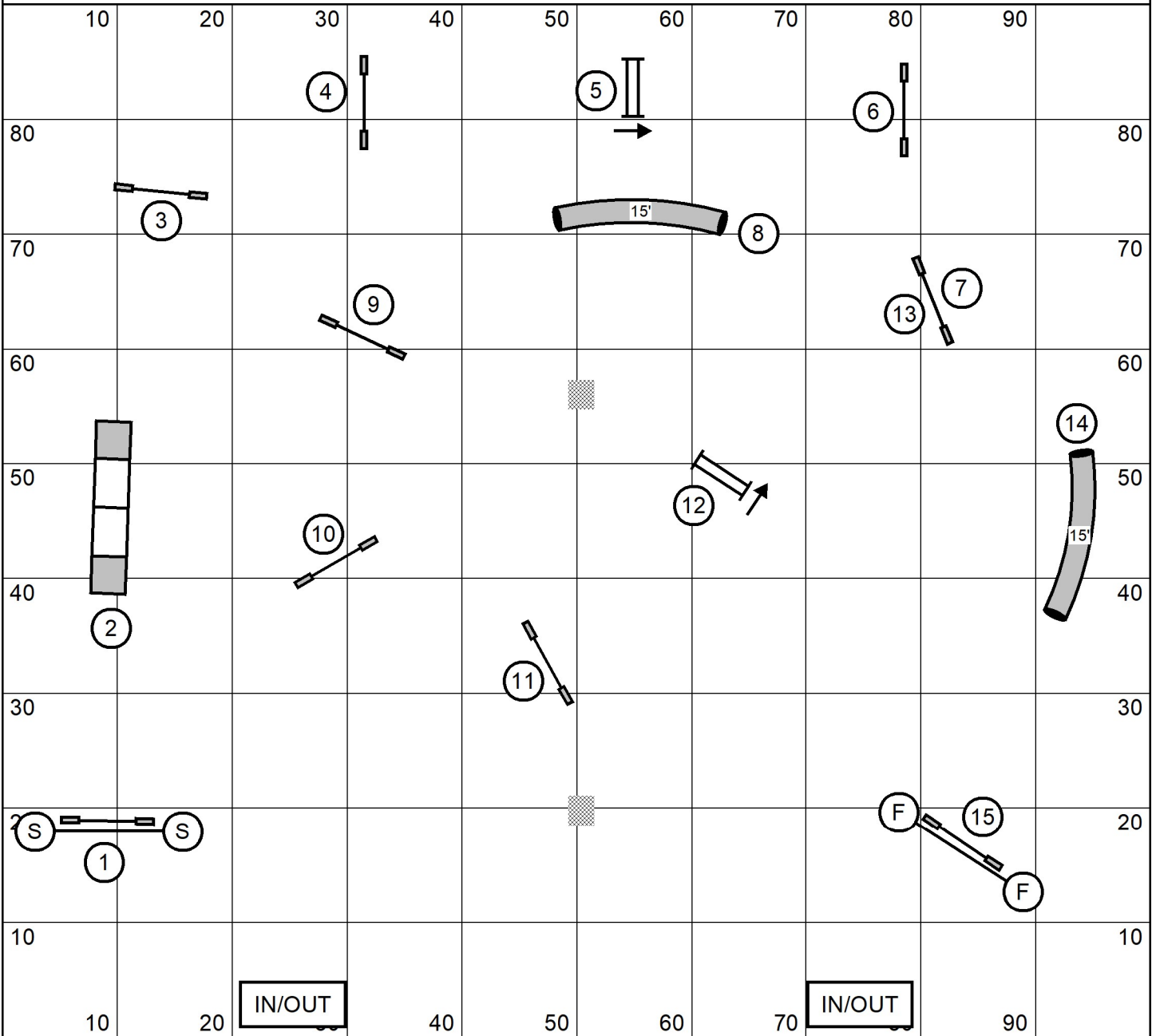
When the horn sounds, you have 5 seconds to get to the table before points will be deducted.

The table is live at all times.

Small Dogs: 35 seconds
 Large Dogs: 30 seconds

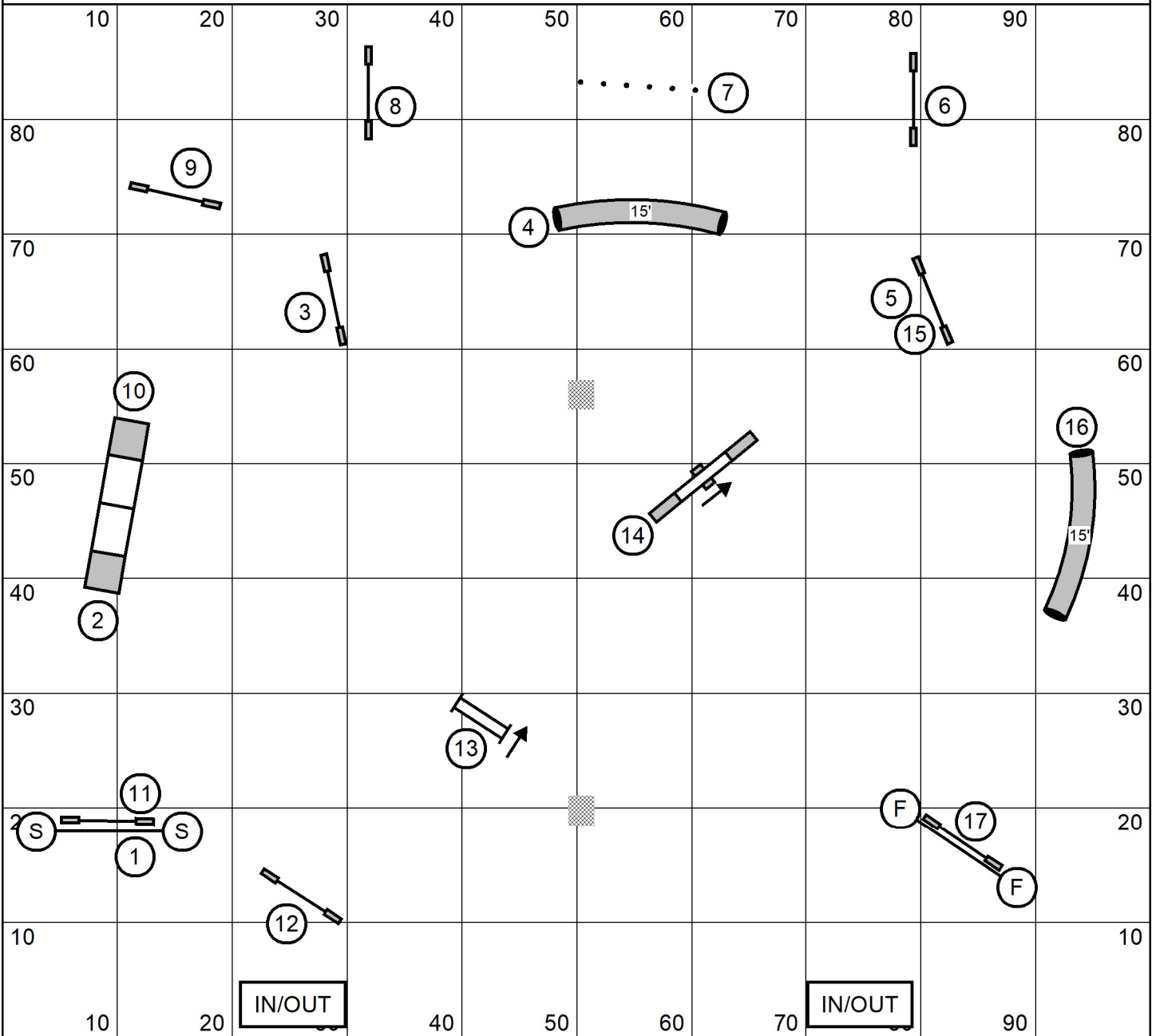
FullHouse Levels 1, 2, 3, 5 & C
 Judged by: JoLee Yeddo
 March 8, 2025
 WI-IL Agility Group
 Spring Grove, IL

Standard 1



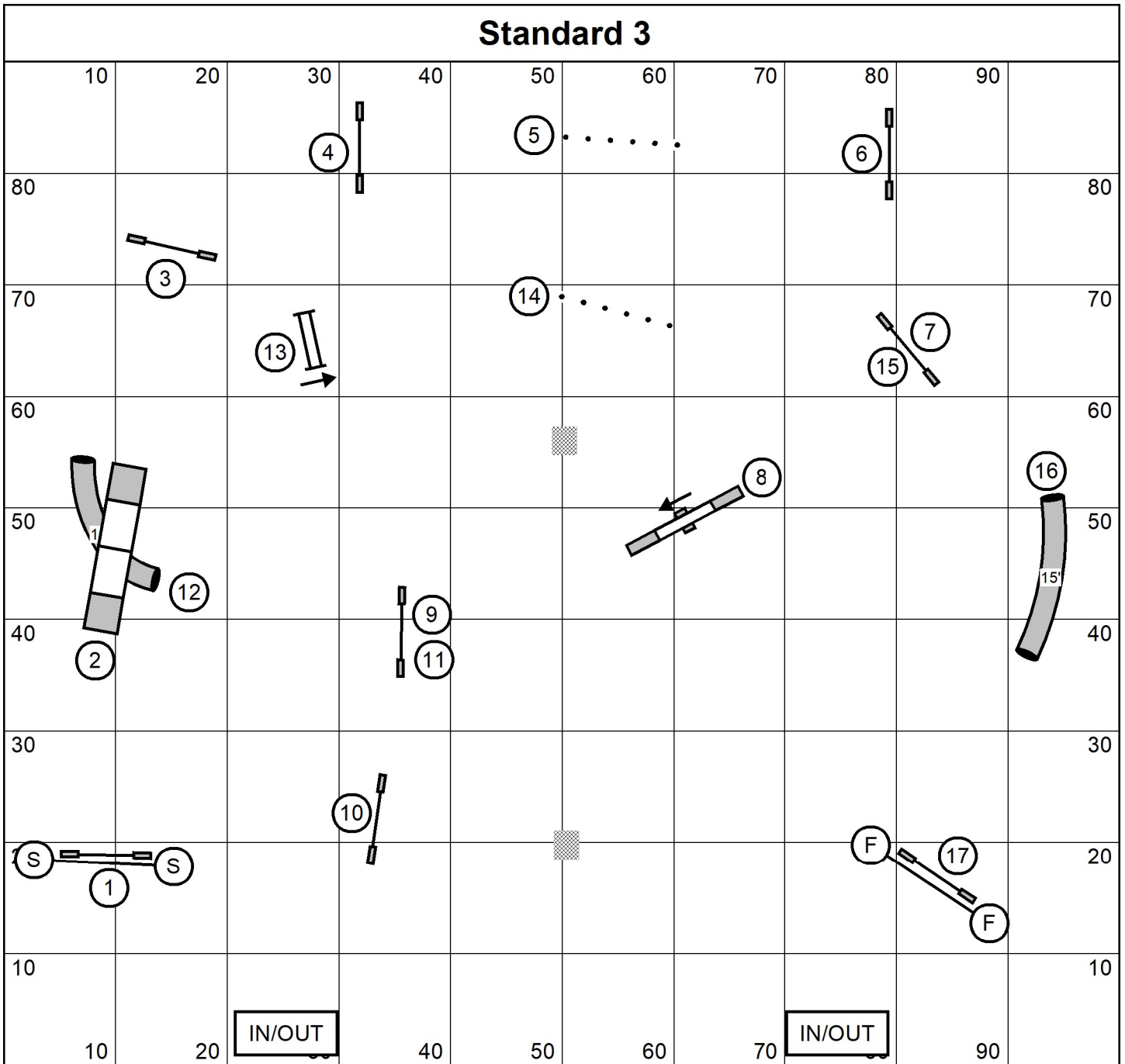
Standard Level 1
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Standard 2



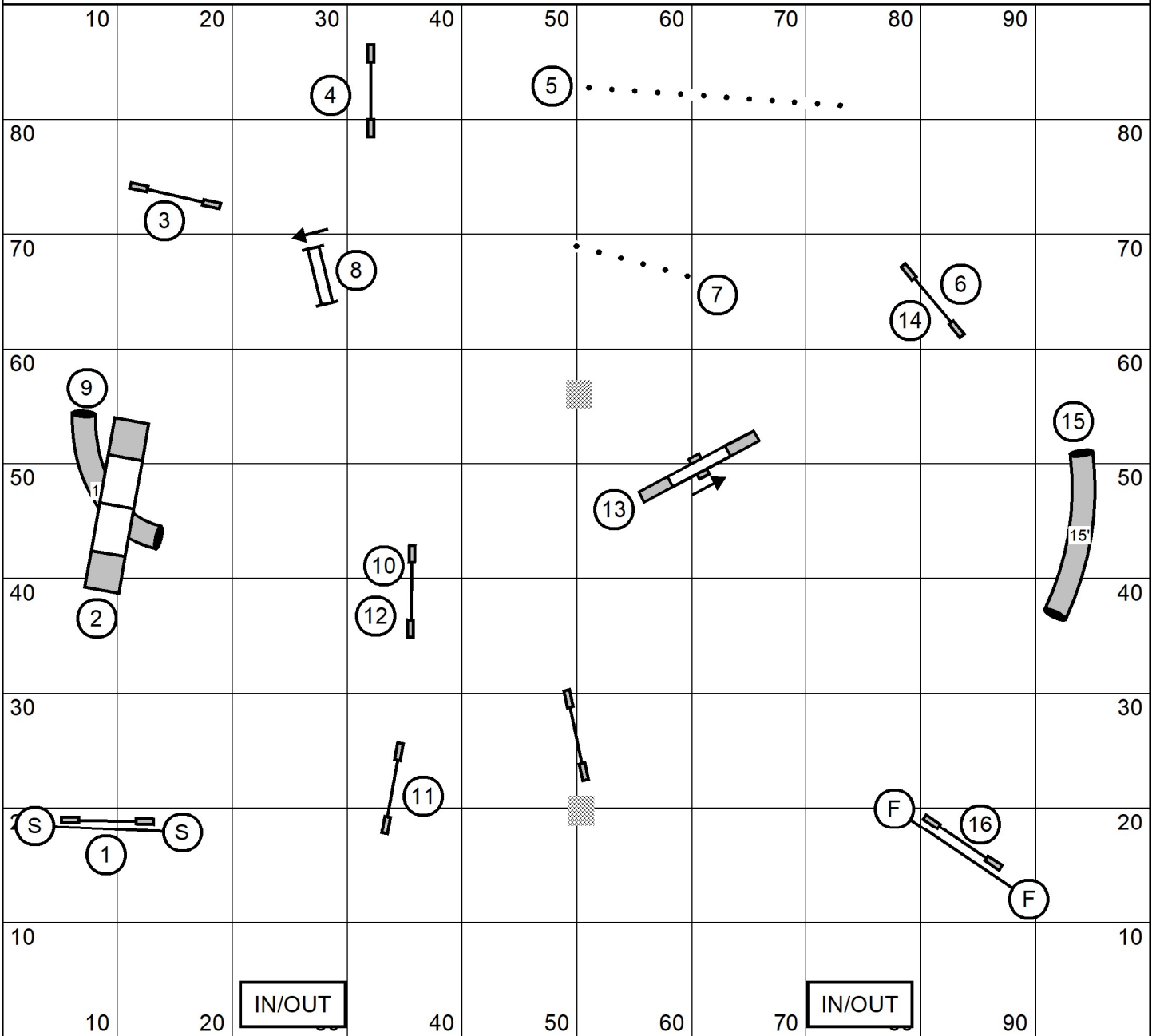
Standard Levels 2
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Standard 3



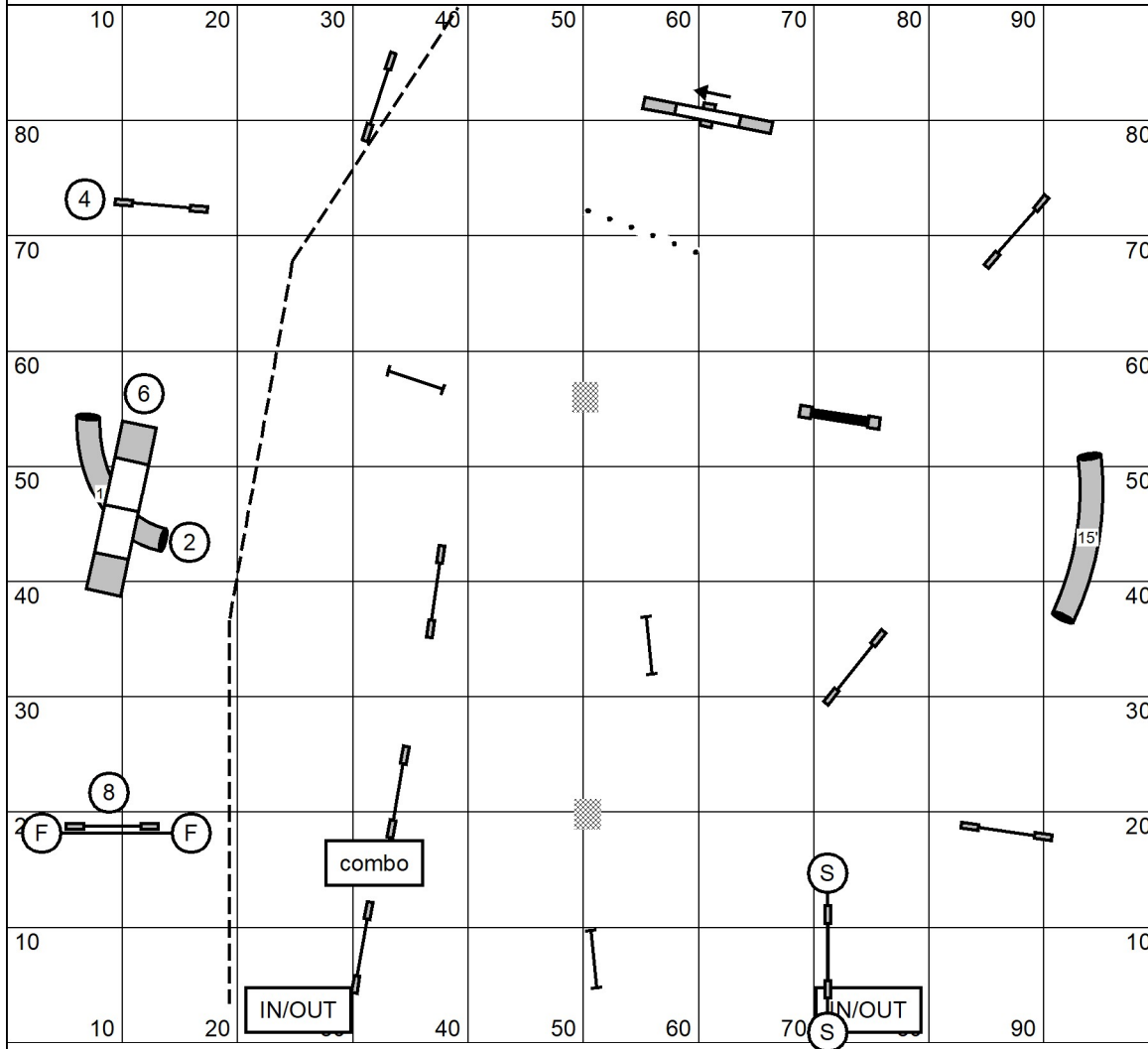
Standard Levels 3
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Standard 5C



Standard Levels 5 & C
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Jackpot 5C



Jackpot Levels 5 & C
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Traditional Jackpot

The start jump is bi-directional.

In the opening, collect points.
 At the horn, attempt the gamble.

Be careful not to negate your gamble during the opening
 by doing two gamble obstacles forward or backward in order.

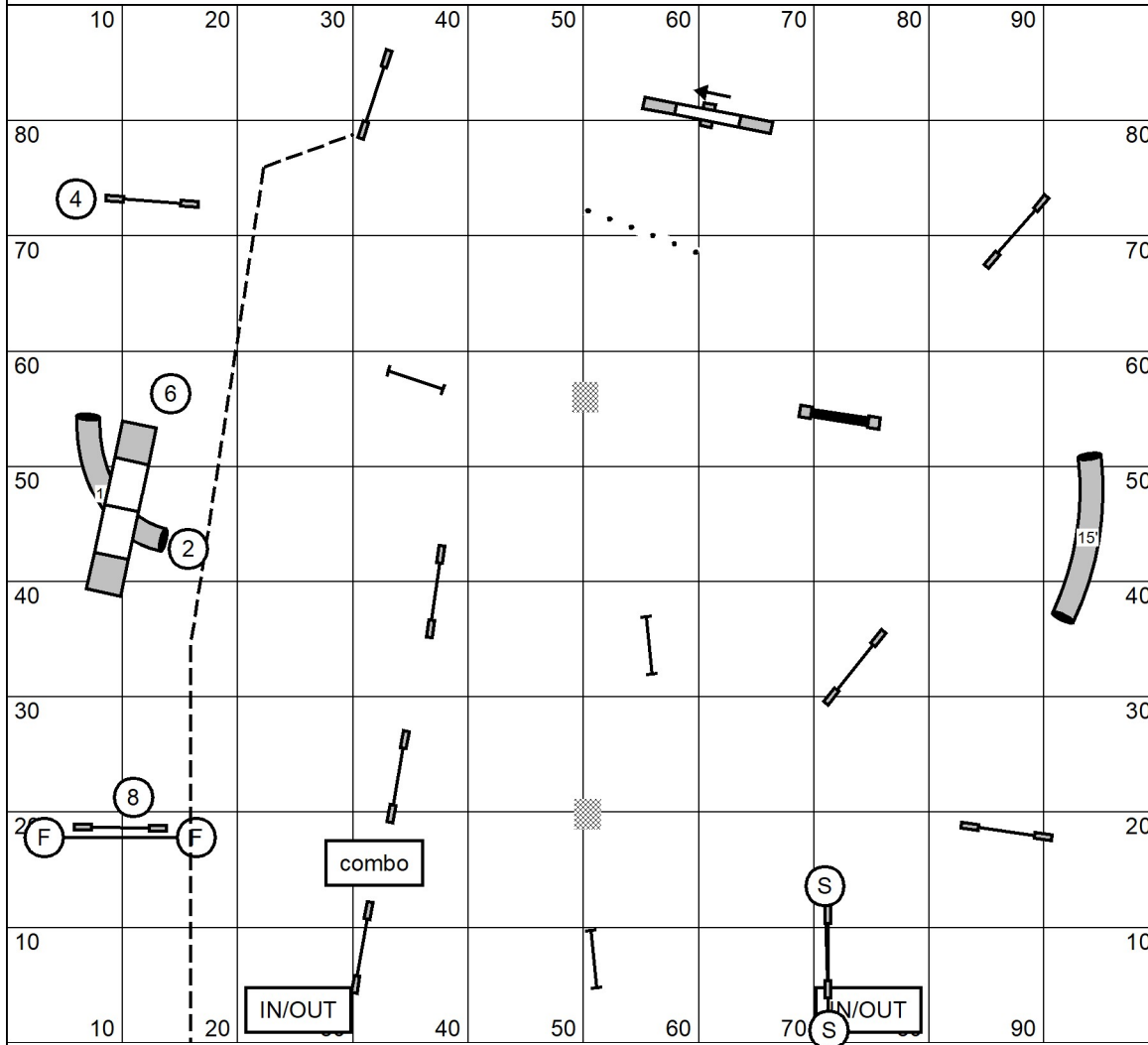
The finish is live at the horn.

Obstacles may be done twice for points.
 Back-to-back obstacles are fine if done safely.

5 points: teeter, AFrame, combo in flow
 3 points: tunnels, wall, weaves
 1 point: jumps

4/8/12 dogs have 35 seconds, plus 22 after the horn.
 16V/16/20/24 dogs have 30 seconds, plus 20 after the horn.

Jackpot 3



Jackpot Level 3
 Judged by: JoLee Yeddo
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 Spring Grove, IL

Traditional Jackpot

The start jump is bi-directional.

In the opening, collect points.
 At the horn, attempt the gamble.

Be careful not to negate your gamble during the opening
 by doing two gamble obstacles forward or backward in order.

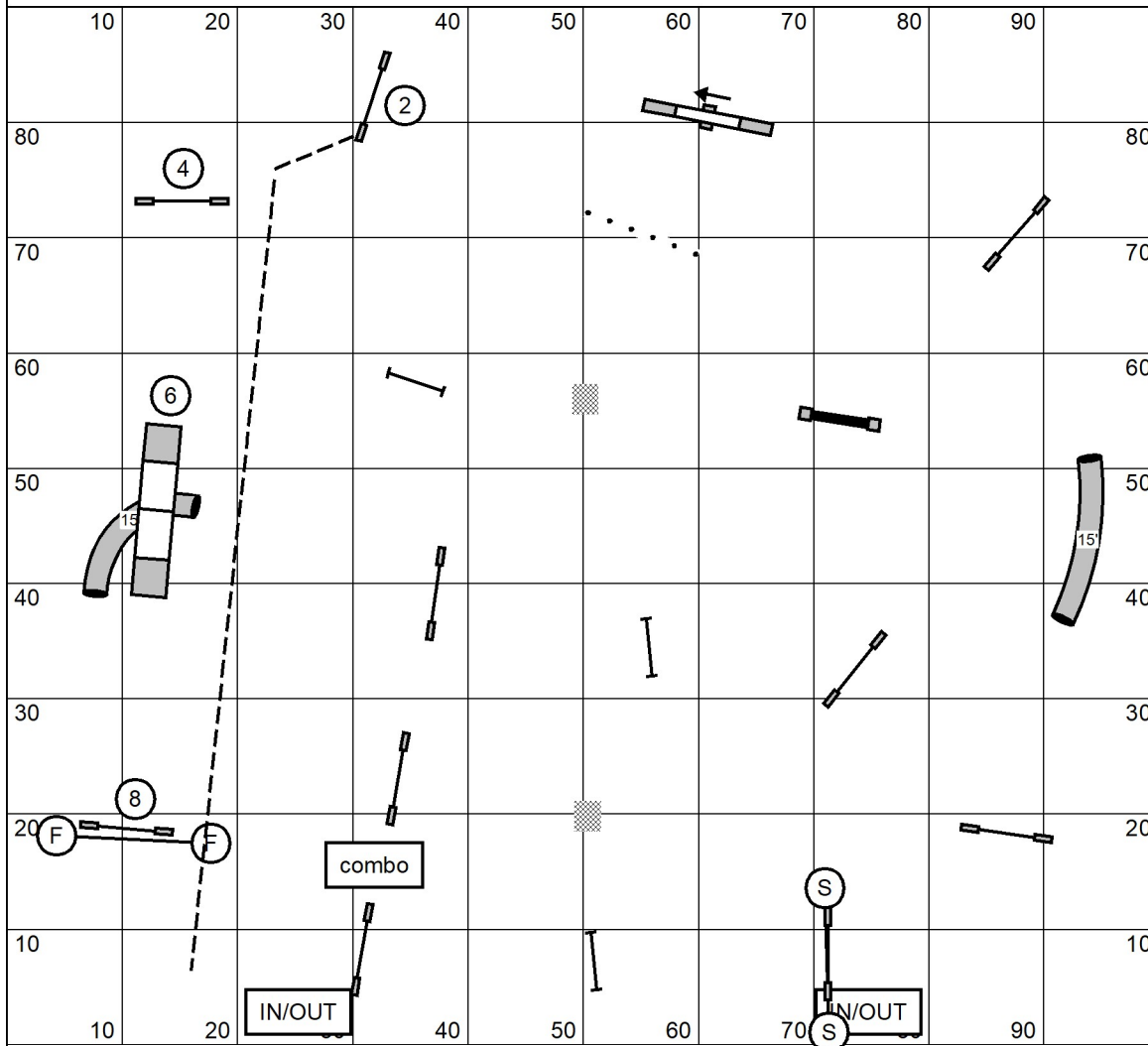
The finish is live at the horn.

Obstacles may be done twice for points.
 Back-to-back obstacles are fine if done safely.

- 5 points: teeter, AFrame, combo in flow
- 3 points: tunnels, wall, weaves
- 1 point: jumps

4/8/12 dogs have 35 seconds, plus 22 after the horn.
 16V/16/20/24 dogs have 30 seconds, plus 20 after the horn.

Jackpot 12



Traditional Jackpot

The start jump is bi-directional.

In the opening, collect points.
At the horn, attempt the gamble.

Be careful not to negate your gamble during the opening
by doing two gamble obstacles forward or backward in order.

The finish is live at the horn.

Obstacles may be done twice for points.
Back-to-back obstacles are fine if done safely.

5 points: teeter, AFrame, combo in flow

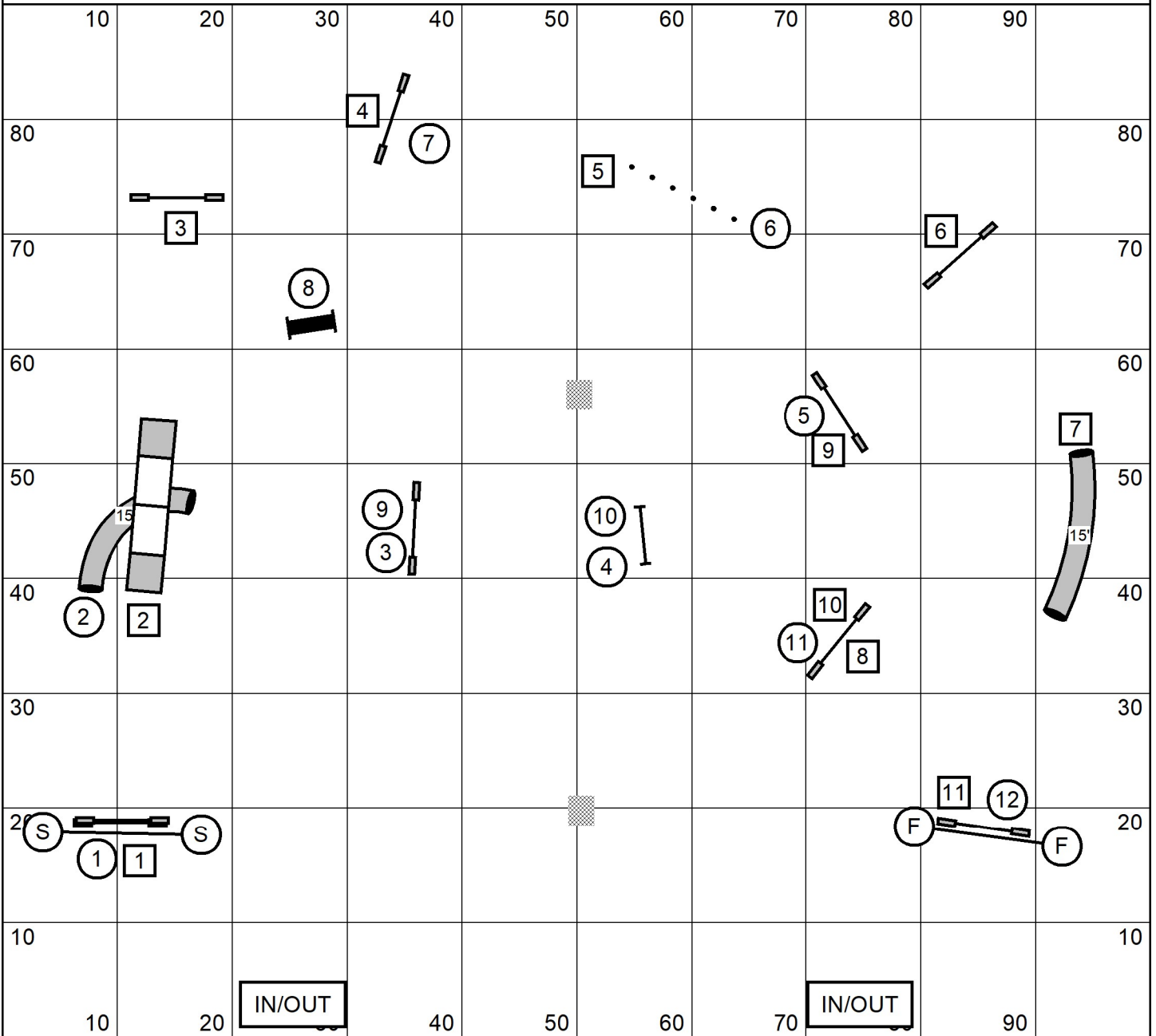
3 points: tunnels, wall, weaves

1 point: jumps

4/8/12 dogs have 35 seconds, plus 22 after the horn.
16V/16/20/24 dogs have 30 seconds, plus 20 after the horn.

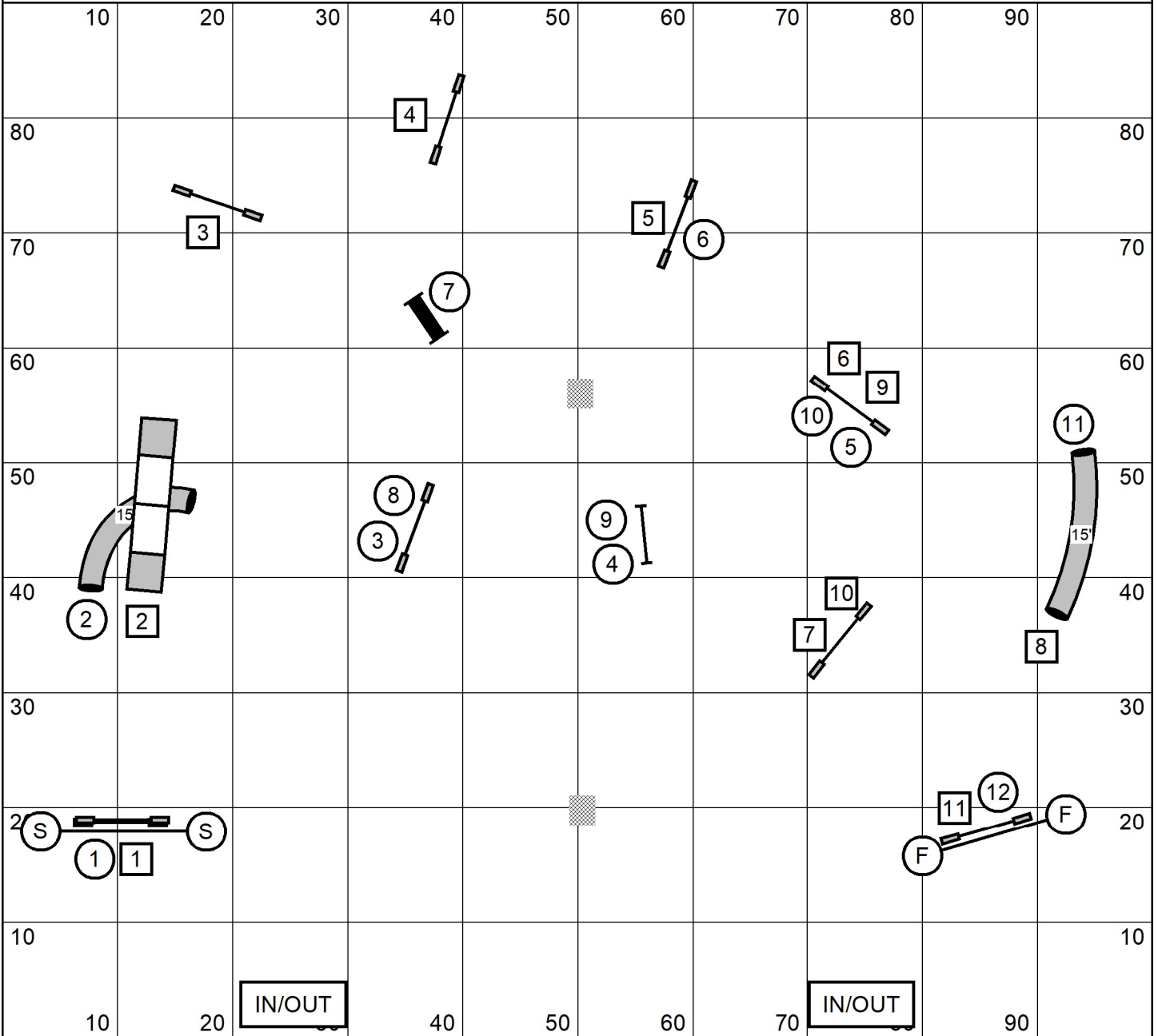
Jackpot Levels 1 & 2
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Colors 35C



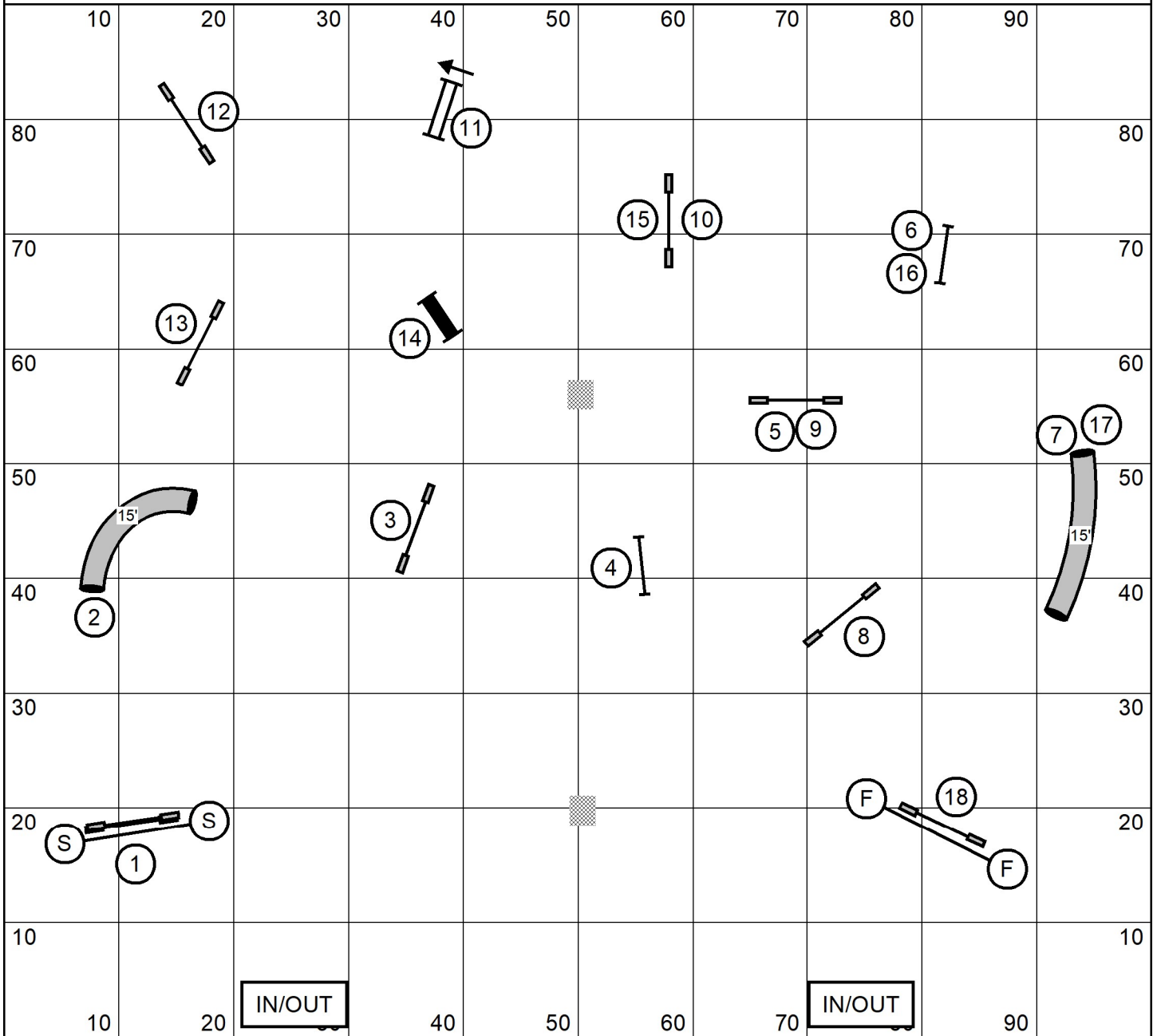
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Colors 12



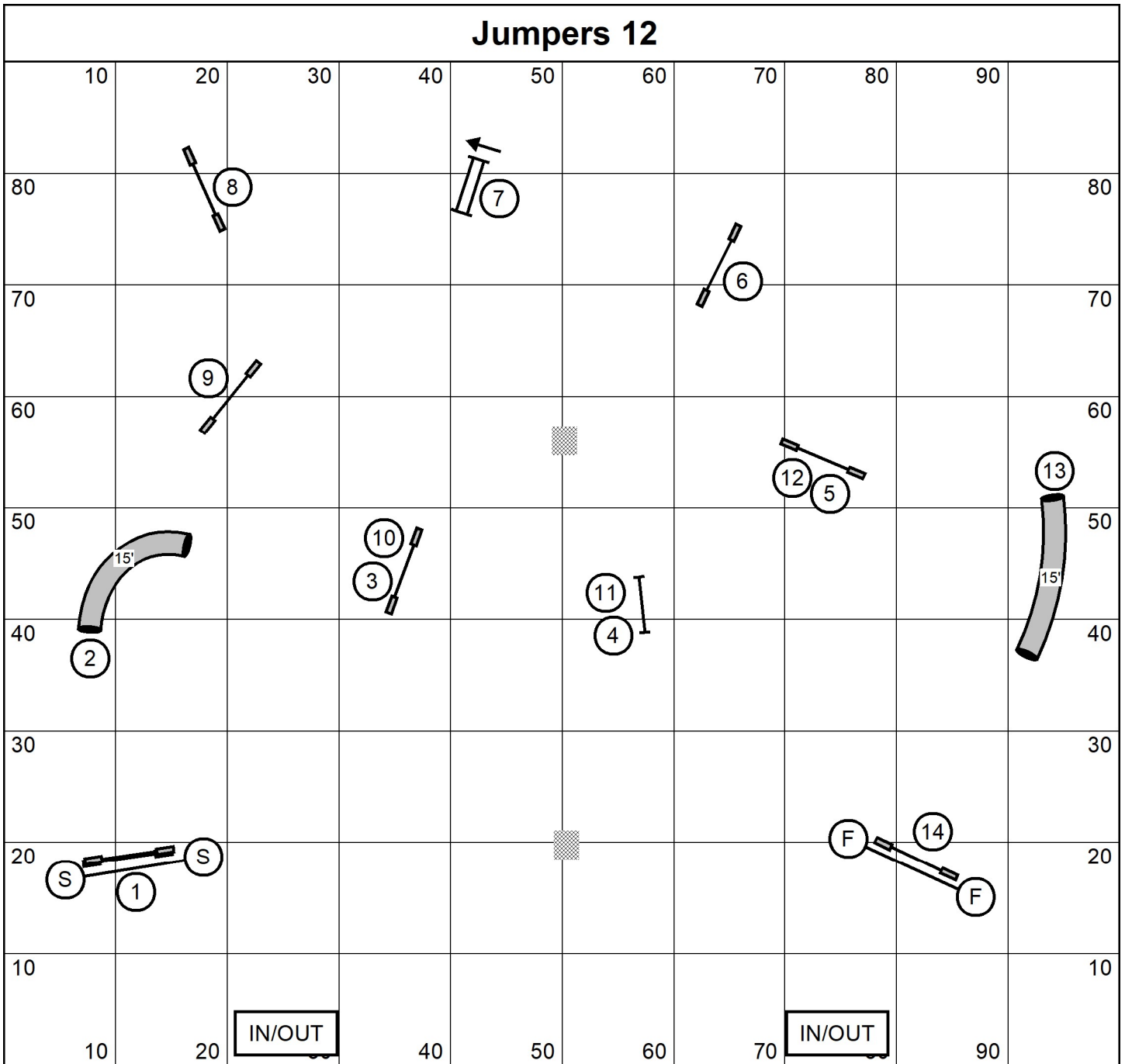
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Jumpers 35C



Jumpers Levels 3, 5 & C
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Jumpers 12



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