

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

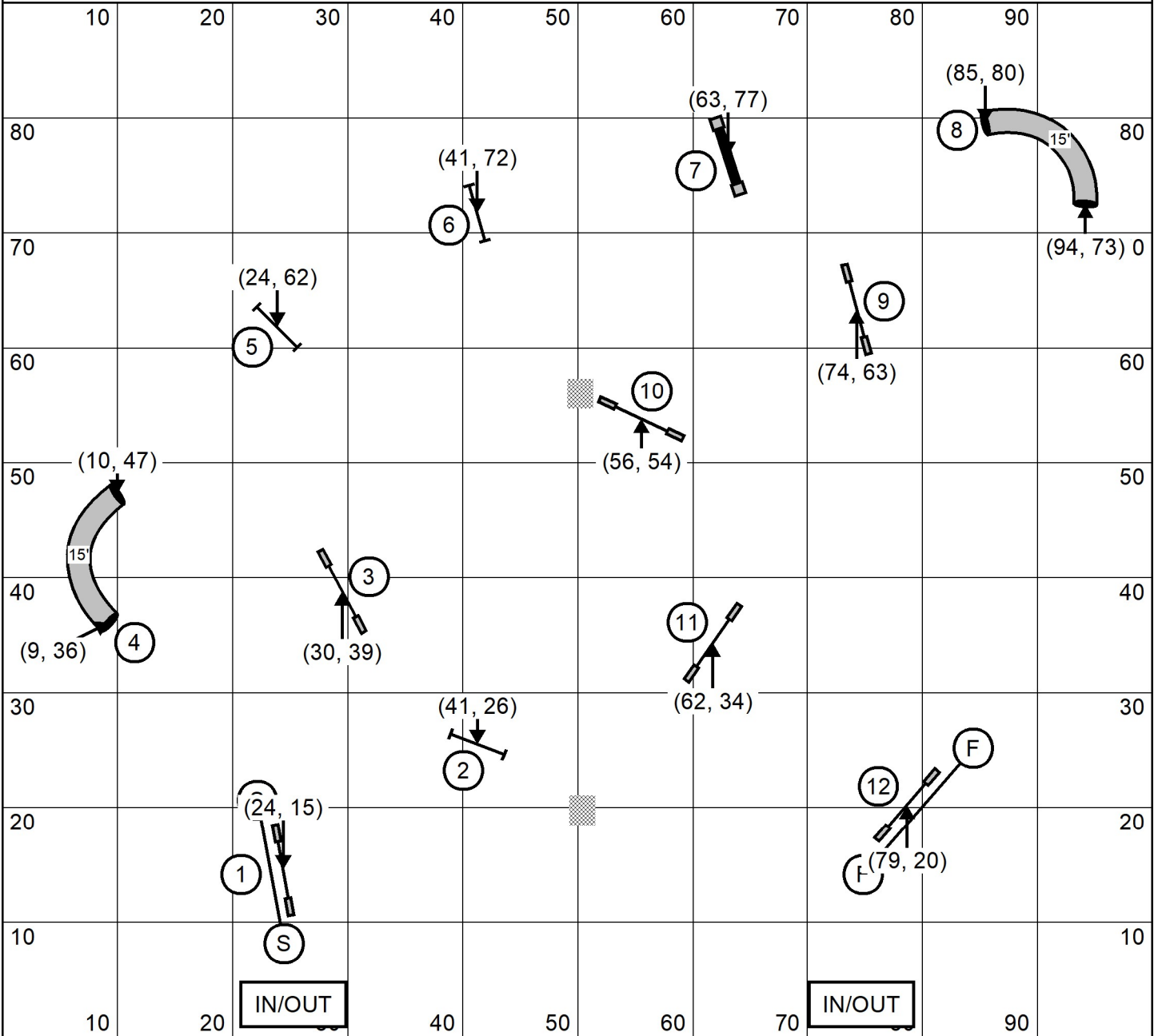
Enthusiast/Specialist - 2 points less at each level

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

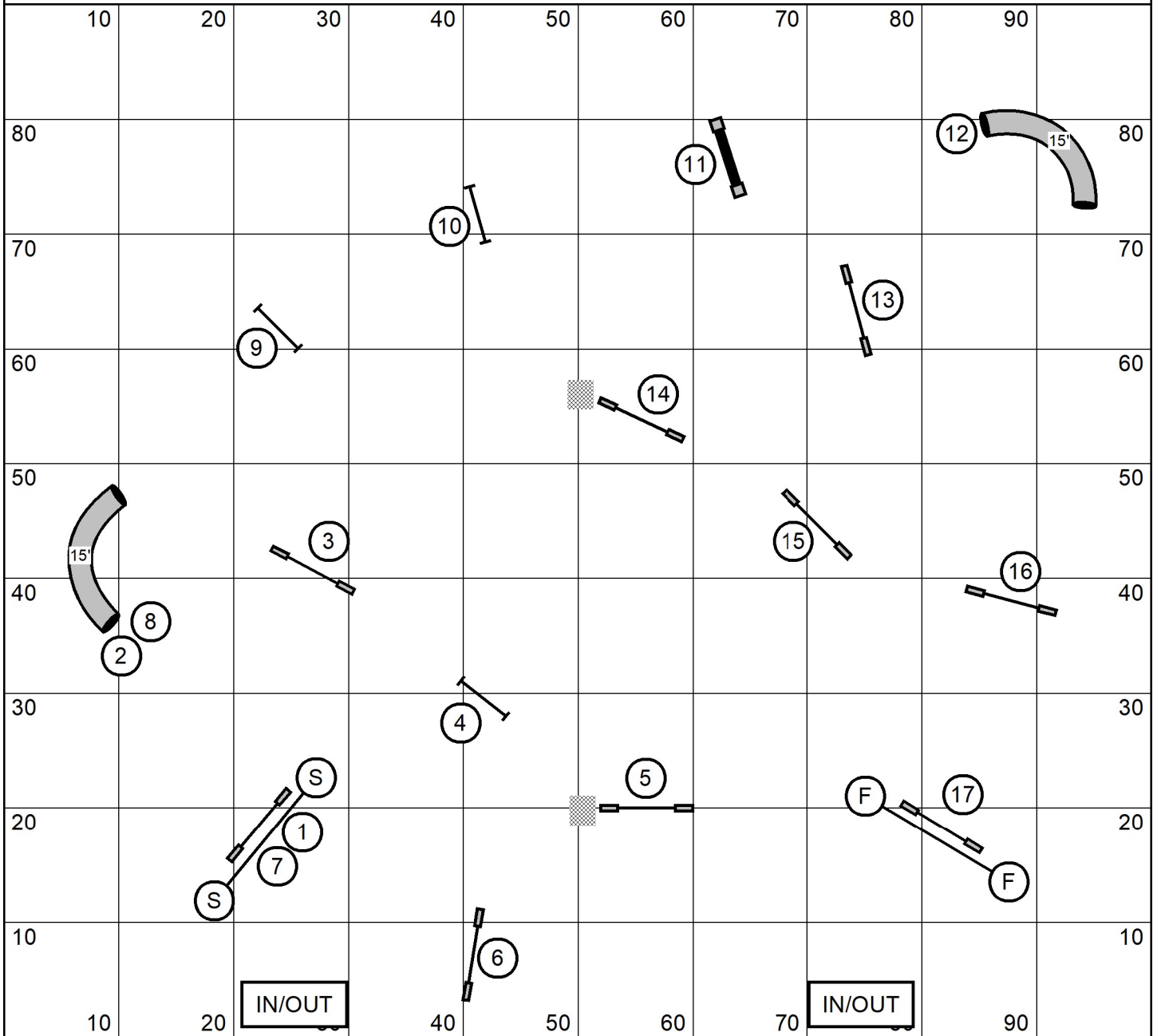
Enthusiast/Specialist - 2 points less at each level

Jumpers 12



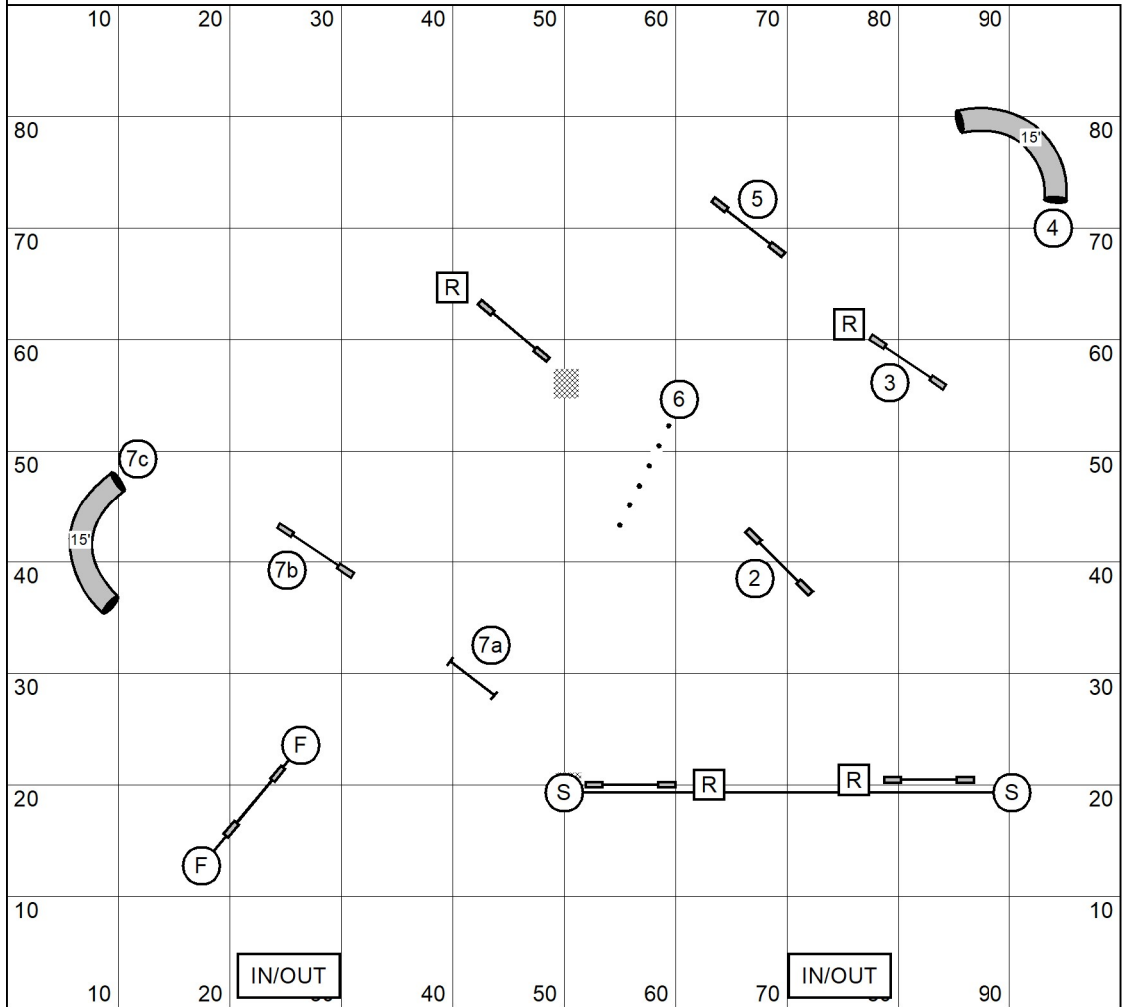
Jumpers Levels 1 & 2
 Judged by: JoLee Yeddo
 March 9, 2025
 WI-IL Agility Group
 Spring Grove, IL

Jumpers 35C



Jumpers Levels 3, 5 & C
 Judged by: JoLee Yeddo
 March 9, 2025
 WI-IL Agility Group
 Spring Grove, IL

Snooker 35C



Opening: successful red followed by any color, 3 times
 colors are bi-directional (except #6),
 combo in any order

The start line is **not** bi-directional.

The finish jump may not be intentionally used as part of the opening.
 It is live upon completion of the opening.

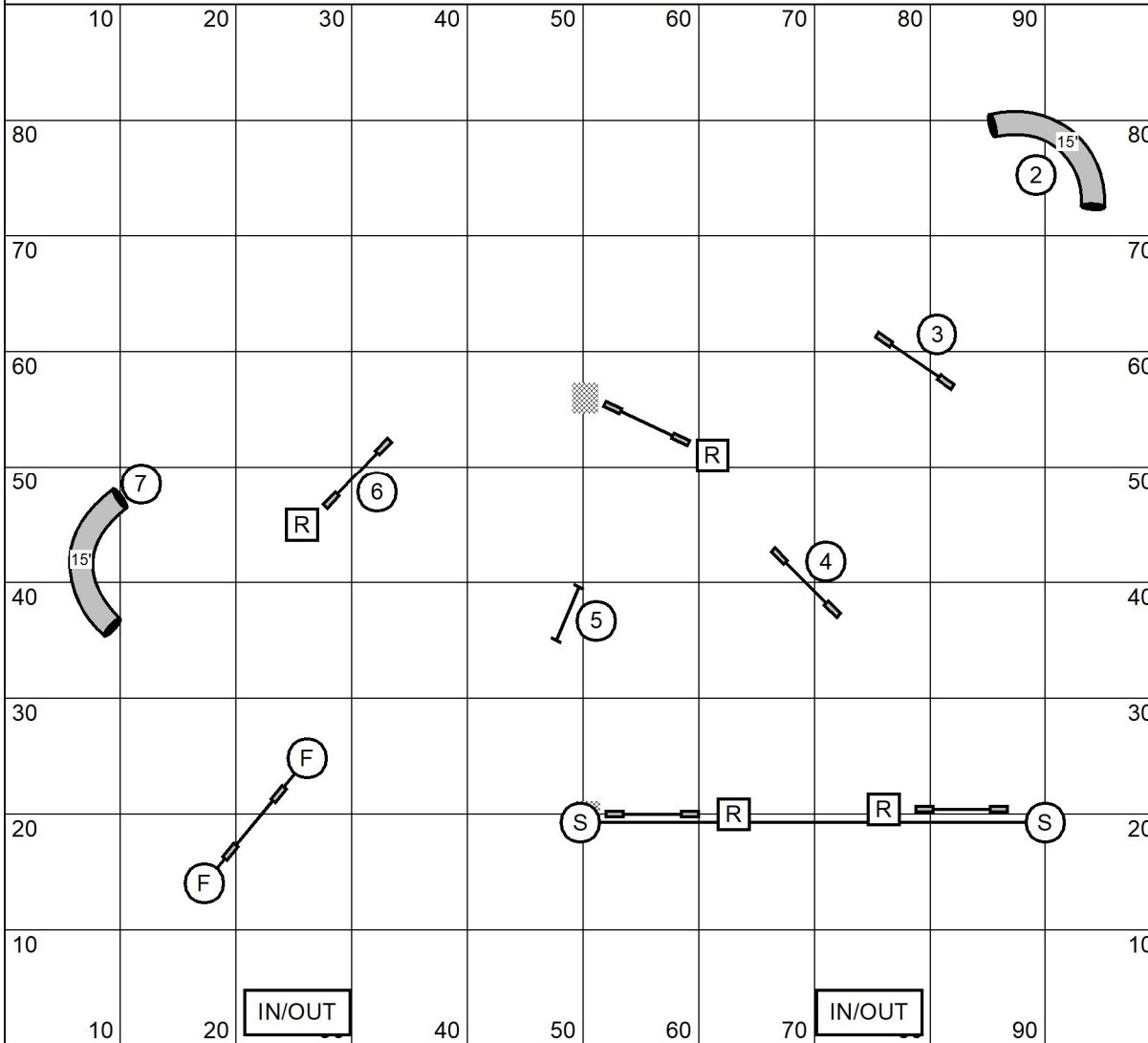
Closing: 2-7 in order, combo as labeled

Upon hearing the horn or "thank you," run to the finish.

4/8/12 dogs have 50 seconds
 16V/16/20/24 dogs have 45 seconds

Snooker Levels 3, 5 & C
 Judged by: JoLee Yeddo
 March 9, 2025
 WI-IL Agility Group
 Spring Grove, IL

Snooker 12



Opening: successful red followed by any color, 3 times
colors are bi-directional

The finish jump is live upon completion of the opening.

Closing: 2-7 in order, #2 is bi-directional

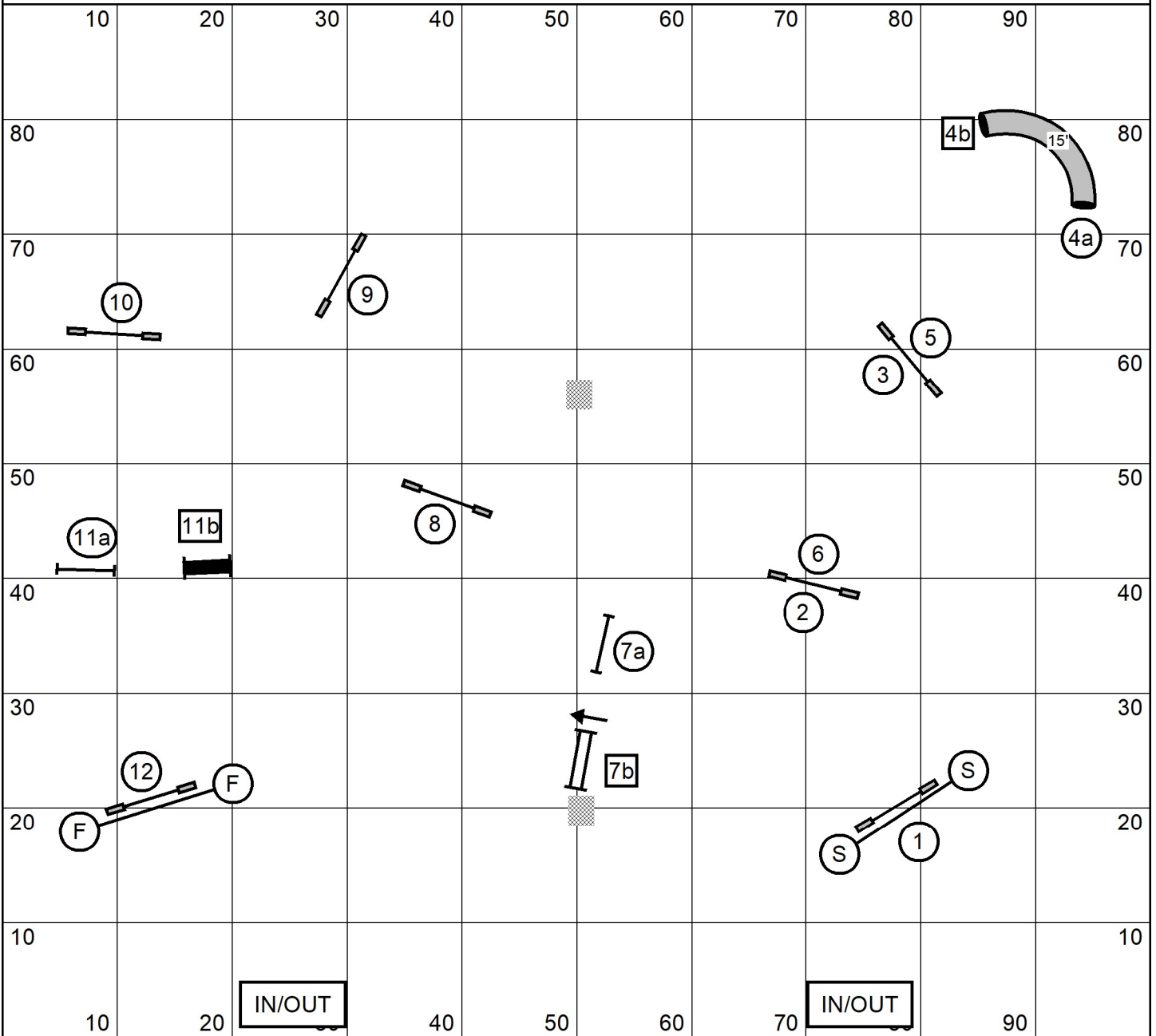
Upon hearing the horn or "thank you," run to the finish.

4/8/12 dogs have 50 seconds

16V/16/20/24 dogs have 45 seconds

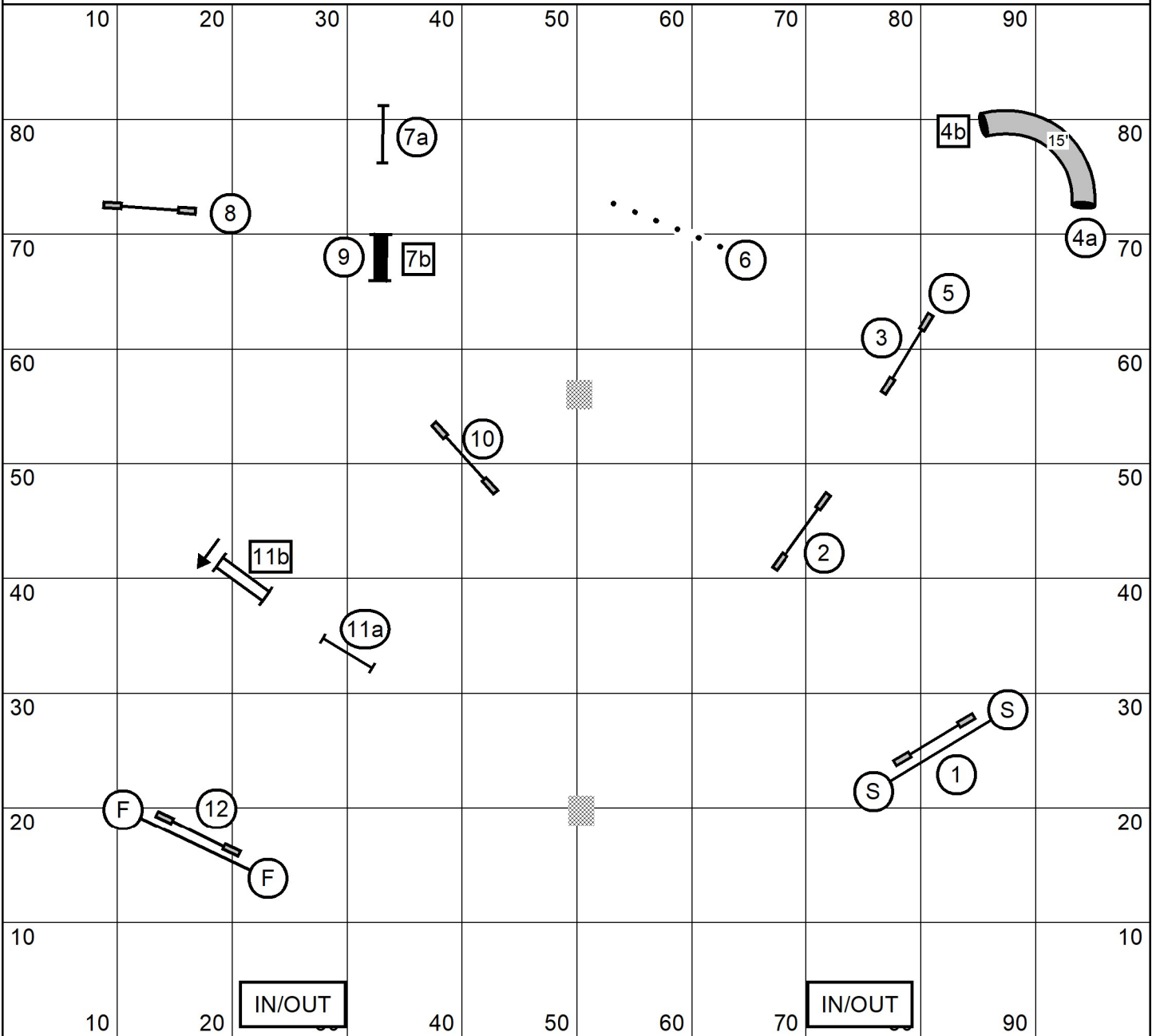
Snooker Levels 1 & 2
 Judged by: JoLee Yeddo
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Wildcard 12



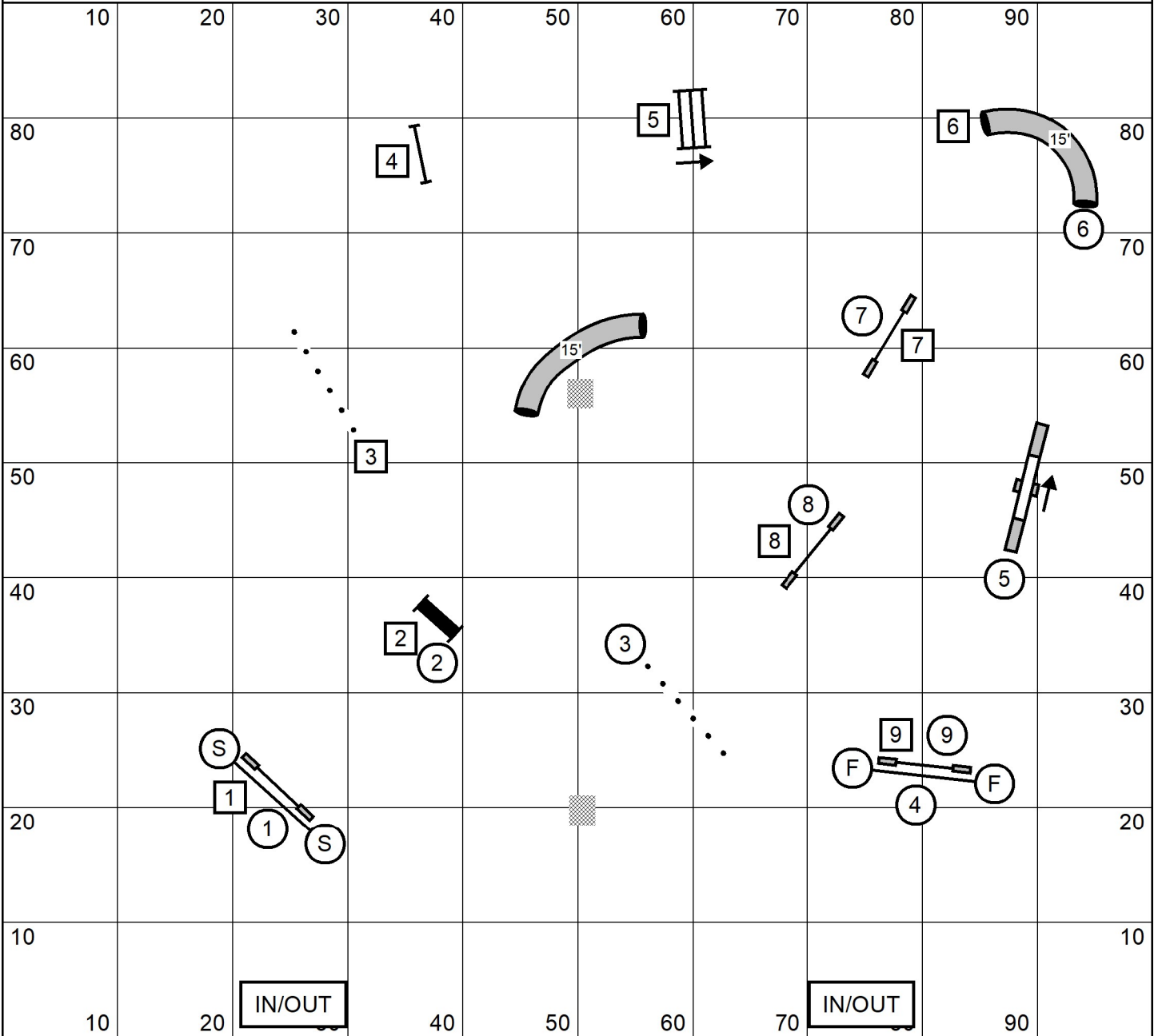
Wildcard Levels 1 & 2
 Judged by: JoLee Yeddo
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Wildcard 35C



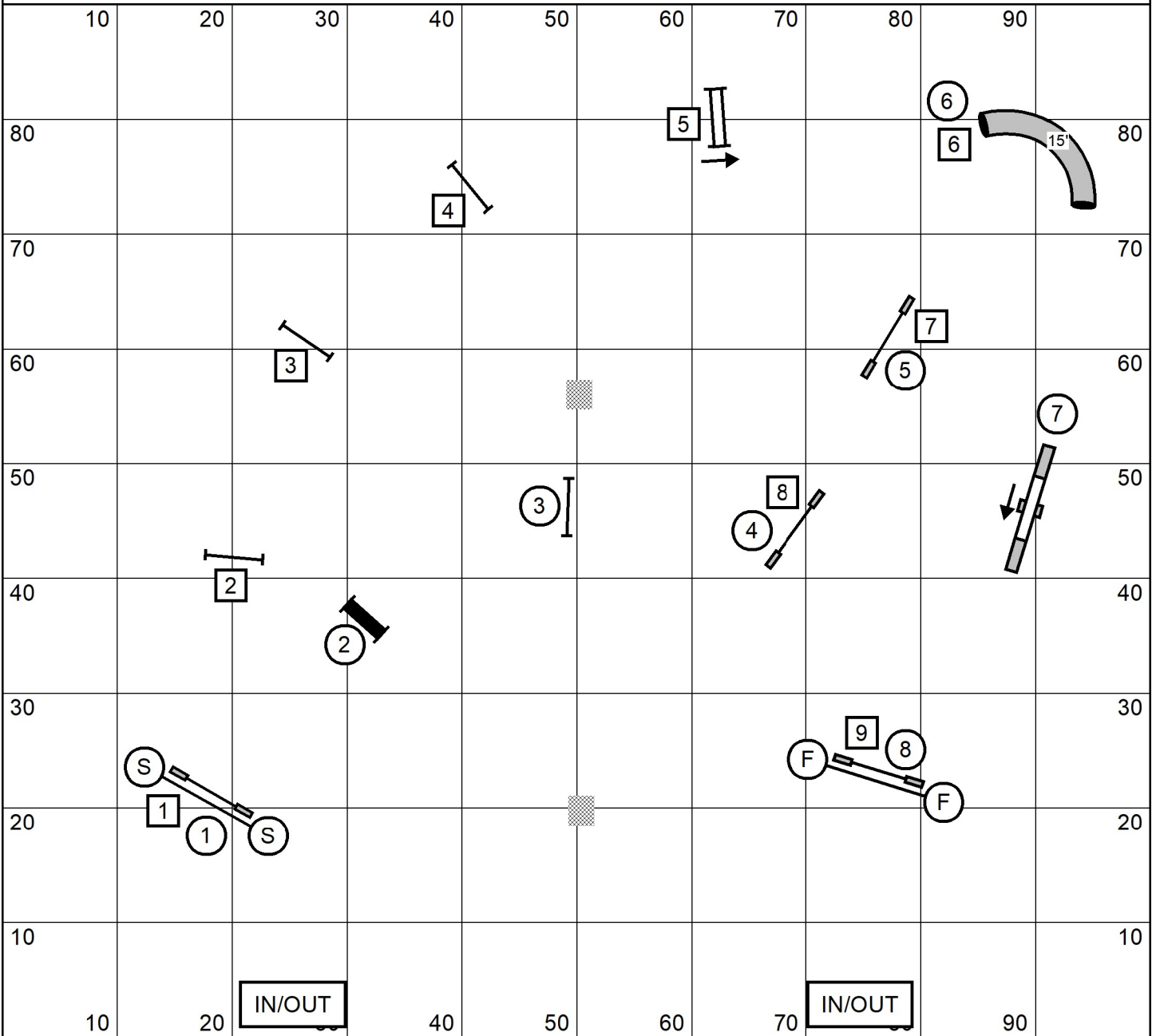
Wildcard Levels 3, 5 & C
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Colors 35C



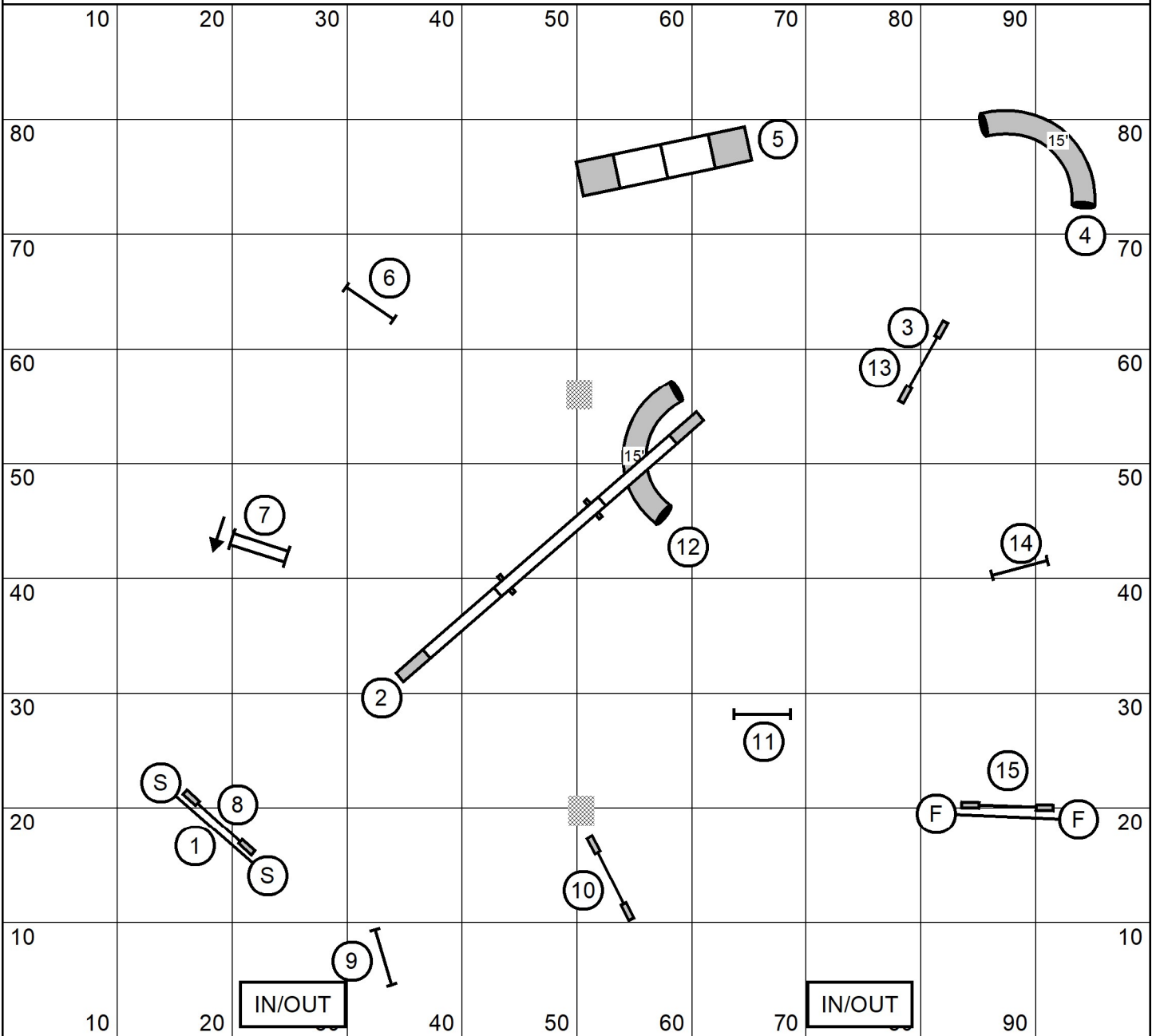
Colors Levels 3, 5 & C
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Colors 12



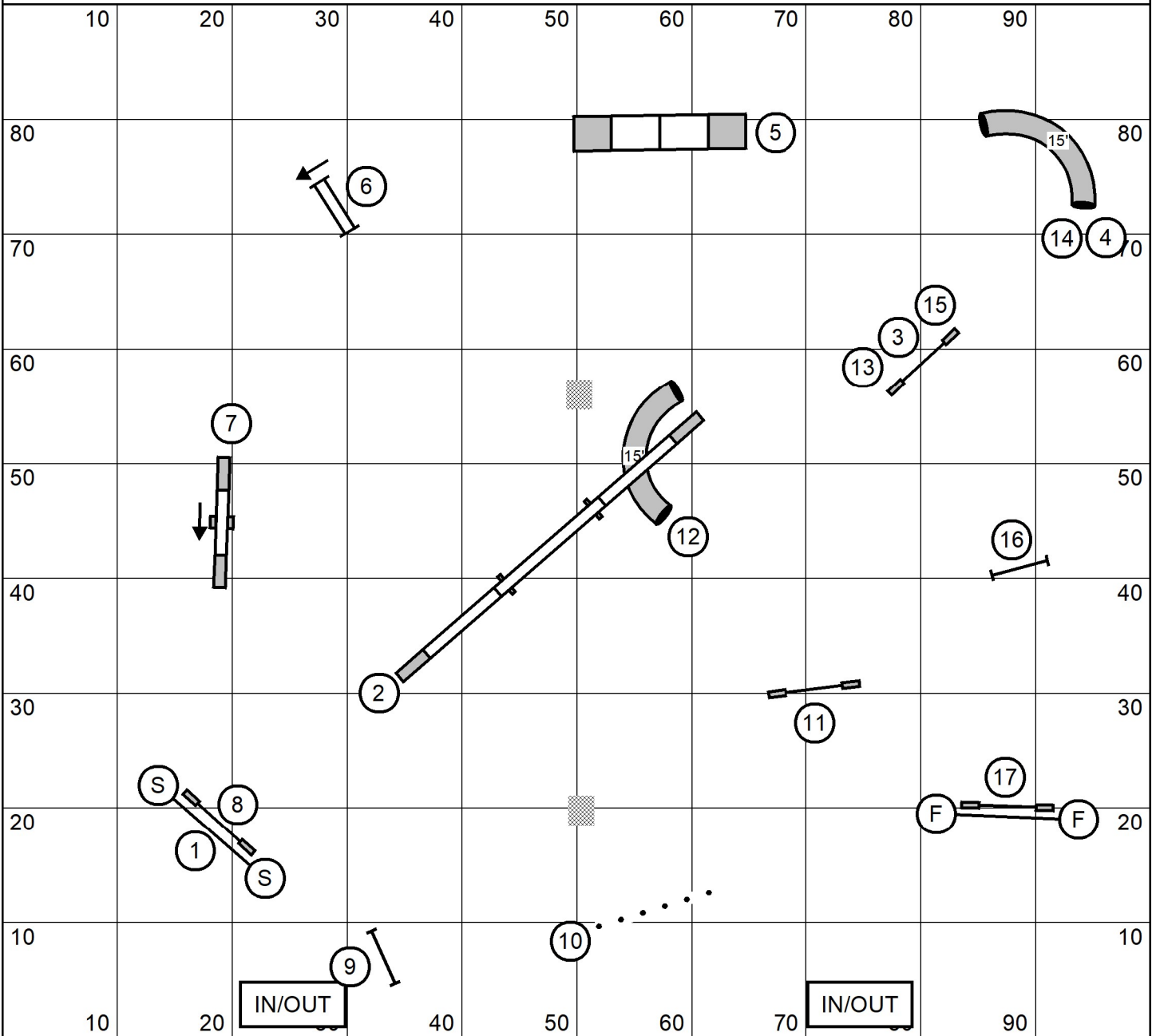
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Standard 1



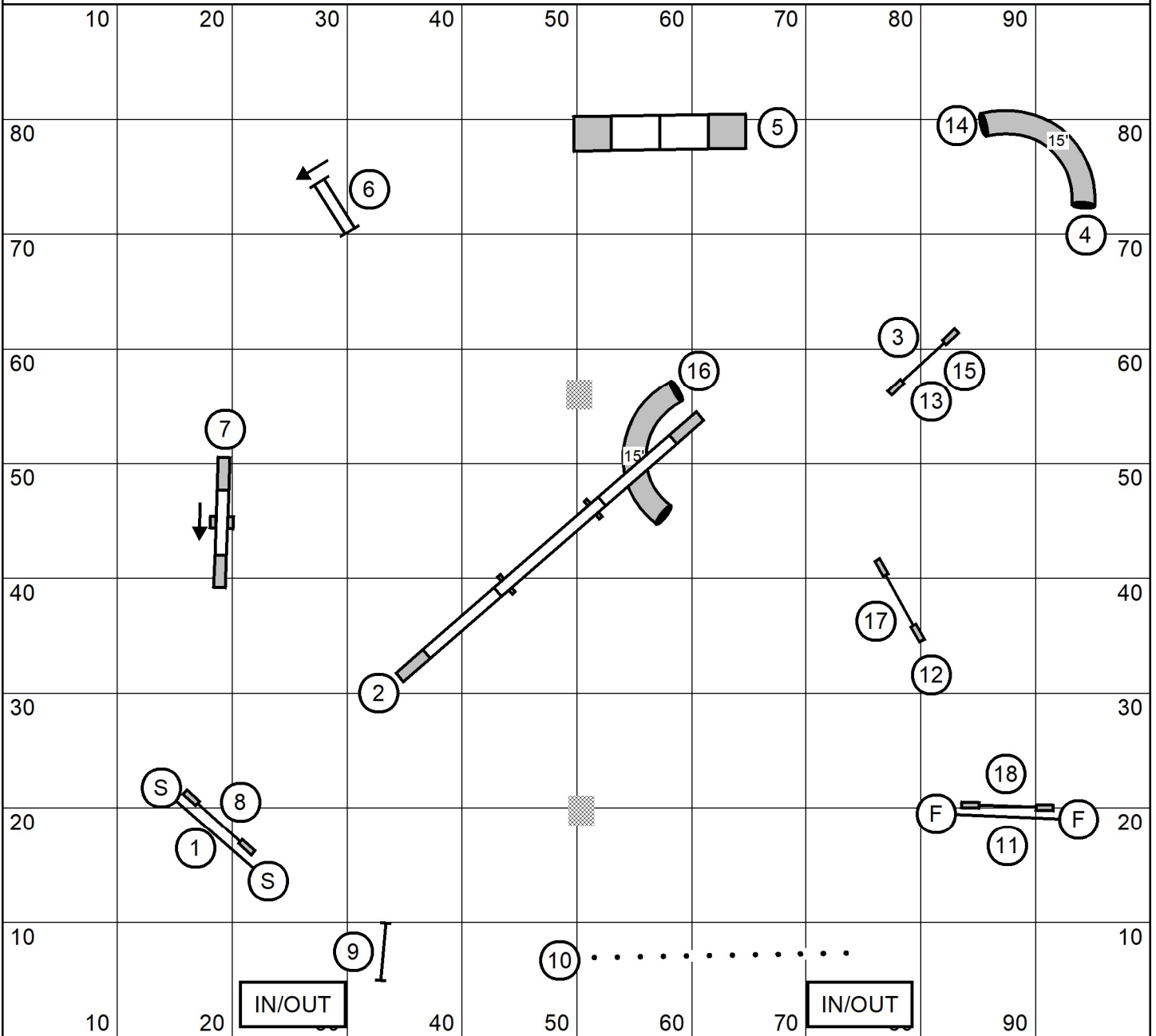
Standard Level 1
 Judged by: JoLee Yeddo
 March 9, 2025
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Standard 23



Standard Levels 2 & 3
 Judged by: JoLee Yeddo
 March 9, 2025
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 Spring Grove, IL

Standard 5C



Standard Levels 5 & C
 Judged by: JoLee Yeddo
 March 9, 2025
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