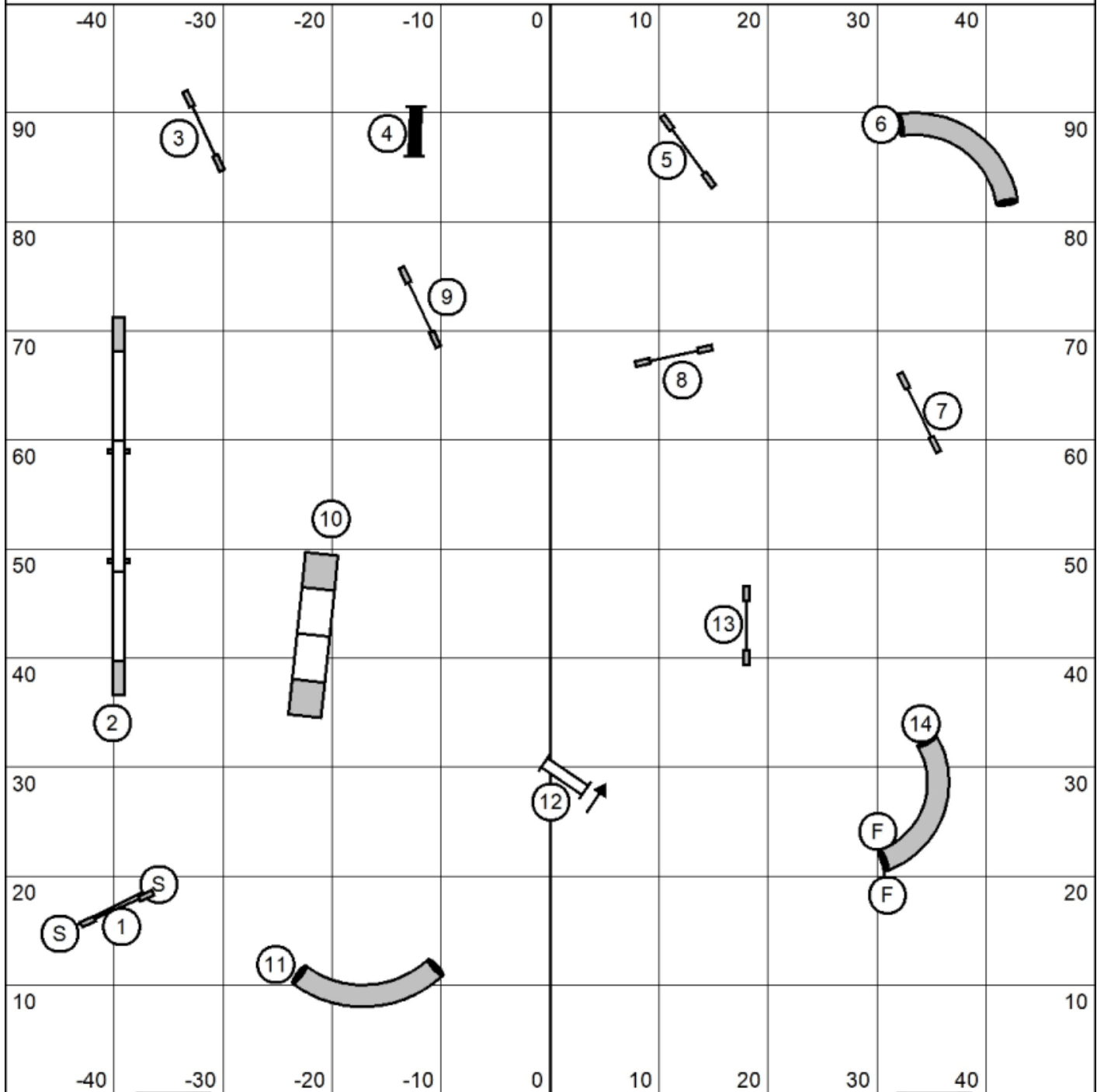


Standard Level 1 DD

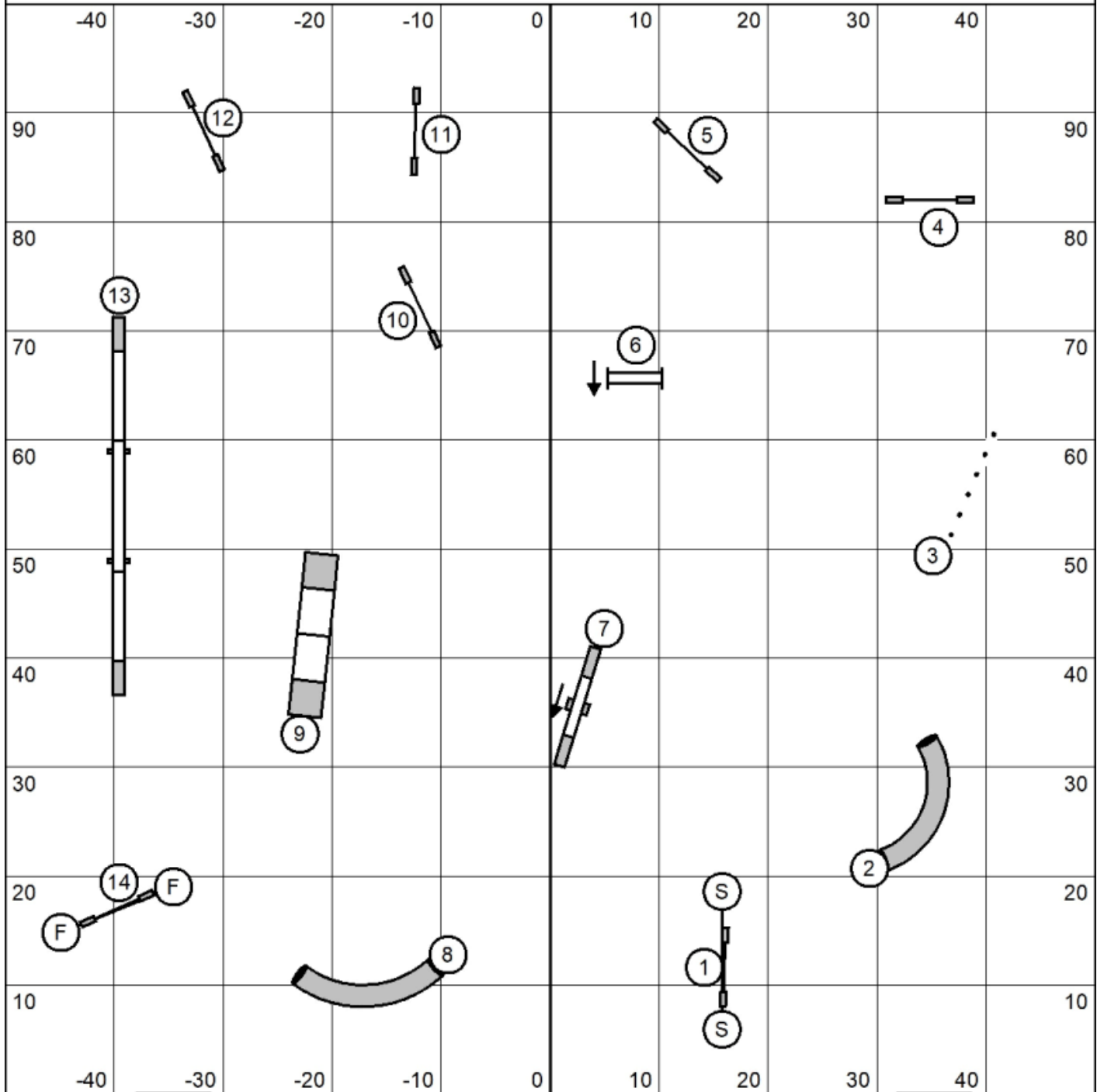


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Standard Level 2 - DD

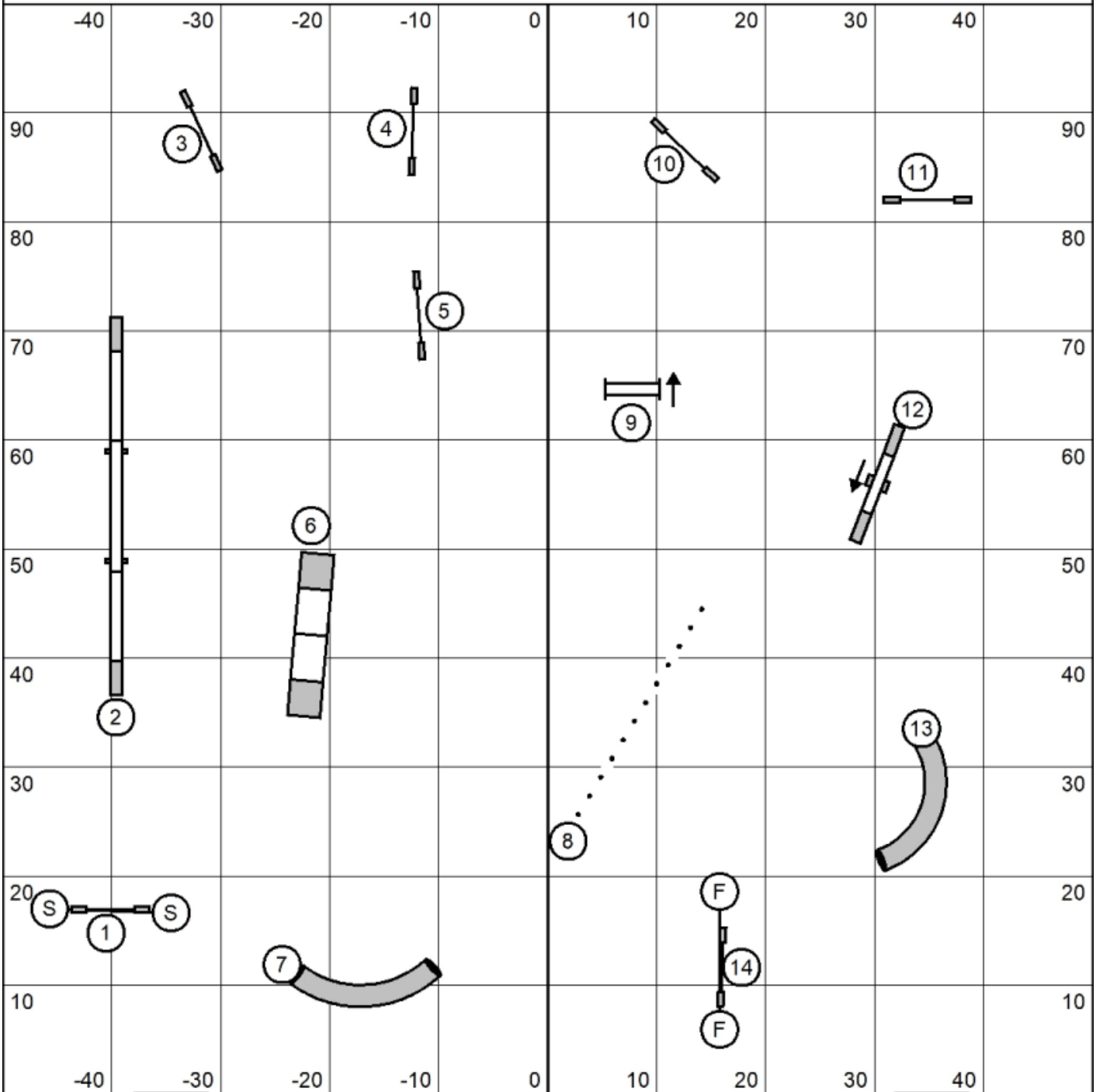


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Standard Level 3 - DD

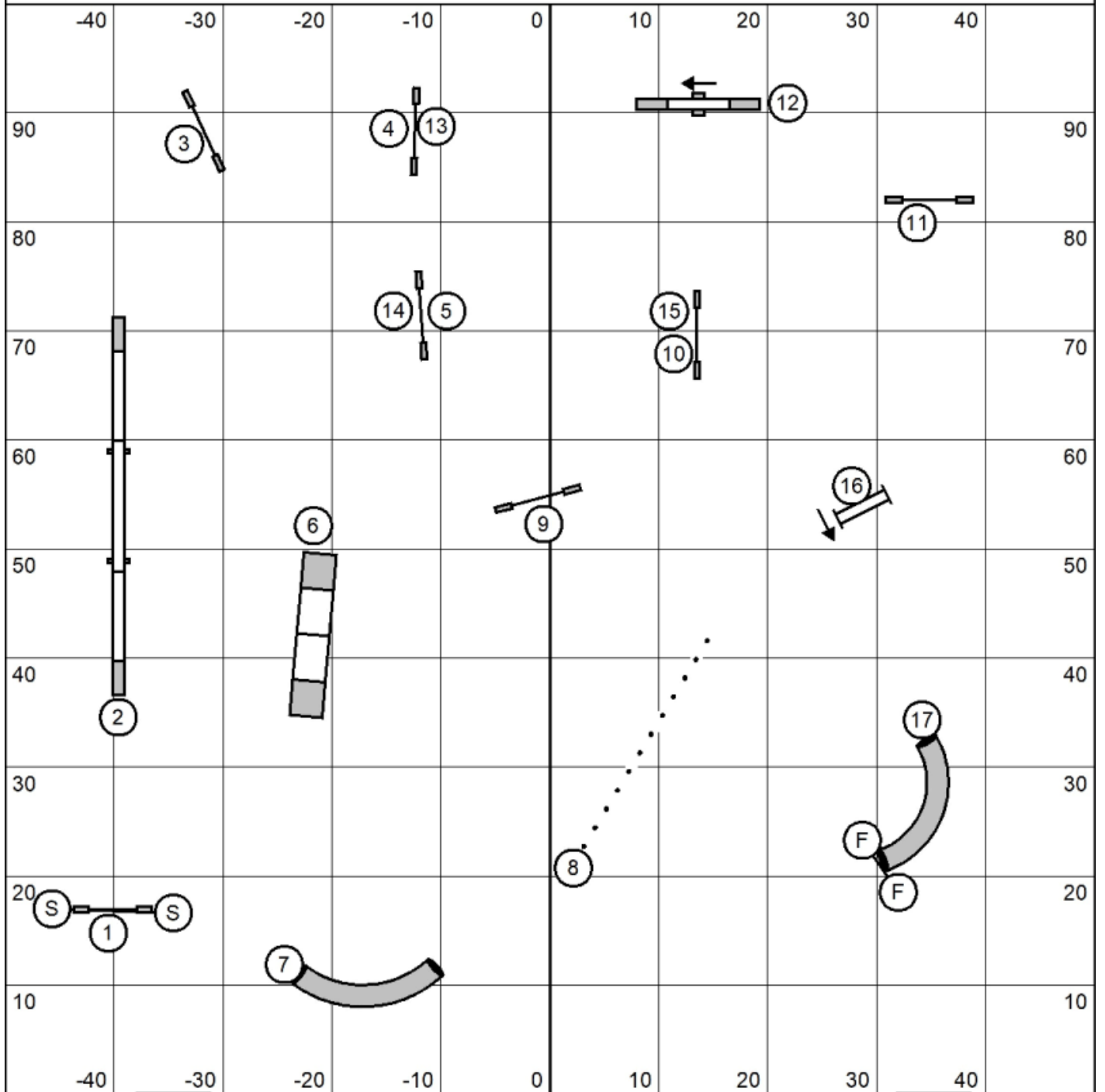


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Standard Levels 5C - DD

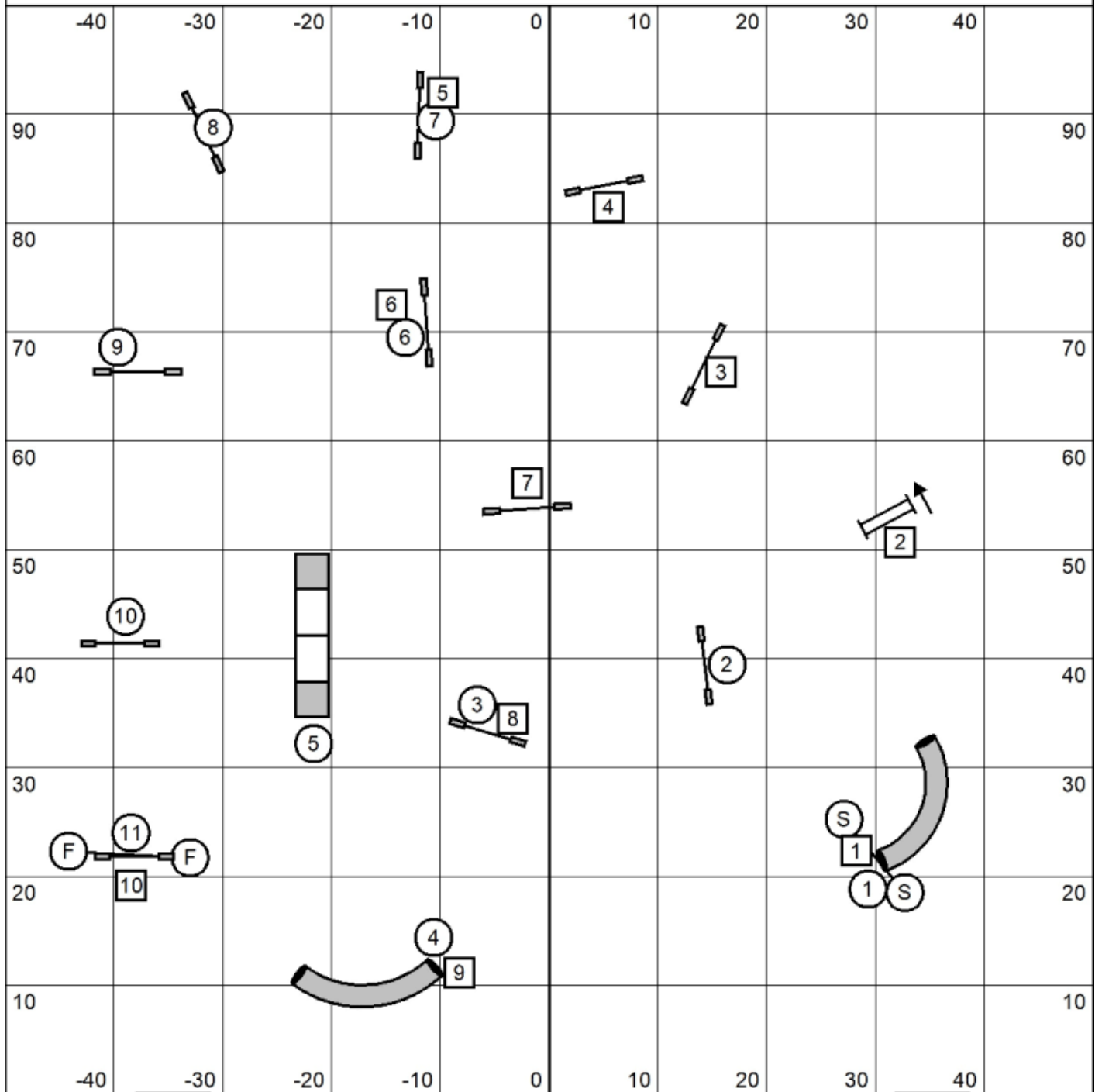


Gate

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Gate

Colors Levels 12

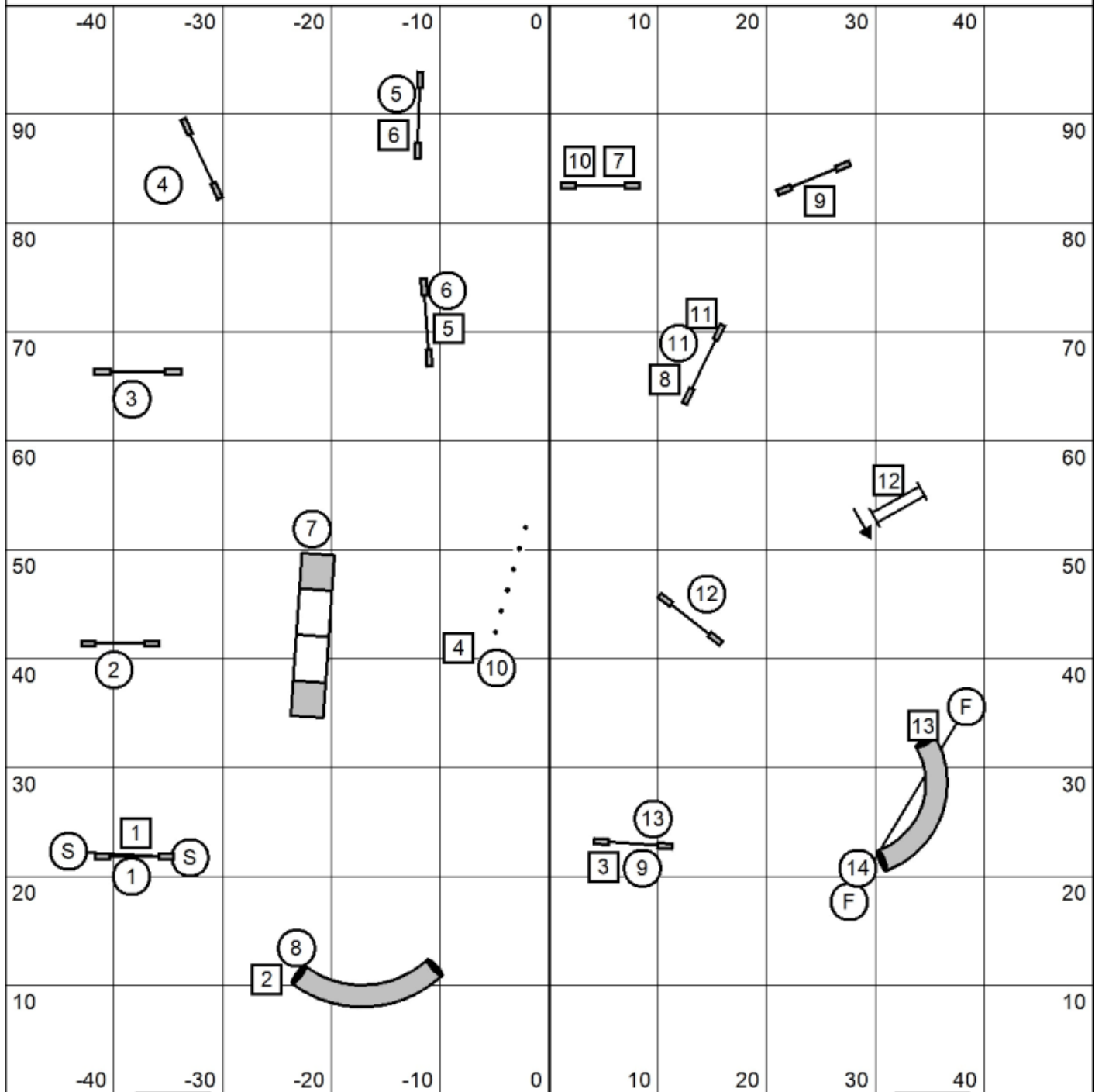


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Colors Levels 35C

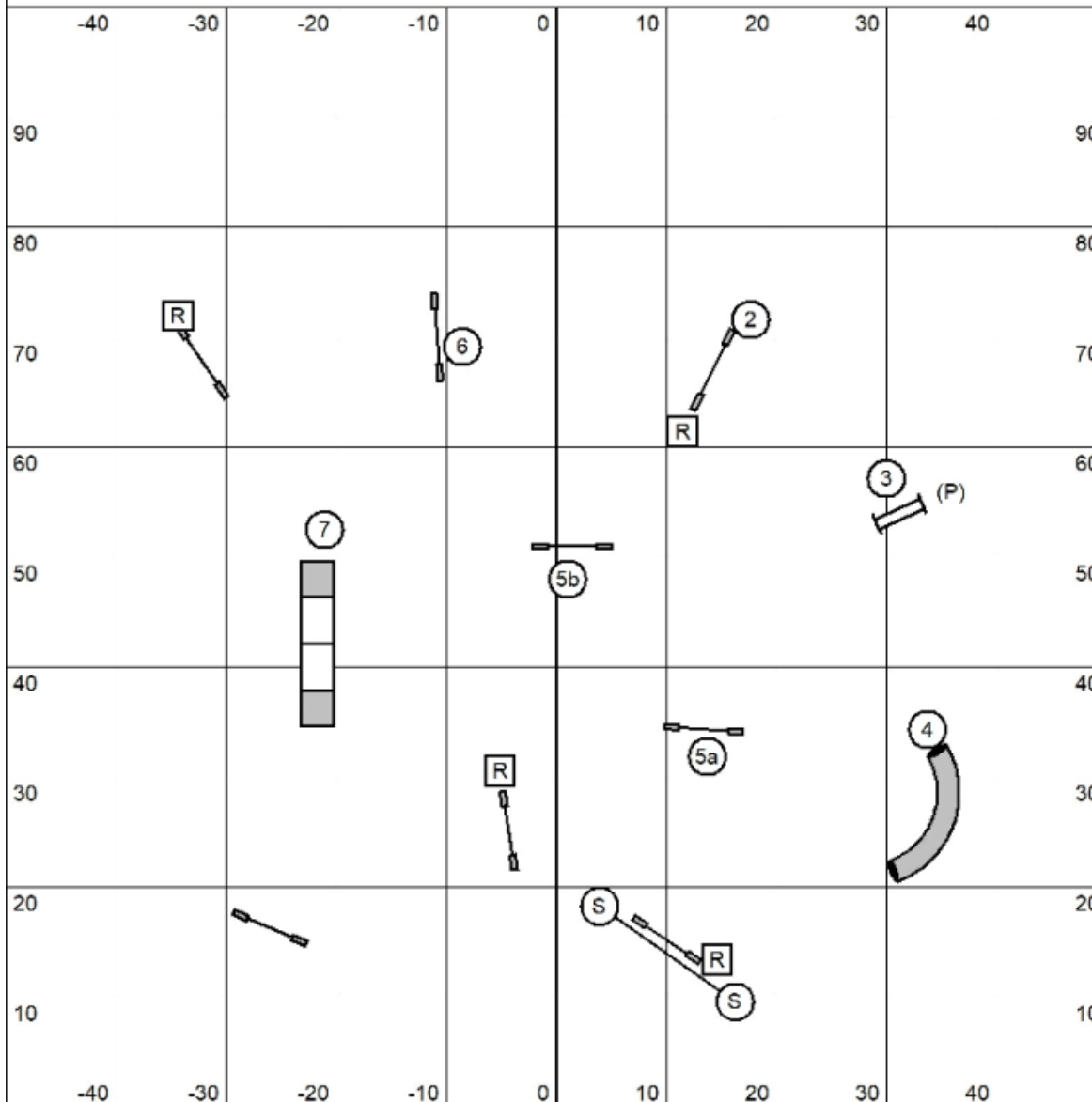


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Snooker Levels 12



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

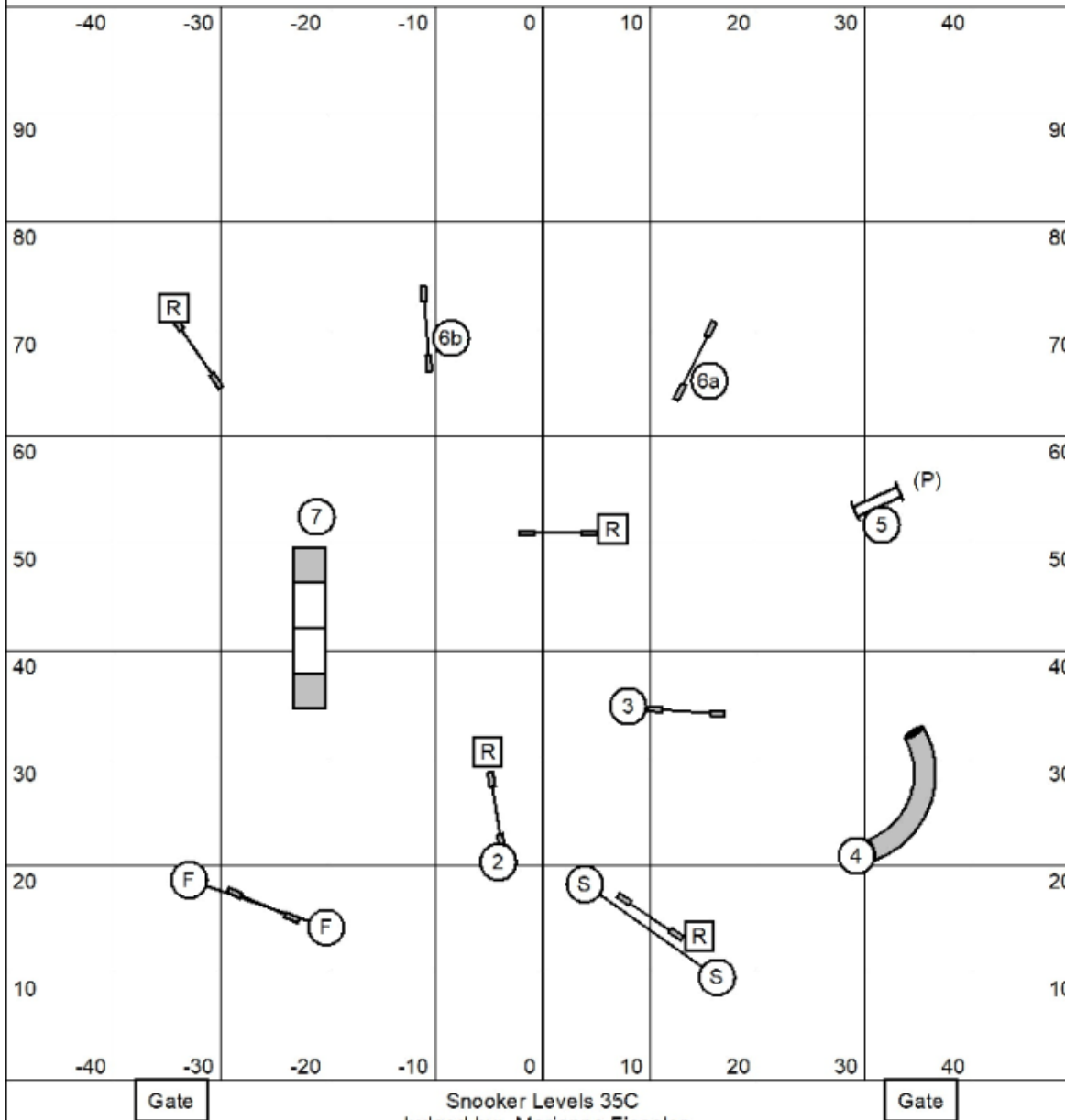
Consult the CPE Rule Book for more details on this class.

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Gate

Snooker Levels 35C



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. Obstacles 2 and 3 are 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.

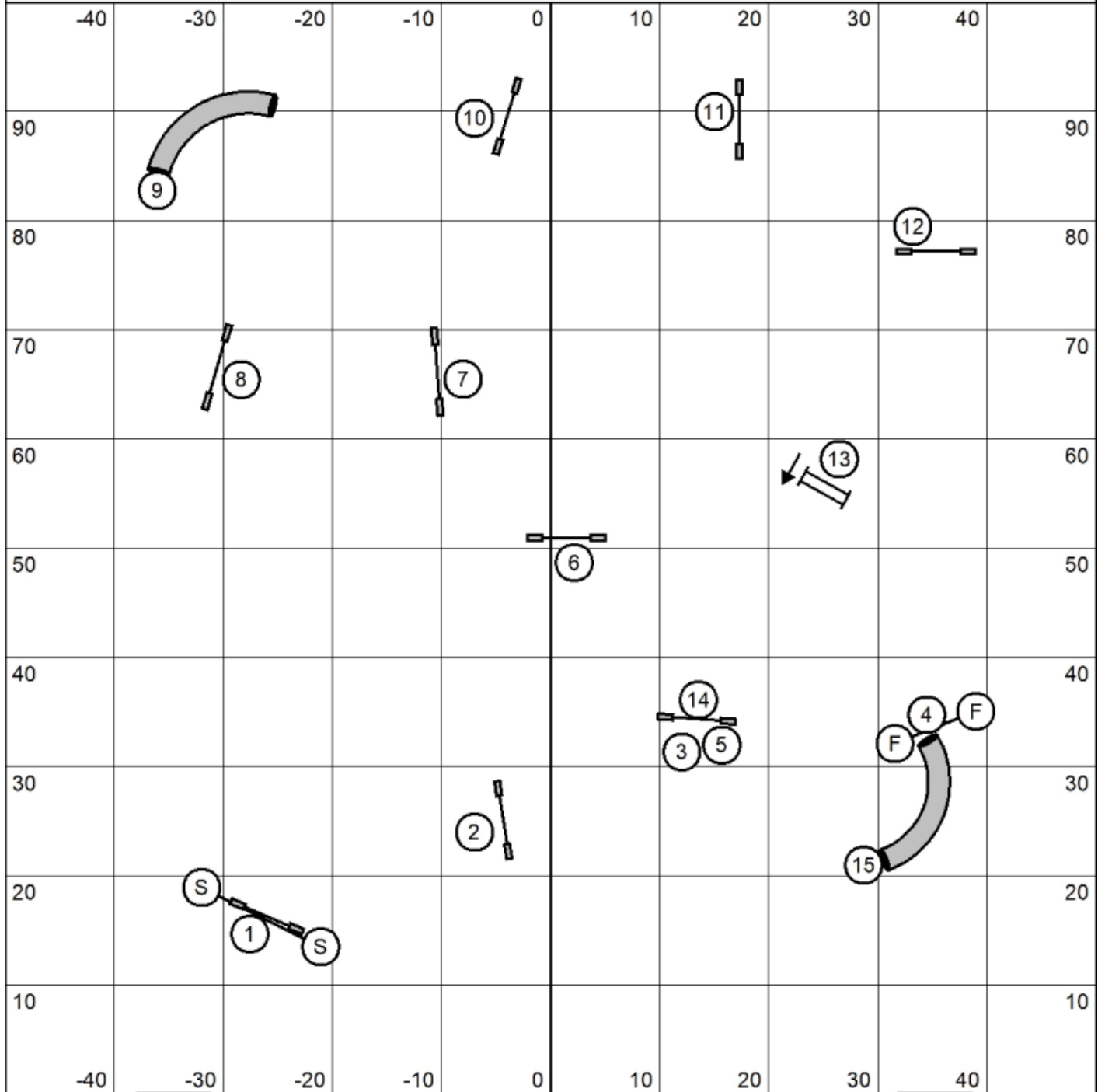
TIMES:

Small dogs - 50 Sec
Large dogs - 45 Sec

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

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Jumpers Levels 12

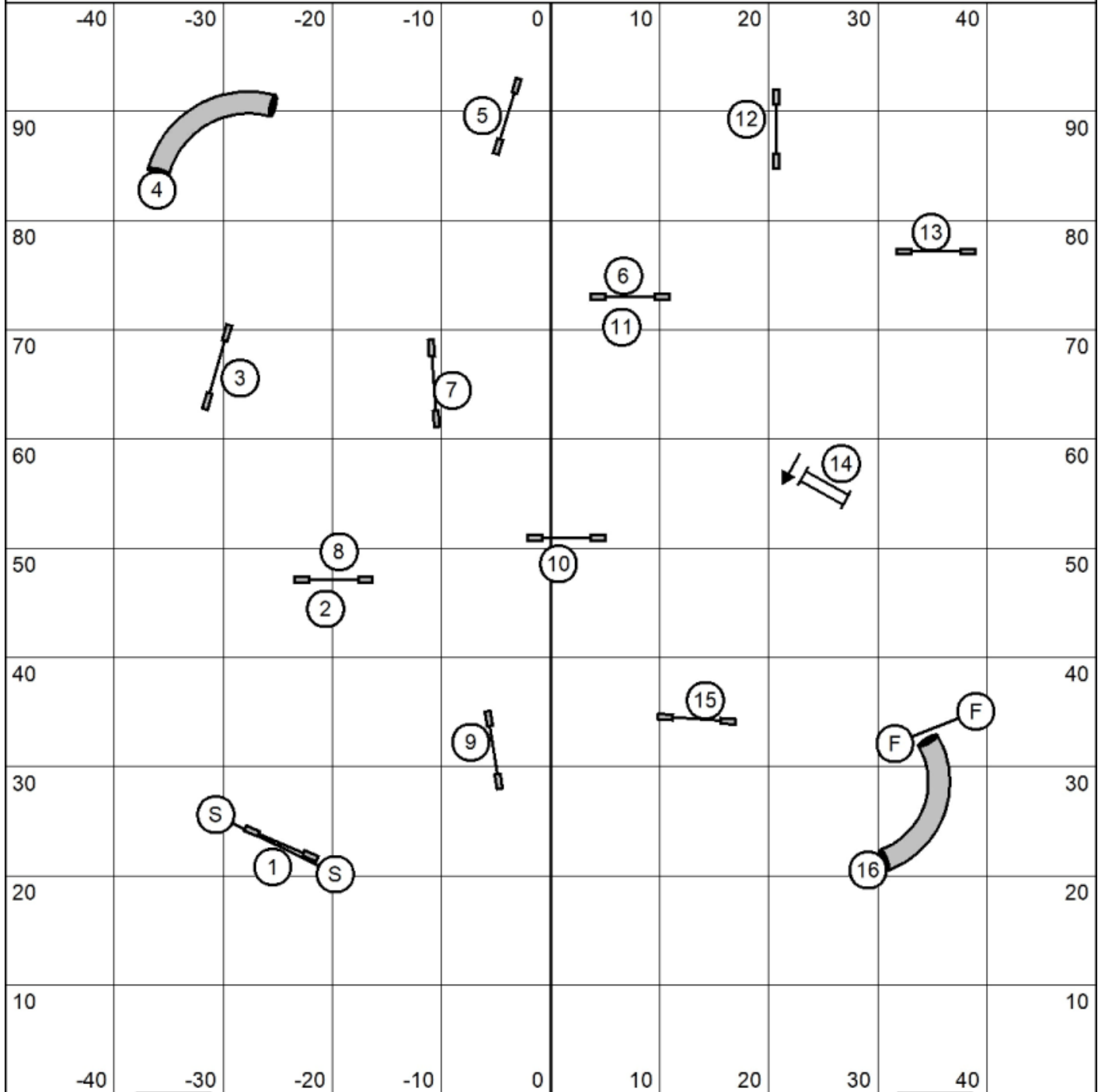


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Jumpers Levels 35C



Gate

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