

## 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	40 sec	45 sec
Level 2	21	16" vets	35 sec	40 sec
Level 3	23	16"	35 sec	40 sec
Level 5 & C	25	20,24"	35 sec	40 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 February, 2026 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**