

Thank you for supporting the 2026 CPE Nationals!
Thank you to the Pawcific Host Club Group and
volunteers who have worked so hard to put together a great show!
Be safe, run fast, run clean, have FUN!

Exhibitors are responsible for all information provided in the premium, sent by email, and announced during the daily general briefings. All event information is also available on My Dog Entry—sign in, navigate to your event, and select the appropriate buttons to view each item.

Section & Gate Procedures

Section Assignments

- Dogs are divided into **Sections A through I**.
- Each handler is assigned to **one section**, and **all dogs under that handler's CPE ID** (as of the closing date) will run in that same section.
- **Three sections run at a time**, one section per **two rings** for each class.
- Dogs **cannot** be moved to another section or set of rings; they must run in the section assigned.

Determining Your Section

You can quickly determine your section by your **armband number**:

- The **third digit from the right** determines your section.

A = 1, B = 2, C = 3, D = 4, E = 5, F = 6, G = 7, H = 8, I = 9

Examples:

- Armband **8322** → Section **C**
- Armband **24607** → Section **F**
- Armband **4711** → Section **G**

Gate Steward Procedures

Check-In Requirements

- **You may check in with My Dog Entry but be sure to also check in with the Gate Steward before each walk-through.**
- **Notify the Gate Steward if your dog will be absent** from a run.
- Communicate **any legitimate conflicts** as early as possible.
 - Conflicts **do not** include vendor shopping or similar activities.

Gate Sheets

- Each class will have a **gate sheet in section order**.
- The gate sheet **may not run exactly in order** within a section because handlers with multiple dogs may need adjustments.
 - Only the **Gate Steward or Gate Steward Assistant** may move dogs.
 - Dogs may be moved **within the section only** and **only for legitimate conflicts**.
 - Handlers with one dog should not request to move unless assisting a multidog handler through the Gate Steward.
- **Carbonless (NCR) scribe sheets** make it easy to accommodate necessary changes.

Handler Responsibilities

Walk-Throughs

- You are responsible for being available for your **walk-throughs** and **runs** when your section is active.

Course Maps & Standard Course Time (SCT)

Course Maps

- There will be **no paper copies** of course maps.
- Maps will be posted daily in **My Dog Entry (MDE)**.

Standard Course Time (SCT)

- SCT will be posted at each ring **each morning** for that day's class.

General CPE and Judges' Briefing

Leash & Control Requirements

- Dogs may **not** be off-leash or have the leash dragging when traveling to or from camping areas.
- After completing a run, dogs must be **on leash and under the handler's control before leaving the ring gate chutes.**
 - The leash must be in the handler's hand, or the dog must be picked up.
 - Failure to have control before exiting the chutes will result in an **NT**.
 - There will be off leash areas available at the site.

Warm-up & Equipment Rules

- Warm-up jumps are for dogs **within approximately 10 dogs of running.**
- Once Nationals begins, **no agility or training equipment** other than warm-up jumps or the competition ring may be used.
 - Anyone using unauthorized equipment will be **excused from the remainder of the trial.**

Courses, SCT, and Judging

- All levels will run the **same course** for each class.
 - Dogs will follow the **SCT**, faults allowed, and points required for their **height category and level.**
- **Fix n Go** is allowed, No Declared Training.

NT (No Time) Situations

A team will receive an NT if:

- The dog picks up its leash **before** the run is completed.
 - No penalty if the dog picks up the leash **after** the run is finished.
- The dog picks up or bites **cones or equipment** while running.
- The dog **leaves the ring** during a run.
 - The run ends immediately; the dog may not resume.

Start, Finish, and Ring Flow

- Enter the ring **when instructed.**
 - Delays of even 10 seconds per run add **over 2 hours per ring** to the day.
- Judges may call a **delay of start or finish**, resulting in:
 - **5 faults** in faultable classes, or
 - **5 points deducted** in point games.
- Keep your dog leashed until the dog before you has entered the **leash box.**
 - Be ready to remove your leash promptly.
 - After you run, enter the leash box, leash your dog, and exit quickly.

Leash Boxes

- After completing your run, enter the box and leash your dog **inside** the box.

Allowed & Prohibited Items

- Dogs must run **without anything on their bodies**, except:
 - A small, non-decorative barrette or rubber band for long facial hair.
 - An acceptable collar per the CPE online rulebook.

Not allowed:

- Stitches, wraps, or similar medical items
- Leashes with anything attached
- Food in pockets (results in an NT)
- Flexi leashes
- Pinch collars

Ring Rules:

- No toys, treats or tugging within 10' of a ring or drag race area before or after running your dog, no tugging near another dog. A leashed dog may be "tugging" on part of its leash, the handler must continue walking and cannot be actively tugging until at least 10' away from the ring or search area, and the leash must be on the dog before leaving.

Class-Specific Briefing Notes

- All normal rules apply to all classes, including SCT and faults per level.

Snooker

- A designated jump will be used to stop the clock. The jump is live after completion of the third color in the opening.
- The jump may be taken in **either direction**; dropping the bar is **not a fault**.
- The jump may **not** be deliberately used as part of course flow.

Jackpot (Traditional Rules Apply)

- Additional instructions will be provided in the judge's briefing.

Opening Rules

- Back-to-back obstacles may be performed, but **no points** will be awarded for **unsafe performance** (e.g., insufficient space for the dog to turn safely).
- Two **different** gamble obstacles may **not** be performed consecutively in the opening.
- The **same** gamble obstacle may be performed twice in a row.

Gamble Rules

- The gamble may **not** be attempted until **after the first whistle**.
- Gamble points will be called as **2-4-6-8**.
- If a gamble jump bar is dropped **in the opening**, the gamble becomes **null and void**. After the whistle, proceed directly to the **finish obstacle** for time.
- If the dog faults the gamble, proceed immediately to the **finish obstacle**; do not attempt to complete the gamble.
- The gamble begins only when the dog has **correctly performed the first gamble obstacle** (clean or faulted).
- Exceeding total game time by **more than one full second** results in an **NQ**.
- The **last gamble obstacle must be performed** (clean or faulted) to receive a time; otherwise, an **NT** will be recorded.
- A **second buzzer** indicates the team is over time and will be assigned a NT proceed immediately to the **leash box** and do not attempt any further gamble obstacles.

FullHouse

- A designated jump will be used to stop the clock. This jump has no value.
- The jump is **live during the run**, but the handler may choose to take it **before** the whistle to end the run early.
- The jump may be taken in **either direction**; dropping the bar is **not a fault**.

Results will be posted every day once all classes and scores are completed in My Dog Entry and location to be announced the first day at the General Briefing. If you have any questions about your scores, you **MUST** come to the score room. Do not go to the Judge. They will not discuss your run with you. All results are final after the last day of the respective event and **WILL NOT** be changed.

Check in – Do not bring dogs to check in or when picking up ribbons/checking scores. Exhibitors cannot check-in friends - each exhibitor may only check in their own membership ID number or dog they are running.

Check-In and Briefings	Date	Time	Events
Kirbee Academy Check-in, Ribbons, and Worker Raffle Retail vendors and Food locations are on the site map See your online event briefings for other details. Please ask any questions at the general briefings.	Tuesday, May 26	4 – 6 pm	Check In
	Thursday, May 28	4 – 6 pm	Check In
	Friday, May 29	6 – 630 am 630 am	Check In General Briefing, National Anthems
	Saturday May 30	700am	General Briefing
	Sunday May 31	700am	General Briefing
General Daily Briefing each day. Walk thrus will follow General Briefing. Dogs will run after walk thrus.			

Awards:

Awards are held approximately One hour after the last results are posted on Sunday, May 31 in the Main Arena.

Note: Title Ribbons are not given out at Nationals.

CPE NATIONALS' TROPHIES AND AWARDS

NOTE: if you will not be available to pick up an award for your dog, please ask a friend to do so for you – no awards will be mailed.

- Placement medals will be awarded after a class is finished and scored for that day, since dogs of the same height/level are running throughout the day
- Carbonless copies (yellows) of your scribe sheets will be available to pick up after scoring where the ribbons will be given out, and have the faults allowed and points required tables on the bottom for each class
- Qualifying ribbons can be picked up when the ribbon table is open. To pick up a qualifying ribbon, you must bring your yellow scribe sheet copy with you.
- Previous days' yellows that were not picked up will be at the ribbon area on the following days
- Awards are based on a dog's earned points (see point table below) for each qualifying score
- If you have a question about your scribe sheet, you must bring your yellow copy to the scorekeeping area - we will approach the judge if needed – **NO EXHIBITORS ARE TO APPROACH A JUDGE ABOUT A SCORE.** Any exhibitor that approaches a judge on their own will not have a score changed regardless of the potential outcome. Video will NOT be used for any determination.

Point schedule for trophies and high in trial – total point ties are broken by percentages of time vs. set

Class	Standard	Colors	Wildcard	Snooker	Jackpot	FullHouse	Jumpers
Q – Clean Run	25 points	15 points	20 points	25 points	25 points	20 points	20 points
Q – 1 to 5 faults	20 points	10 points	15 points	N/A	N/A	N/A	15 points
Q – 6 to 10 faults	15 points	5 points	10 points	N/A	N/A	N/A	10 points

To earn points for a run, the dog MUST earn a Q. Placements have NO bearing on trophies. Point games – total number of earned game points have NO bearing on trophies, only the points earned from the Q. (See Point Schedule Table)

Perfect weekend, total of 9 classes, zero faults = 200 points

Standard – total of three runs, zero faults = 75 points

Games – total of 6 classes, zero faults = 125 points

Ties for trophies are broken by percentages of time vs. set

TROPHIES AND AWARDS
Standard Trophies: will be awarded for the High in Standard Classes & High Reserve in Standard classes in each height category and jump height within each level.
Games Trophies: will be awarded for each height category in each jump height in the six Games combined during the event.
Medals will be awarded for 1 st through 4 th place in each height category (Regular and Veterans placements are combined per CPE placement rules), jump height & level in each class.
Qualifying rosettes will be awarded to each dog earning a Qualifying score in any class Q's count towards a dog's titles for the level entered
Each dog that earns a perfect score of 200 (all 9 classes earned a qualifying run with zero faults), will receive a plaque direct shipped by CPE's engraver after the event
Other awards – will receive a rosette and plaque: High in Trial Regular High in Trial Veteran High in Trial Enthusiast High in Trial Specialist High in Trial Jr Handler
Sponsored Trophies: A list will be available at the awards area Note: Sponsored Awards are not sponsored by CPE but by CPE members and/or CPE host clubs