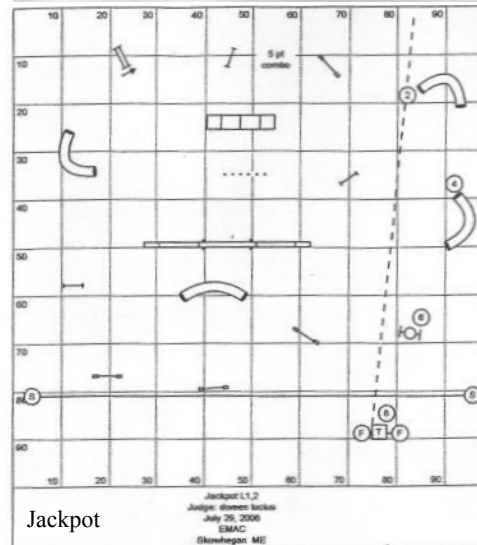
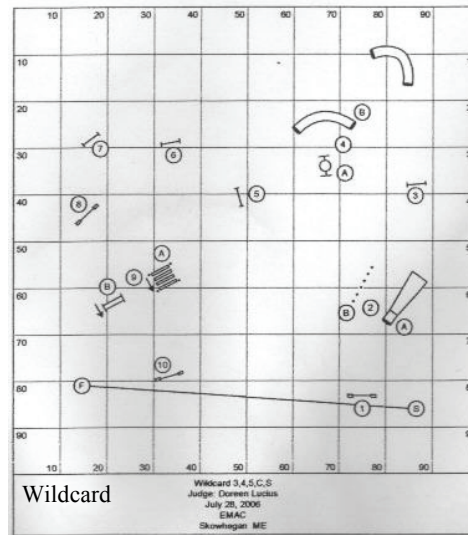
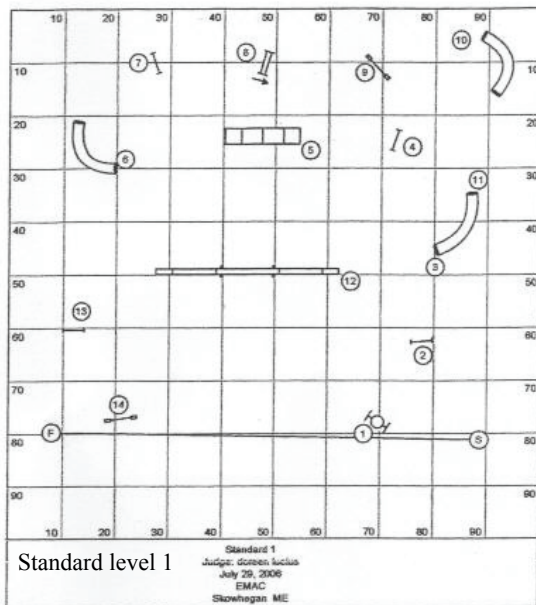


Advantages of CPE

1. Any dog can run (even handicapped dogs can be exhibit only)
2. Lots of fun games seen in no other venues!
3. Plus snooker and gamblers (jackpot)
4. More competition levels with titles
5. Jump heights overall lower than AKC with "veterans" 4" lower and "specialists" 4" lower still
6. Level I no weaves or teeter!



Agility With Our Other Friends
Associated with Canine Performance Events (CPE)

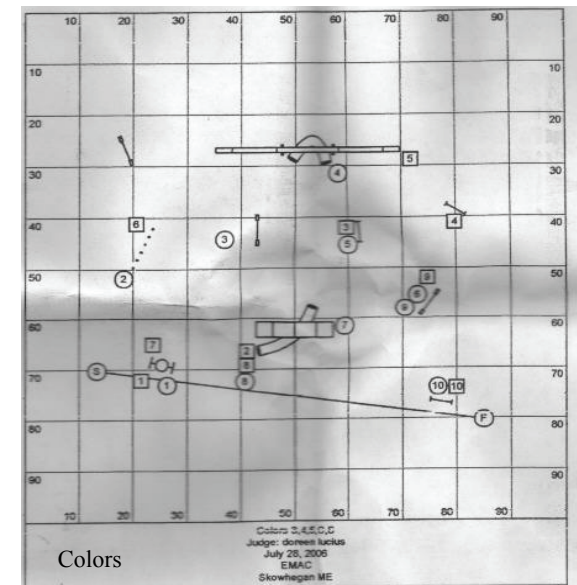
A! WOOF
3000 Mary Lane
Dickinson, TX 77539

Phone: 281-455-0500 (cell with
voice mail)
E-mail: keds8@aol.com

A! WOOF A CPE Agility Club



Agility With Our Other Friends
Associated with Canine Performance Events (CPE)



Agility With Our Other Friends!

See trial site at <http://www.dogsneedajob.com>

CPE began in 1998. CPE's philosophy: For the dog and handler to have fun while successfully competing for agility titles as a cohesive unit, achieved through positive training and teamwork. CPE is characterized by having three unique games classes in addition to the better known standard and games classes.

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Classes offered: (see the rules for requirements, faults/points allowed/required, for each class) (there are forms on the website to keep track of legs and titles).

Standard agility class (Jr's can earn titles) -- requires the dog and handler to successfully perform all of the agility obstacles in the order set by the judge.

Colors and Wildcard (Handler Games)

Colors requires that the dog and handler successfully run their choice of one of the two over-lapping mini-agility courses on the same field. The field will contain 12 to 20 obstacles, divided into 2 relatively equal mini-courses of 8 to 10 obstacles each. Colored markers will label each course.

Wildcard requires the dog and handler to successfully complete the course, including enough "wildcards" to qualify. A modified Standard course will be the base for Wildcard. The course obstacles shall be 10-12 obstacles, and 3 "wildcard" obstacles. A dog must have correct number of wildcards respective to its level to qualify. An NQ with zero faults is possible if the wildcards are not correctly met for the respective level.

Jackpot and Snooker (Strategy games)

In a traditional **Jackpot**, there are two distinct parts. In the first part, the handler must maneuver the dog among the obstacles in any order that he/she chooses to execute them, earning points for each obstacle performed correctly. After the whistle blows, the dog can earn bonus points by working independently away from the handler through a

series of obstacles, while the handler stands behind a designated line. Non-traditional Jackpot is a judge's choice (following CPE designing guidelines), and will be explained at the show.

Snooker has two parts. In the opening sequence, the dog must successfully complete a "red" jump to do an obstacle of choice. That sequence must be done a total of 3 times, then begin to run the sequence of obstacles in order, 2 through 7.

Full House and Jumpers (Fun games).

Jumpers is a course comprised only of jumps and tunnels, which the dog and handler must navigate successfully.

Full House requires the team to accumulate at least the points required for their level, which includes a pair, three of a kind and a joker, before the whistle that ends the accumulation time for points. The team then has UP TO 5 seconds to stop the clock by placing at least one paw on the Pause Table. For each full second over game time, 1 point is deducted.

Mixed Breeds & Purebred dogs over 15 months old may compete in CPE. The dog must be entered in the same level for all runs when beginning CPE. Dogs may begin at Level 1, 2 or 3.

- Level 1 is for beginning dogs OR handlers. The standard course does not include the teeter-totter or weave poles.
- Level 2 is for dogs who may have earned at least the beginning title in another organization
- Level 3 is for dogs who may have earned AT LEAST the first title or higher, in one or more other agility organizations.
- Level 4 is for dogs who have earned the respective class legs in Level 3. No dog may begin CPE in Level 4.
- Level 5 is for dogs who have earned the respective class legs in Level 4. No dog may begin CPE in Level 5.
- Level C is for dogs who have earned the respective class legs in Level 5. No dog may begin CPE in Level C.

I want to join A! WOOF

Mail or email this form (addresses below) to become a member.

Dues (\$25) will be collected in January.

Will hold trial committee office

- Yes
 No
 Maybe later

Will hold club office

- Yes
 No
 Maybe later

Will work at trial

- Yes
 No
 Maybe later

Meeting Preferences

- Email only
 Face-to-face only
 No preference

PRIOR TO ENTERING A TRIAL: You and your dog MUST be registered with CPE. Go to www.k9cpe.com and click on "Forms". Under "Individual forms", click on "Dog Application". Fill out the form and mail to CPE.

Jump Heights: There are no separate titles for veterans (veterans over 6 yrs old, early veterans over 3 years old, on the day of the trial) jump 4" lower but compete for placements with dogs in their regular height class.

Name

Address

Phone

email

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