

RIVERSIDE CANINE CENTER



Proudly hosts an

AGILITY TRIAL SANCTIONED BY

CANINE PERFORMANCE EVENTS

February 24-25, 2018

Judge – Sarah Carson- NH

Riverside K-9 Center 48 Bridge Street Nashua, NH

No more than 6 entries are allowed per envelope.

Only exception – all dogs within one envelope have the same 5 digit CPE member ID number.

Entry Method – First Received – OPENING DATE: December 20th, 2017

- Entries may be received at any time on or after the opening date
- Entries received before the opening date will be destroyed
- Hand delivered entries cannot be accepted on or before the opening date (day 1).
- Hand delivered entries can only be accepted on day 2 or later.

Overnight envelopes must have the recipient's signature waiver signed or the envelope may be refused or delayed

Closing Date: January 30th, 2018

No Refund of Pre-Entries withdrawn after the closing date

Final Move-Up Date: Move ups in level only will be accepted until 6 PM (ET) February 19, 2018

This trial is limited to 400 runs per day.

NO DAY OF SHOW ENTRIES **We will not be offering FEO**

INDOORS on rubber stall matting Ring Size 60'x85'

AGILITY TRIAL COMMITTEE

TRIAL CO-CHAIRPERSONS

Joan Lawson

Joan@riversidek9.com

Rachel Henry

remilyh@gmail.com

TRIAL SECRETARY

Valori Duff

valwaussies@comcast.net

174 Merrill Road

Candia, NH 03034

603-289-5169

Committee Members- Sue Fontaine

See the forms page at www.k9cpe.com for a membership form.

Running order of Classes

<p>The following order is the scheduled order for the trial to be run. If the order needs to be changed for the trial due to extreme pre-trial circumstances, it will be posted in the confirmation letter sent to pre-entered exhibitors at least 7 days before the first trial day. The order will only be changed at the trial in the case of an extreme reason and must be agreed upon by the host club and judge(s).</p>	
SATURDAY (lo-hi height and level)	SUNDAY (hi-lo height and level)
Jumpers	FullHouse
Snooker	Jackpot
Wildcard	Colors
Colors	Wildcard
Jackpot	Jumpers

OBSTACLES: The following obstacles may be used.
Obstacle specifications shall meet the current CPE obstacle requirements

Aframe – 9’ sides, rubber granules, slats	Dog walk rubber granules -slats
Teeter – 12’ plank, rubber granules, slatless	Weave poles – 24” poles - center to center
Jumps: Bar, Spread, Panel	Open Tunnels
Pause Table – games only	

MEASURING & CHECK-IN

Saturday & Sunday 7:00am to 7:45am

JUDGE’S BRIEFING each morning 7:45am

See the forms page at www.k9cpe.com for a membership form.

See “Registering with CPE” in the online rulebook for registration questions

THERE WILL BE NO MEASURING OF DOGS AFTER JUDGE’S BRIEFING BEGINS– ALL DOGS WITHOUT A PERMANENT CARD MUST BE MEASURED BEFORE THE JUDGE’S BRIEFING TO SHOW THAT DAY – THERE WILL BE NO EXCEPTIONS

PRIZES AND AWARDS

- 🐾 Flat ribbons will be awarded for 1st through 4th place for all classes.
- 🐾 Teal flat ribbons will be awarded to all dogs receiving a qualifying score.
- 🐾 Rainbow flat Ribbons are awarded for Level C dogs receiving a qualifying score.
- 🐾 Dogs getting a new full level title will receive a title rosette.
- 🐾 Veterans will place in their regular jump height

ACCOMODATIONS THAT ACCEPT WELL BEHAVED DOGS

Motel 6: (800) 466-8356 (Nashua) 10 minutes.

Red Roof Inn: (800) 843-7663 (Nashua) 10 minutes.

Holiday Inn Express: (603) 669-6800 (Manchester) 25 Minutes

Comfort Inn: (800) 654-2000. (Manchester) 25 Minutes

Holiday Inn: (603) 625-1000 (Manchester) 25 Minutes

Residences Inn by Marriott (small dogs only) (603) 424-8100 (Merrimack) 15 min.

Wal-Mart allows RV’s to stay overnight in their parking lot.

NO OVERNIGHT TENT or RV CAMPING IS ALLOWED ON SITE

CPE trial rules – shortened version: see the online rulebook at www.k9cpe.com for registration info, “Registering with CPE” and further info on height categories and rules.

Jump Heights – no dog will jump lower than 4”

P-Card = Permanent Card: the lowest allowable Regular height a dog may jump in CPE.

Measurement	Regular (P-card or higher)	Veterans	Enthusiast	Specialist
8” or less	4”	4”	4”	4”
over 8”, 12” or less	8”	4”	4”	4”
over 12”, 16” or less	12”	8”	8”	4”
over 16”, 20” or less	16”	12”	12”	8”
over 20”, 24” or less	20”	16”	16”	12”
over 24”	24”	20”	20”	16”

General CPE rules for entries/show site:

- Dogs must be at least 15 months or older the first day of the trial
- Blind (both eyes), lame, in season or aggressive dogs may not enter the show. The Club may choose to exclude any of the above from the site.
- Dogs must be registered with CPE prior to the closing date of the trial, or by the trial date for Day Of Show entries. Registration forms are on the Forms page: www.k9cpe.com. Forms MUST be mailed to CPE and are processed 2-3 times per week. CPE ID numbers are emailed to legible email addresses. Registrations can only be processed from mailed forms.
- Dogs must be able to be measured at their first show. If a dog cannot be measured, the dog cannot run and no refund will be issued. Dogs within ½” of a jump height require at least one more measurement. When dogs reach their second birthday, a measurement is required. All dogs must be measured at their first trial regardless of jump height.
- Only CPE Judges can measure dogs.
- Electronic shock collars are not allowed at ANY CPE trial – training or bark.
- Handlers in all classes are permitted to walk the course, without a dog, prior to the start of the class. A warm-up jump shall be provided for all entered dogs. No relieving of dogs in the warm-up area.

Dogs in the ring, leashes, exiting the ring

- Dogs shall run without anything attached to its body. This is for the safety of the dog. This includes no: collars, stitches, wraps or any other item. The only exception is a small barrette or rubber band to keep hair out of a dog’s eyes.
- Leashes may not have anything (other than name/license tags) attached to them when used in the ring.
- Dogs may enter the ring on a collar, quick release harness or head halti/leader. If prong collars are allowed per the show site, they may *not* be used to take a dog into the ring.

- Handlers may not carry their leash with them on the course – if done so, an NT will result. Exception: Handicapped handlers that have a mobility problem in picking up the leash at the finish may put their leash in their pocket – the leash must be out of sight.
- Dogs must be under the handler’s control when leaving the ring or the judge may enter the run as No Time - NT.

Training a dog in the ring during a run

There is no training in the ring at a CPE agility trial. First offense will result in an excusal from the run. Further offenses will result in additional excusals for the day/weekend per the judge’s discretion. This is for the safety of the dog.

The following items *are not* considered training in the ring (also see FEO):

- Dog grabbing it’s leash at the end of a run (if the run has not yet ended, the dog would receive an NT)
- Asking the dog once for a sit or down on the table in the point games (asking more than once will be a delay of finish, 5 faults/points)

The following items *are* considered training in the ring:

- Violating the 4 paw safety rule (directing the dog back onto the contact)
- Start line stay – leaving the dog and going back again to reposition the dog after the handler passes the plane of the first obstacle (before the handler leaves the dog, repositioning or repeated commands can be a delay of start)
- Putting the dog back on the table in the point games

While running on course

- The handler will direct the dog through the course without a collar or lead.
- Food, toys, training devices (includes fanny packs and leash attachments) are not allowed within 10’ feet of the ring. Clickers, training whistles and squeaky toys are not to be used within distraction distance of the ring.
- The handler may not carry anything that could aid the dog in its performance. Exclusion: Handicapped/Differently Abled Handlers using a cane, scooter, wheelchair, etc., to enable their progression around the course.

The handler may use any verbal or visual commands to direct the dog through the course. The Judge may assess a 5 fault penalty to elimination for any command that is not given in a sportsmanlike manner. Faults can be, but are not limited to: foul or abusive language, display of anger, extreme frustration or excessive harshness. If the fault is severe enough, the Judge has the right to excuse the exhibitor from the ring and / or the remainder of the trial. If excused from the trial, a report would be filed with CPE. See Faults, Eliminations and Excusals in the rulebook.

Questions? See the rules page on the website, www.k9cpe.com or your printed rulebook. If you have further questions, email CPE – cpe@charter.net.

Run Safe, Have Fun, Run Fast, Run Clean!

CPE GAMES DESCRIPTIONS:

Jackpot: The object of Jackpot is to test the course planning strategies of the handler, and the dog's ability to work at a distance. The handler will attempt to accumulate the minimum required points in the first part of the game, then go on to the gamble, hoping for the jackpot.

FullHouse: The object of FullHouse is to successfully accumulate required points for your respective level that includes a pair, three of a kind, and a joker, before the whistle. The timekeeper's whistle will signal the end of point accumulation time. The team then has up to 5 seconds to stop the clock by placing at least one paw on the Pause Table. If the team has accumulated the required points for its level, and the required sets, the team does not need to wait for the whistle to proceed to the pause table to stop the clock & finish their run.

Wildcard: The object of Wildcard is 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 choice obstacles.

Jumpers: The object of Jumpers is to successfully complete the course within fault limits and course time. The course must include at least the following: 2 tunnels (open or closed), 1 tire jump and Bar Jumps - winged or wingless, ascending double jump.

Colors: The object is to successfully run your 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. Colors may be designed without contacts, one course with, one course without, or both courses with one contact

Snooker: The object of Snooker is to test the course planning strategies of the handler, and the dog's ability to concentrate on and execute the handler's directions. Snooker is run as a two-part game. The first part (opening sequence) consists of the handler and dog attempting a "red" jump (1). If the attempt is successful, the team has earned the right to go on to a "color" of choice, 2 through 7. After attempting or completing the color, the procedure repeats itself until the team has completed 3 "reds" and attempted or completed 3 "colors". The team then begins running the "colors" in numerical order (closing sequence).

Standard. The object of Standard is to successfully run a full course of obstacles. All obstacles must be performed successfully to qualify.

Faults Allowed	Level 1	Level 2 & 3	Level 4 & 5
Off Course	1	1	0
Bar Down	1	1	1
Over Time	5	5	5

Level "C" = no faults are allowed to Qualify. Runs Level 4 & 5 course

"Level 5 - max 5 faults total within fault limits



DIRECTIONS TO TRIAL SITE

From the South

From routes 95/ 495 take Route 3 (Everett Turnpike in NH). – Take NH Exit 6 turn right at end of ramp (Broad Street). Take a right at the end of Broad Street onto Amherst St. Bear right at second set of lights (not counting blinker) onto Main Street. Turn left at next set of lights onto Canal St (Dunkin Donuts on corner). Pass Nashua Farmers' Exchange. Turn left at Riverside Business Park, 48 Bridge St. Follow driveway to left. Pass green building with tan stripe and red building to tan building with ramp.

From the North

From Manchester and north take Everett Turnpike Exit 6. Turn left at end of ramp (Broad St). Take a right at the end of Broad Street onto Amherst Street. Bear right at second set of lights (not counting blinker) onto Main St. Turn left at next set of lights onto Canal St (Dunkin Donuts on corner). Pass Nashua Farmers' Exchange. Turn left at Riverside Business Park, 48 Bridge St. Follow left driveway. Pass green building with tan stripe and red building to tan building with ramp





Lunch and snacks will be provided for our workers.

Catalogs will be available prior to the trial at www.k9agilityservices.com

