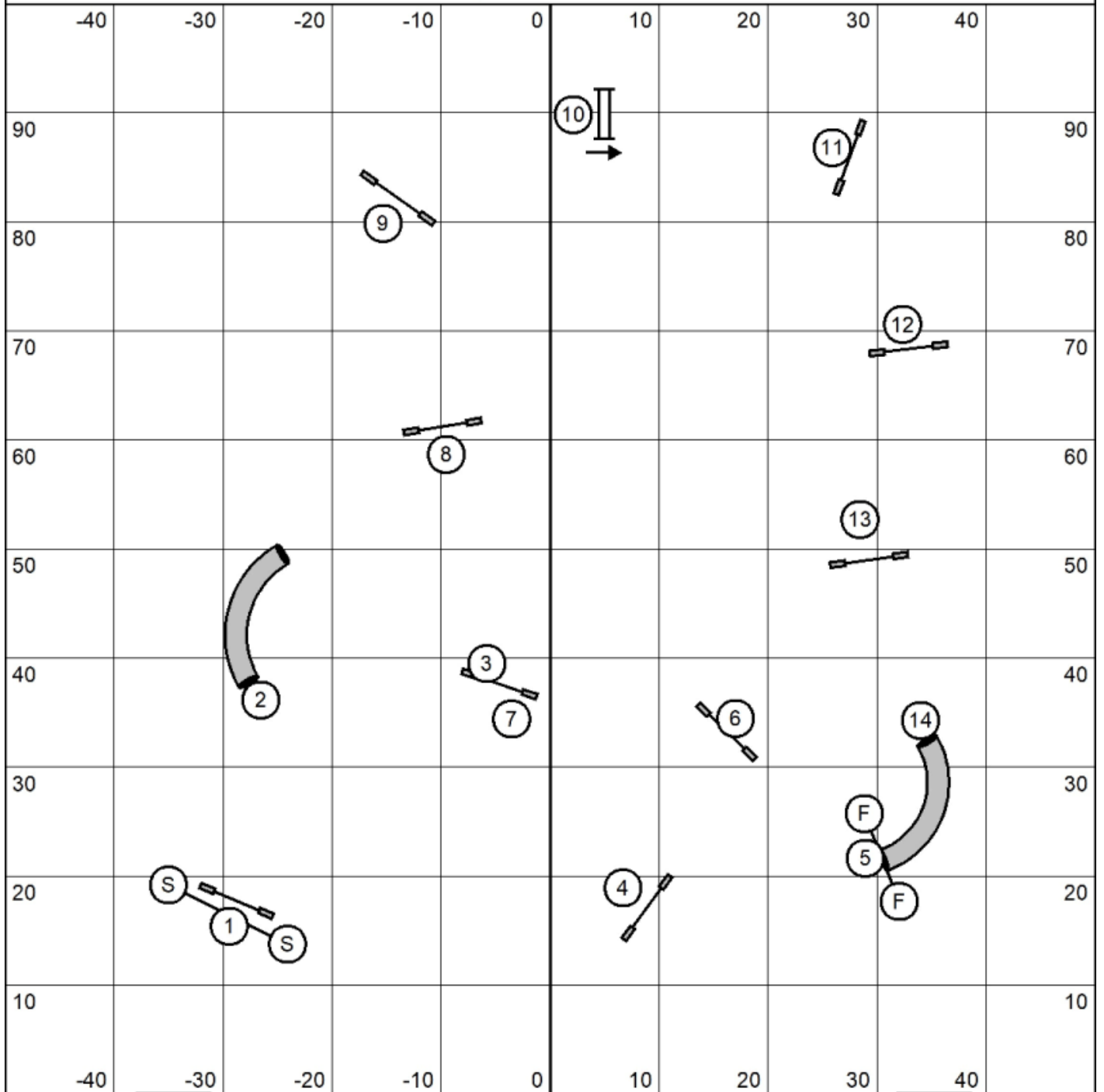


Jumpers Levels 12

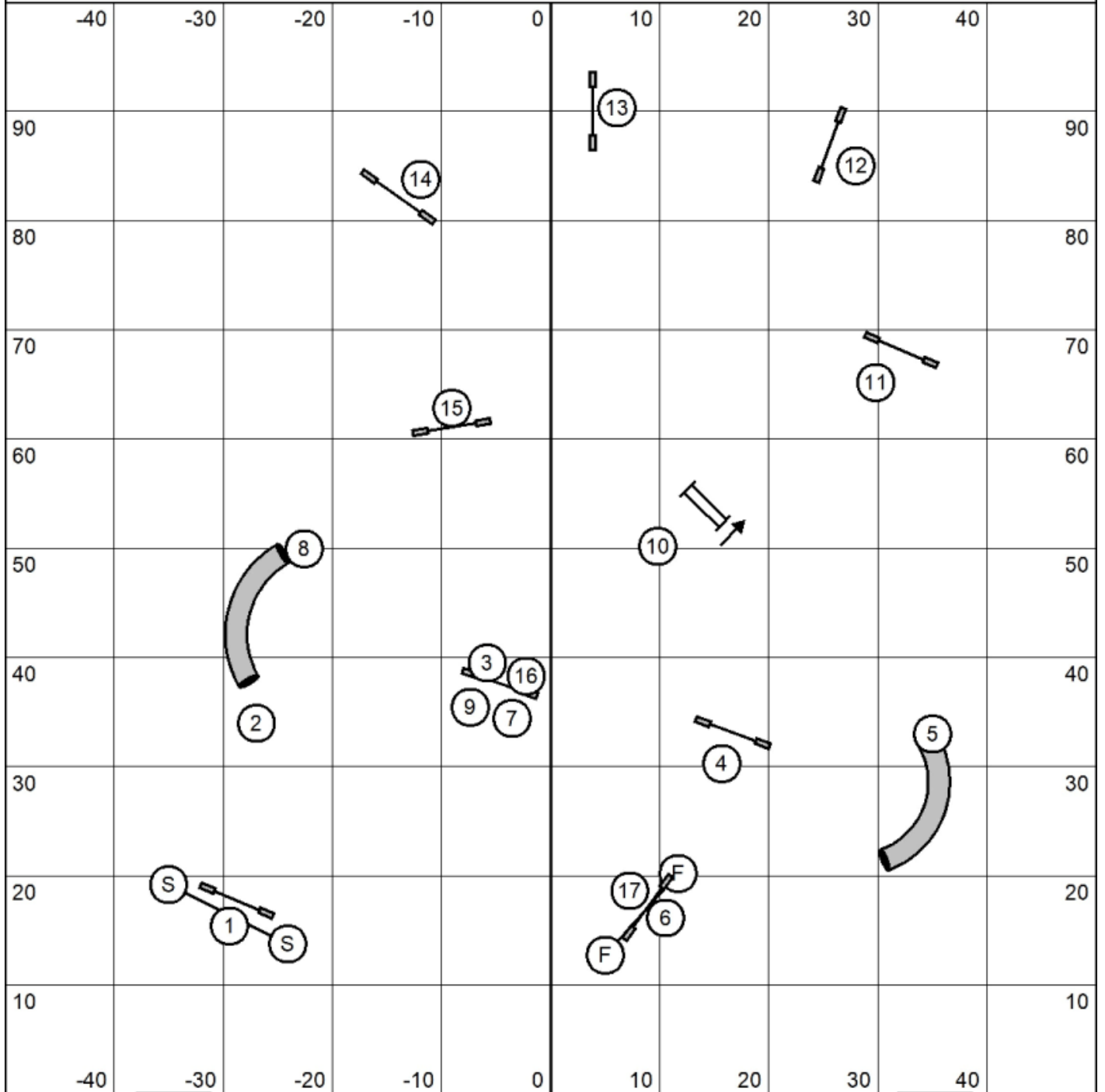


Gate

Jumpers Levels 12
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 April 11, 2026
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Gate

Jumpers Levels 35C

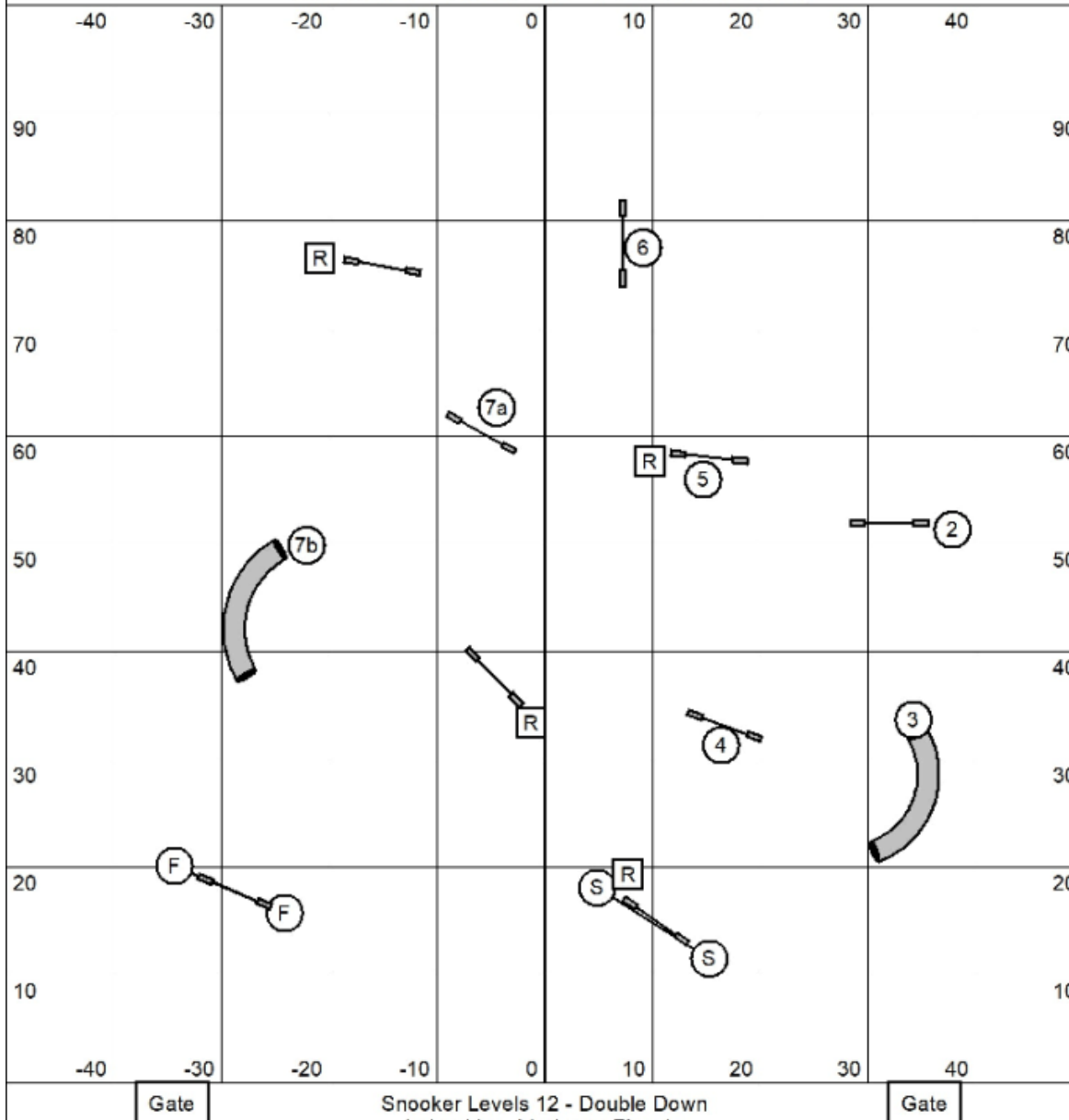


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Jumpers Levels 35C
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Snooker Levels 12 - Double Down



POINT VALUES:

"R" (red) - 1 pt.
All other obstacle point values are as marked.

OPENING:

Successfully complete a "R" jump (red).
Attempt any numbered obstacle.
Successfully complete a different "R" jump.
Attempt any numbered obstacle.
Successfully complete a different "R" jump.
Attempt any numbered obstacle.
Note: If you fault a "R", you must find another "R".
If you fault a numbered obstacle, you receive 0 points.
All obstacles may be taken in either direction in the opening.
When performing a combination, all obstacles must be attempted and can be taken in any order.

CLOSING:

Attempt the sequence 2, 3, 4, 5, 6, 7.
Perform the Finish obstacle.

Note: All obstacles must be taken as marked in the closing. Obstacle 2 is bi-directional in the closing.
If you fault any obstacle in the closing sequence, go to the finish obstacle.

QUALIFYING:

Successfully complete 3 "R" (reds) and accumulate at least the required total points for your level, within the time limit.

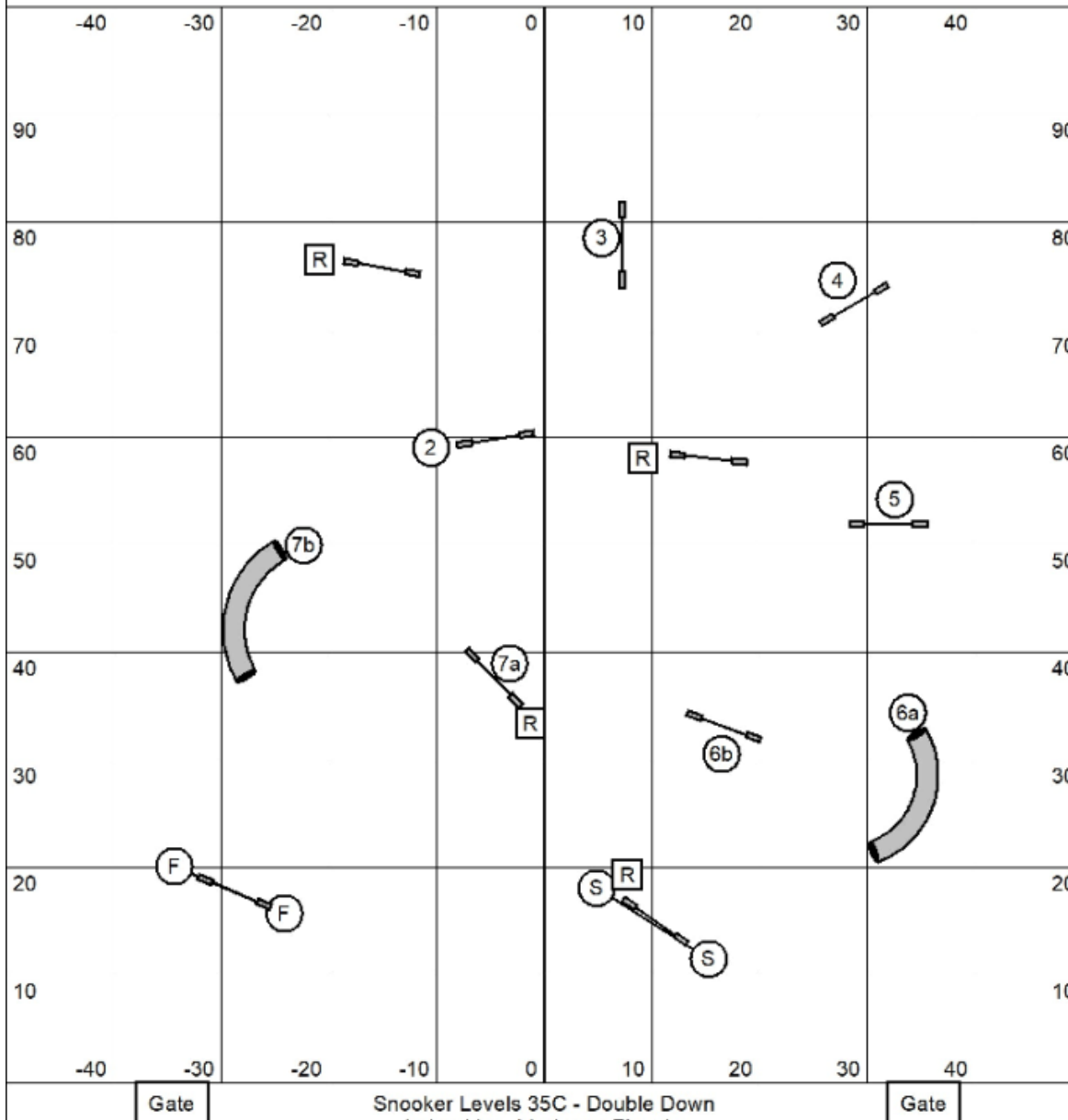
TIMES:

Small dogs - 50 Sec
Large dogs - 45 Sec

Consult the CPE Rule Book for more details on this class.

Snooker Levels 12 - Double Down
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Snooker Levels 35C - Double Down



POINT VALUES:

"R" (red) - 1 pt.
All other obstacle point values are as marked.

OPENING:

Successfully complete a "R" jump (red).
Attempt any numbered obstacle.
Successfully complete a different "R" jump.
Attempt any numbered obstacle.
Successfully complete a different "R" jump.
Attempt any numbered obstacle.
Note: If you fault a "R", you must find another "R".
If you fault a numbered obstacle, you receive 0 points.
All obstacles may be taken in either direction in the opening.
When performing a combination, all obstacles must be attempted and can be taken in any order.

CLOSING:

Attempt the sequence 2, 3, 4, 5, 6, 7.
Perform the Finish obstacle.

Note: All obstacles must be taken as marked in the closing. Obstacle 2 is bi-directional in the closing.
If you fault any obstacle in the closing sequence, go to the finish obstacle.

QUALIFYING:

Successfully complete 3 "R" (reds) and accumulate at least the required total points for your level, within the time limit.

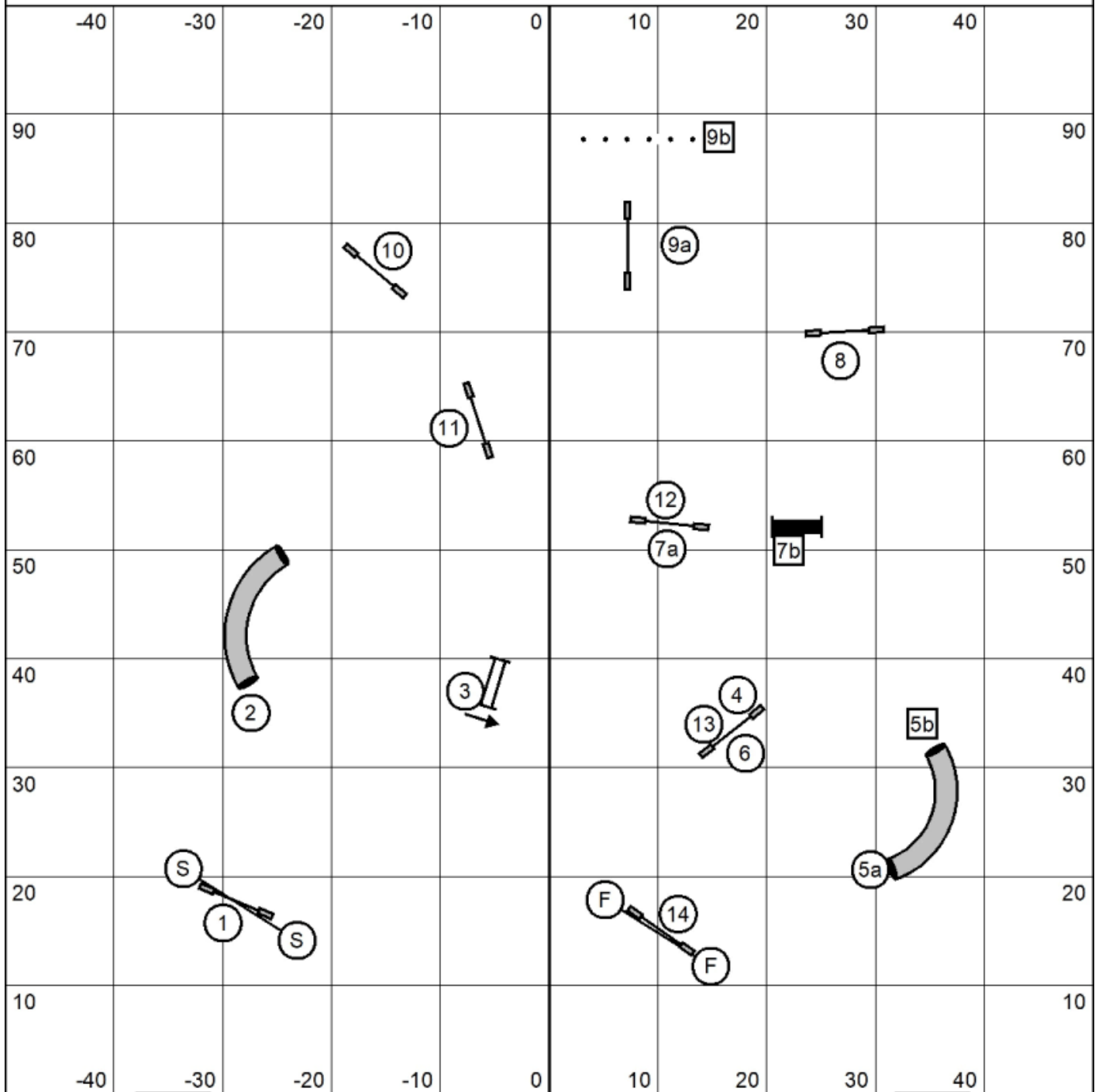
TIMES:

Small dogs - 50 Sec
Large dogs - 45 Sec

Consult the CPE Rule Book for more details on this class.

Snooker Levels 35C - Double Down
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Wildcard Levels 12

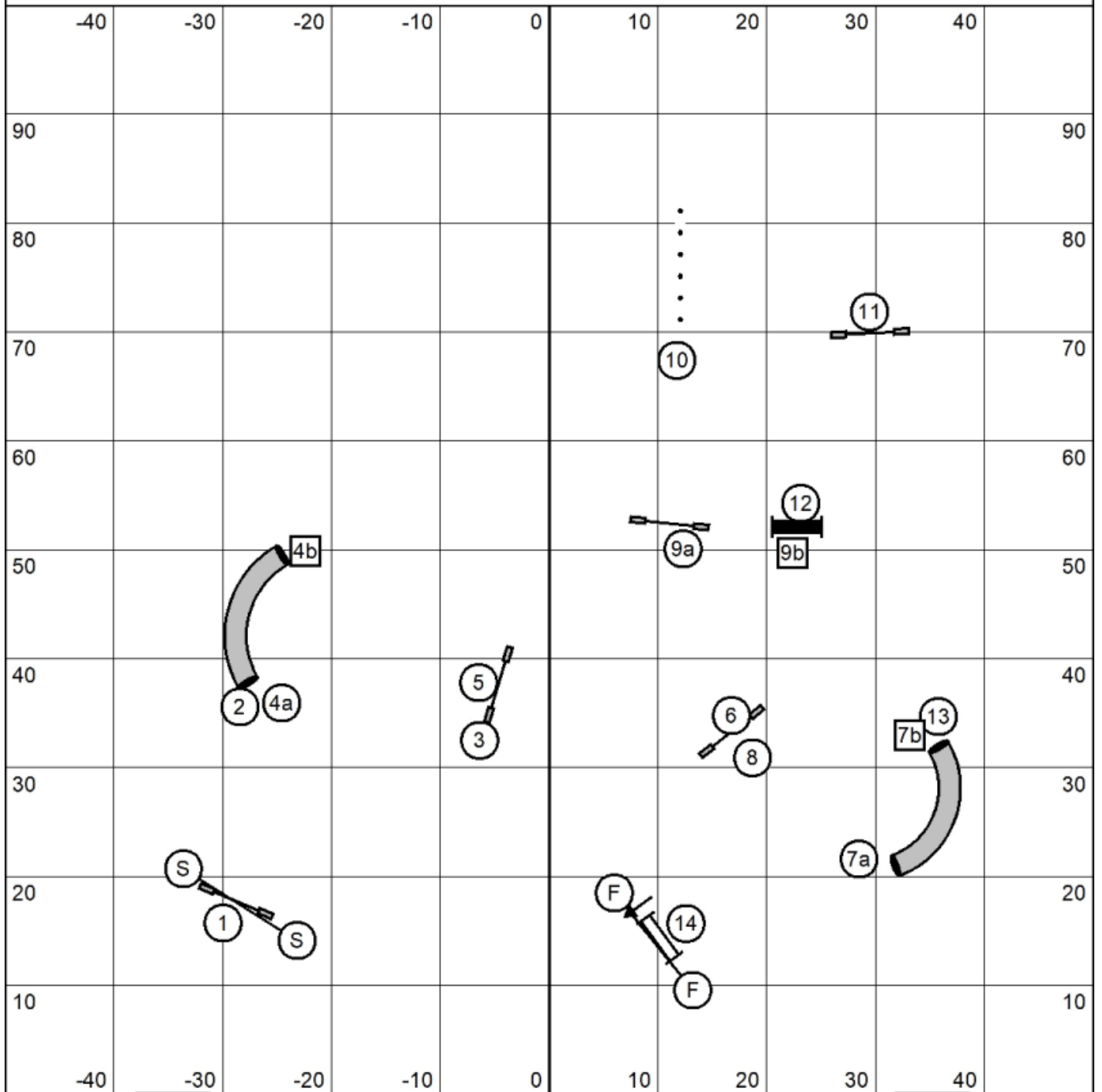


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Gate

Wildcard Levels 35C

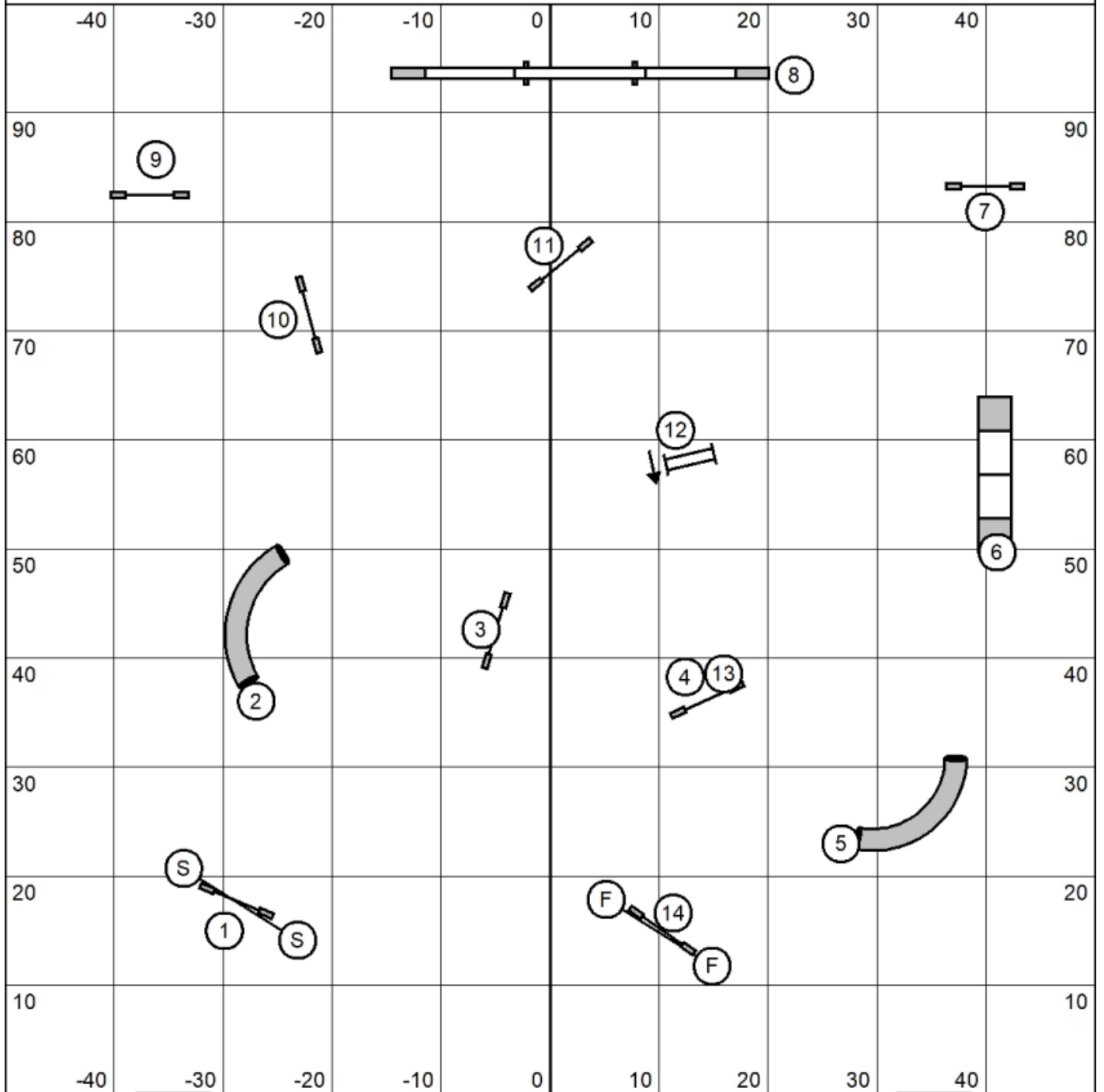


Gate

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Gate

Standard Level 1

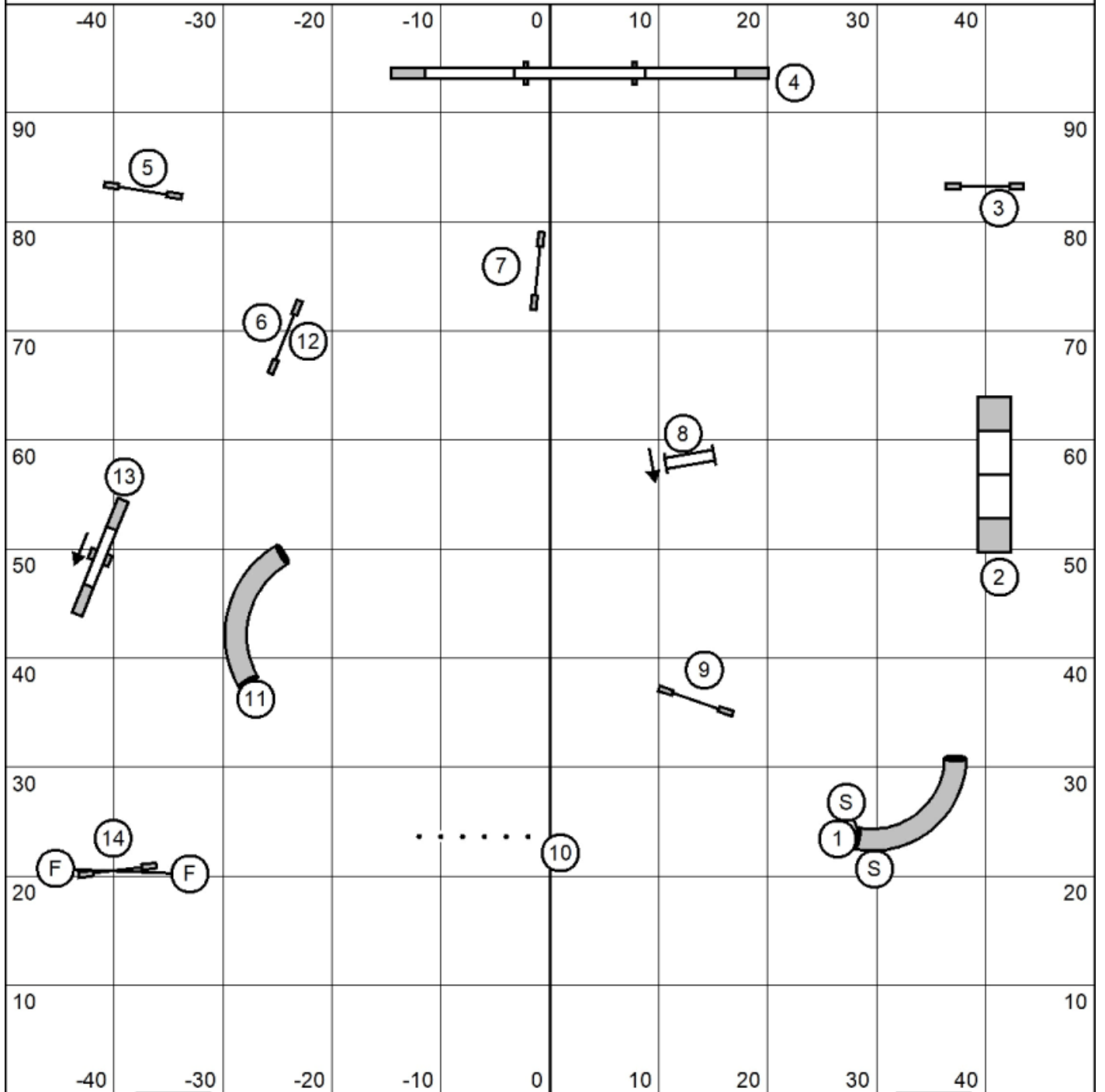


Gate

Standard Level 1
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Gate

Standard Level 23

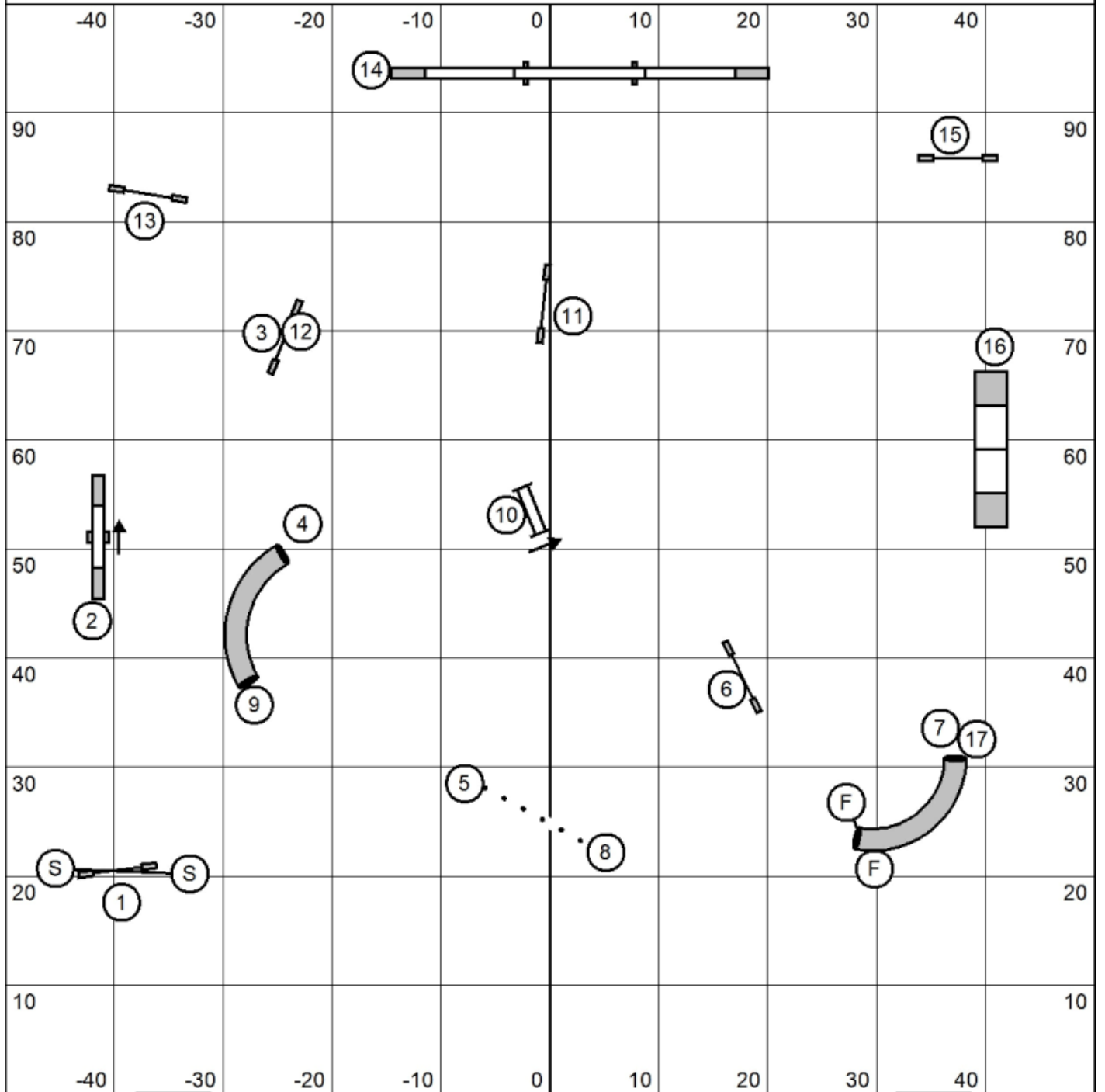


Gate

Gate

Standard Level 23
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Standard Levels 5C

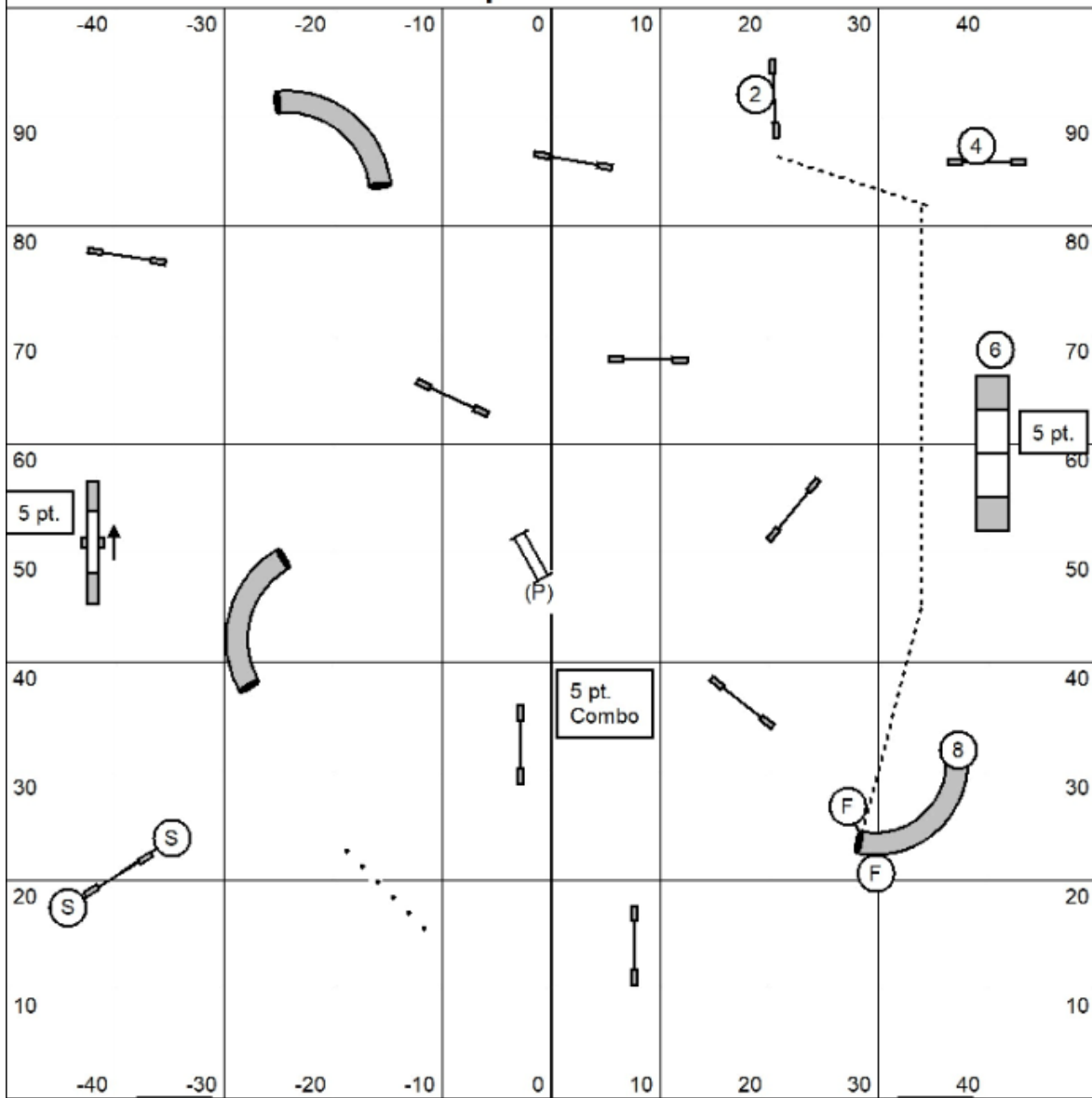


Gate

Standard Levels 5C
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Gate

Jackpot Levels 12



POINT VALUES:

- 1 pt. Jumps
- 3 pts. Tunnels, Weaves, Double (P)
- 5 pts. Teeter, A-Frame, Combo
- 7 pts. Double first time only

OPENING:

Collect points. All obstacles may be taken twice successfully for points during the opening time. You may not perform any two gamble obstacles consecutively in the opening.

GAMBLE:

When the horn sounds, attempt the 2, 4, 6, 8 gamble while remaining outside of the marked gamble area.

QUALIFYING:

Perform the gamble without faults and within the required time.
Total acquired points >= Required points for your level.

Level	Opening	Gamble	Total to Q
1	12*	20	32*
2	16*	20	36*
3	20*	20	40*
4, 5 & C	24*	20	44*

*Enthusiast & Specialist - 2 pts. less

TIMES:

Small dogs - Opening 35 Sec Closing 22
Large dogs - Opening 30 Sec Closing 20

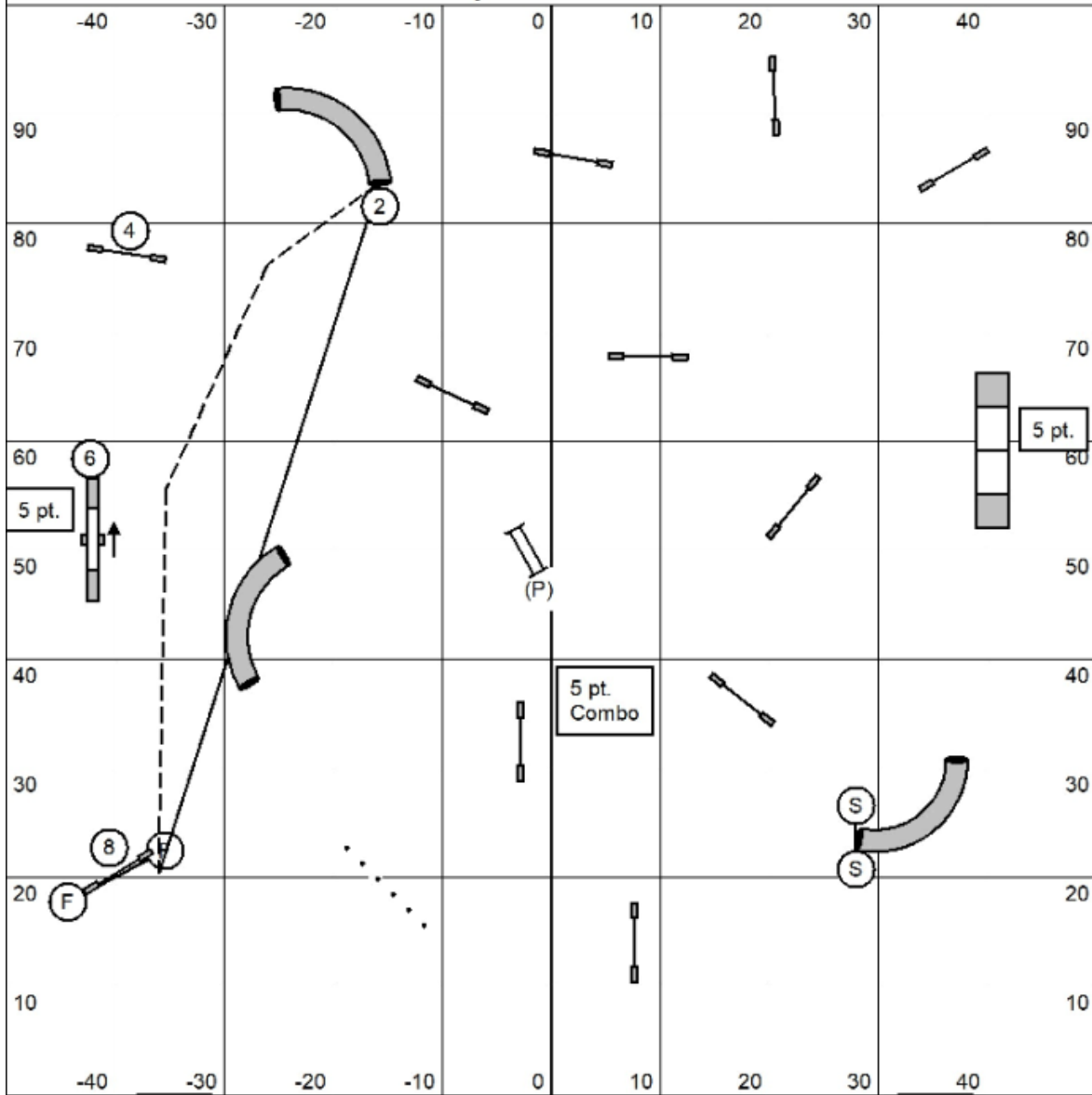
You have NQ'd when you are ONE full second over time. Consult the CPE Rule Book for more details on this class.

Gate

Gate

Jackpot Levels 12
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Jackpot Levels 35C



POINT VALUES:

- 1 pt. Jumps
- 3 pts. Tunnels, Weaves, Double (P)
- 5 pts. Teeter, A-Frame, Combo
- 7 pts. Double first time only

OPENING:

Collect points. All obstacles may be taken twice successfully for points during the opening time. You may not perform any two gamble obstacles consecutively in the opening.

GAMBLE:

When the horn sounds, attempt the 2, 4, 6, 8 gamble while remaining outside of the marked gamble area.

QUALIFYING:

Perform the gamble without faults and within the required time.
Total acquired points \geq Required points for your level.

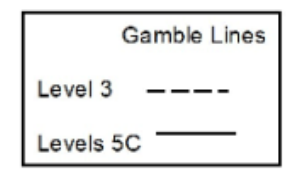
Level	Opening	Gamble	Total to Q
1	12*	20	32*
2	16*	20	36*
3	20*	20	40*
4,5 & C	24*	20	44*

*Enthusiast & Specialist - 2 pts. less

TIMES:

Small dogs - Opening 35 Sec Closing 22
Large dogs - Opening 30 Sec Closing 20

You have NQ'd when you are ONE full second over time. Consult the CPE Rule Book for more details on this class.



Gate

Gate

Jackpot Levels 35C
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