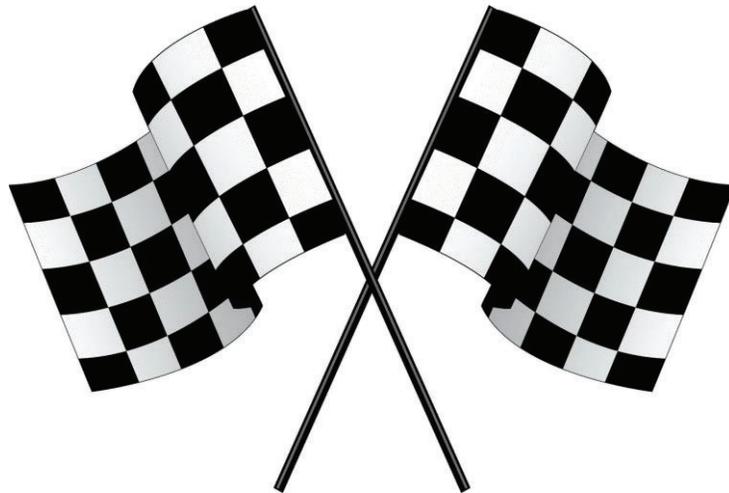


SpeedWay

Start your Engines...



**Canine Performance Events
Presents
A totally new event division**

*Events begin Summer of 2021
Get ready to go fast!*

SpeedWay

Thanks to Art Malott and Kim (O'Connor)Thompson for their ideas
and hard work to bring SpeedWay to life!

Thanks to the many people who gave feedback!

As we are rolling out this new division of CPE, there will probably be things that may need to
be evaluated, so any feedback would be greatly appreciated!

Please send SpeedWay comments, suggestions, and corrections to: kim@cpe.dog.

Please NOTE: To enable everyone to play this new game as soon as possible, the programming for member services tracking and for printing titles and plaques will not be functioning until all work is complete and tested. We anticipate this to be completed by the end of 2021 (hopefully sooner), with titles and plaques being ordered directly after processing all trials that were run during the programming time.

In the interim, we will be having an online file that will have all information as trials are completed. Personal information (dog's names, owner's names, etc) will not be listed on that file, and to verify a score for your dog will require a search by your id number. The link to the file will be added here and on the main member services page when ready to utilize (trials can begin July 30, 2021 or later).

We apologize for this inconvenience, however, if we waited until member services was complete, trials couldn't be held until 2022 and the feedback we received showed that the interest was to play as soon as possible.

Thank you for your understanding and continued support of CPE!

SpeedWay is a new event division of CPE to give dogs and owners another opportunity to play in a fun, competitive environment.

SpeedWay consists of the following classes:

- Drag Race 50
- Drag Race 100
- Pitstop
- Slingshot
- Hairpin – Team (two dog teams only, different handlers)
- Pole Position – Solo (one dog team)
- Pole Position - Team (two dog teams only, different handlers)

See the individual game descriptions for respective details.

EVENT ENTRY AGE REQUIRMENTS

Regardless of age or entered event, the owner / handler is responsible to have complete control over their dog(s) while attending any CPE event.

SpeedWay – any dog 12 months or older the day of the trial and registered with CPE are eligible to trial.

ENTRY ELIGIBILITY

- Bitches in season or any dogs who are fully blind (both eyes), lame, or aggressive towards people or other animals are not eligible to compete.

- Veterinarian letters cannot be used for a host club representative or Course Marshal to determine if a dog is physically able to compete. A representative host club or Course Marshal are not able to determine if a dog's lameness is from a current or past injury.
- Tripods dogs (three legged dogs) may be registered with CPE depending on the dog's ability and health. A veterinarian's letter (dog's health and limitations if any) and trainer or CPE judge's letter (witnessed ability in a match, class or practice situation) must accompany the dog's membership form.
- Disabled dogs that use wheeled carts are permitted to enter a SpeedWay trial except games which use tunnels, keeping in mind the dog's safety has priority.
- Hearing and/or visually impaired dogs are permitted to enter a SpeedWay trial, keeping in mind the dog's safety has priority.
- Teams may only run a maximum of 6 SpeedWay runs per day.
- Handlers should ensure that their dog is healthy and fit.
- There are no FEO (For Exhibition Only) entries allowed.
- Refunds after the closing date are per the club's premium refund policy.

PREMIUM

- The premium shall state if the course will be fully fenced.
- Drag Race only: the lure method shall be on the premium which the club will provide.
- If Drag Race is being offered at this event, a Lure Machine Operator is required. An experienced Lure Operator is recommended. The Lure Operator must be listed on the premium.
- The premium must list the timing method whether it is stopwatch or electronic timers.
- The clubs are limited to a maximum of 400 SpeedWay runs per day if only one Course Marshal will officiate. If the site has indoor and outdoor rings with a Course Marshal available for each ring, then each ring is limited to a maximum of 400 runs per ring. NOTE: Entries cannot exceed the applied for limits.
- A host club may elect to offer Day of Show (DOS) entries.
- SpeedWay is totally separate from Agility and Scent Sport in terms of classes offered per day.
- A dog is only permitted to enter a maximum of 6 SpeedWay classes per day.

The CPE Agility Trial Secretary program must be used for SpeedWay entries, trial set up and scoring.

AWARDS AND RIBBONS

See the general rules section for Awards and Ribbon details.

Dogs in the ring, leashes, exiting the ring.

- In all classes except Drag Race 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.
- In Drag Race dogs may wear a collar that has to be a flat buckle style or martingale with nothing dangling from it, these will assist the handler for easy containment at the end of the run.
- Dogs may enter the ring on a collar/leash, slip or martingale lead, quick release harness, head halti/leader, or in the arms of the handler. Any method must be able to be quickly put back on the dog at the finish of the run.
- Retractable leashes may not be used around the ring or to take the dog into the ring. If prong collars are allowed per the show site, they may *not* be used to take a dog into the ring.
- All handlers have the choice to put their leash in their pocket or safely loop it around their waist or neck, it does not have to be out of the dog's sight, however, if the dog plays with it during the run, it would be considered a toy and result in an NT. If the handler cannot carry their leash, leashes should be dropped on the ground/floor at the start line and the leash runner will place it at the exit gate on a chair or the ground/floor.

While running on course (Except Drag Race, see Drag Race rules for details)

- The handler may use any verbal or visual commands to direct the dog through the course.
- 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 own physical progression around the course
- Judges are not required for these events, instead a voluntary Course Marshal will be assigned to monitor the ring.

SHOW COMMITTEE AND OFFICIALS

All of the following positions can show dogs at a CPE trial if the handler wishes. The following officials shall preside at each CPE SpeedWay Trial. See Drag Race rules for any exceptions to these positions.

Show Chairperson & Show Secretary: The Chairperson is at minimum the official contact person for complaints or infractions. The Chairperson is also the back up for the Show Secretary in an emergency. The Show Secretary is at minimum responsible for answering prospective entrants' questions, email/mailling premium lists to prospective entrants, email/mailling confirmation notices, preparation of the show catalog, ensuring the scorekeepers understand the scoring and computer procedures, preparation of the trial packets for CPE and the host club. If SpeedWay is running in conjunction with Agility and/or Scent Sport the clubs may choose to have these positions filled by the same people.

Course Builders: are responsible for the set-up of the course as close as possible to the course design provided by CPE, using the baseline measuring method whenever possible for accuracy. Once a course has been established there are no changes unless switching classes.

Course Marshal: This is a volunteer position that may be a different person for each class at the trial, but they must be familiar with the rules for the class they would be Marshaling. The Course Marshal could in various classes also scribe by carrying a clip board with them with the scribe sheet. Each Course Marshal must be cleared by CPE to officiate and may be required to attend a free online seminar prior to officiating.

NOTE: See individual classes for the description of the Course Marshal responsibilities for that class.

Scribe: Is responsible for marking the time and any elimination on the scribe sheet. In some games it may be able to combine this position with the Course Marshal and/or the timer. See individual classes.

Timer: A timer is required for each class and they are responsible to ensure timing is added to the scribe sheet. The time will start when the dog performs the first obstacle or crosses the start line. If there is a problem with the stopwatch or electronic timer, the timer shall notify the Course Marshal immediately when known. The timer is also responsible for sounding the whistle/horn if not programmed to signify a dog exceeding maximum course time. Every dog receives a time unless the owner excuses the dog, or the dog goes over the maximum course time.

Gate Steward: A gate steward is required for each ring when a class is in session. The gate steward has the authority to change the order of the class at ringside if necessary. The gate steward must communicate any changes, once the class starts, to the scribe/timer. Dogs MAY NOT be moved by handler's choice. Dogs must run in order unless there is a conflict.

SPEEDWAY TRIAL SHOW SITE

The Host Club Committee holding a CPE trial has full authority within CPE rules and the Host Club rules set within the premium, at the site for the duration of that trial. Duration of a trial begins when the first club member arrives for set up, and the last club member leaves the show grounds on the last day of the event.

SpeedWay Trial Ring Area

- ***Drag Race 50-yard course shall be at least 75 yards in length, consisting of a 5-yard start area, a 50-yard competition area, a 20-yard finish/catch area. Course must be minimum 10' wide.***
- ***Drag Race 100-yard course shall be at least 135 yards in length, consisting of a 5-yard start area, a 100-yard competition area, a 30-yard finish/catch area. Course must be minimum 10' wide.***
- ***Pole Position and Pitstop minimum course size 70' x 60'***
- ***Hairpin minimum course size 30' x 90'***
- ***Slingshot minimum course size 80' x 60'***

- The ring area shall be of a non-slip surface. Outdoors/under open pavilion with grass or groomed dirt is preferred, which will provide a safe footing for dogs and handlers.
- The ring should be enclosed by fence, gating, or ring flags to separate the course from spectators.
- If the trial is indoors, the surface footing must be approved.
Area(s) must be provided for crating and exercising dogs. In the spirit of responsible dog ownership and sportsmanship, please pick up after your dogs! Exhibitors and Host Clubs want to continue using hotels and show sites.
- When possible, a spectator area should be available, preferably away from the crating area. Public spectators may need to be made aware of the ring boundary.

NON-QUALIFYING RUNS and/or EXCUSAL FROM RING:

- Exceeding the maximum time of 60 seconds in any game except Drag Race 100 which has a maximum time of 45 seconds and Drag Race 50 which has a maximum time of 30 seconds.
- Food or toys in the ring area
- Off Course/Automatic Elimination – An off course is defined as the dog going out of order per the numbered course; or completely exiting a tunnel not in the correct order. Teams may continue the course until the sixty second time has expired. Exception to the off-course rule is Drag Race, however if the person catching the dog at the end steps over the line to help the dog or uses food as a lure then the dog is eliminated.
- Leaving the ring before the run is completed, dog out of control, dog ceases to work.
- Handler intentionally touching dog or obstacle.
- Dog fouling anywhere within the ring before, during or after completion of a run.

SCORING: EARNING POINTS TOWARDS TITLES

Dogs are classified in Divisions for scoring, these divisions are determined by the individual dog's times in the classes run on the day of the event.

A dog may be scored in different divisions for each run throughout any given day, it is based on their run time for that respective run. There are no levels in SpeedWay.

All classes except for Drag Race are classified as the following Divisions (see the next section for Drag Race Divisions):

- **Division I** is running a course in 38.00 seconds up to a maximum of 60 seconds. Points awarded based on (60 seconds minus dog's time) rounded up. Max score = 22 pts.
- **Division II** is running a course in 34.00 - 37.99 seconds. Points awarded based on (55 seconds minus dog's time) rounded up. . Score Range = 21 - 18 pts
- **Division III** is running a course in 28.00 - 33.99 seconds. Points awarded based on (50 seconds minus dog's time) rounded up. Score Range = 22 - 17 pts.
- **Division IV** is running a course in 24.00 – 27.99 seconds. Points awarded based on (45 seconds minus dog's time) rounded up. Score Range = 21 - 18 pts.
- **Division V** is running a course in 23.99 seconds or less. Points awarded based on (40 seconds minus dog's time) rounded up. Score Range = 17 pts+.

Scoring Example:

- To determine how many points a dog would earn that runs the course in 37 seconds.
- 37 seconds places them in Division II, the scoring time used in Division II is 55 secs.
- Therefore, scoring time of 55 seconds minus run time of 37 seconds equals 18 points that are awarded for that run.
- See Slingshot for point multipliers available in this game. No other game has point multipliers.

Drag Race Divisions only (see previous section for all other class Divisions):

- **Division I** is classified in the MPH range 0 – 14.99 MPH.
- **Division II** is classified in the MPH range 15 – 19.99 MPH.
- **Division III** is classified in the MPH range 20 – 24.99 MPH.
- **Division IV** is classified in the MPH range 25 – 29.99 MPH.
- **Division V** is classified in the MPH range 30 + MPH.

To calculate MPH in Drag Race 100 we use this formula $204.545 / \text{time} = \text{MPH}$

To calculate MPH in Drag Race 50 we use this formula $102.273 / \text{time} = \text{MPH}$

Points Earned = $\text{MPH} + 0.4 * (40 - \text{MPH})$ where MPH used is the actual MPH calculated rounded up to the next full number

Scoring Example:

- To determine how many points a dog would earn that runs Drag Race 100 in 21.7 seconds.
- $204.545 / 21.7 = 9.51 \text{ MPH}$ round up to 10 MPH
- Points Earned = $10 + 0.4 * (40 - 10) = 22 \text{ Points}$

SPEEDWAY TITLE INFORMATION

Titles are earned by accumulating points.

Placements do not add any additional points towards titles.

The following titles will be awarded based the cumulative total of all CPE SpeedWay Division points earned in any combination of classes:

- Speedway Elite (C-SWE) = 150 Points, Title Certificate awarded
- Speedway Pro (C-SWP) = 500 points, Title Certificate awarded
- Speedway Master (C-SWM) = 1,000 points, Title Certificate awarded
- Speedway Bronze Legendary (C-SWBL) = 2,000 points, Title Certificate and Plaque awarded
- Speedway Silver Legendary (C-SWSL) = 5,000 points, Title Certificate and Plaque awarded
- Speedway Gold Legendary (C-SWGL) = 7,500 points, Title Certificate and Plaque awarded
- Speedway Platinum Legendary (C-SWPL) = 10,000 points, Title Certificate and Plaque awarded
 - (For every additional 10,000 points, a multiple Platinum Legendary Plaque will be awarded)

Jr HANDLER

- Jr Handlers must be under 18 years of age on the day of the trial. They will compete for placements with their regular division peers. Jr Handler dogs will not receive any additional time or division allowance.
- Jr Handlers must submit their qualifying runs on the Jr Handler Score Report Form in Excel or other spreadsheet program (see the Forms page for the template – www.k9cpe.com). This is to ensure all Jr Handler points are being properly reported.
- Jr Handlers will receive orange qualifying ribbons for all classes they earn a qualifying score in. A host club may also award all Jr Handlers if they wish, with participating ribbons or awards. No monetary awards, except gift certificates, may be awarded. Jr Handler Placement awards or trophies may be given.

Jr Handler Points

Jr Handler points will be awarded based on the dog they are running and the score for that class.

Ex- Drag Race if the dog runs 15 MPH that day, the dog's speed puts them in division II that day, so the dog's score is $15 \times 1.75 = 27$ points for the Junior handler as well as the dog.

This may or may not be with the same dog for all runs and the Division is determined by the speed in that class.

Jr Handler Titles

Jr Handler Titles are earned by accumulating points.

Placements do not add any additional points towards titles.

The following titles will be awarded based the cumulative total of all CPE SpeedWay Division points earned in any combination of classes for any dog the Jr Handler has handled in a run and earned a qualifying score:

- Speedway Jr Handler Elite (C-SWJrE) = 150 Points, Title Certificate awarded
- Speedway Jr Handler Pro (C-SWJrP) = 500 points, Title Certificate awarded
- Speedway Jr Handler Master (C-SWJrM) = 1,000 points, Title Certificate awarded
- Speedway Jr Handler Bronze Legendary (C-SWJrBL) = 2,000 points, Title Certificate and Plaque awarded
- Speedway Jr Handler Silver Legendary (C-SWJrSL) = 5,000 points, Title Certificate and Plaque awarded
- Speedway Jr Handler Gold Legendary (C-SWJrGL) = 7,500 points, Title Certificate and Plaque awarded
- Speedway Jr Handler Platinum Legendary (C-SWJrPL) = 10,000 points, Title Certificate and Plaque awarded
 - (For every additional 10,000 points, a multiple Platinum Legendary Plaque will be awarded)

GAMES

Drag Race 50 and 100

Object: The object of this game is to complete a 50-yard or 100-yard dash within the maximum course time.

CPE Drag Race allows individual dogs to compete in timed 50-yard or 100-yard dashes and determine their speed in MPH.

DRAG RACE 100

The Drag Race course shall be at least 135 yards in length, consisting of a 5-yard start area, a 100-yard competition area, a 30-yard finish/catch area. Course area should be minimum 10' wide.

The 100 Yard course has a maximum time of 45 seconds. Anything beyond 45 Seconds is a non-qualifying run.

EARNING POINTS IN DRAG RACE 100

A dog's 100-yard dash time must be converted into MPH using the formula below and rounded to the nearest hundredth of a mile: The CPE Trial Secretary Software will do this automatically, but this is the formula used.

204.545 DIVIDED BY the Dog's Total run time EQUALS the dog's MPH

Example: The dog's time is 7.25 seconds so the formula would be $204.545/7.25 = 28.21$ MPH round up 29 MPH. This would then classify the run as a Division IV Run for placements. Points earned for this run will be $29 + 0.4 \cdot (40 - 29) = 33.4$ round up = 34 points earned.

SEE THE DRAG RACE DIVISIONS LIST PREVIOUSLY LISTED IN THE SPEEDWAY RULES FOR FULL DIVISION DETAILS.

Quick Reference Scoring Table Time = Points (Thank you Michael Fortunato)

100 yard Drag Race Scoring Table		
Above 45 seconds = NQ		
Time Range in Seconds		DRAG RACE SCORE
45	40.91	19
40.9	30.69	20
30.68	24.55	21
24.54	20.46	22
20.45	17.54	23
17.53	15.35	24
15.34	13.64	25
13.63	12.28	26
12.27	11.16	27
11.15	10.23	28
10.22	9.45	29
9.44	8.77	30
8.76	8.19	31
8.18	7.68	32
7.67	7.22	33
7.21	6.82	34
6.81	6.46	35
6.45	6.14	36
6.13	5.85	37
5.84	5.58	38
5.57	5.34	39
5.33	or faster	40

Scoring program will show MPH and Points earned in results.

DRAG RACE 50

The Drag Race 50 course shall be at least 75 yards in length, consisting of a 5-yard start area, a 50-yard competition area, a 20-yard finish/catch area. Course area should be minimum 10' wide.

The 50 Yard course has a maximum time of 30 seconds. Anything beyond 30 Seconds is a non-qualifying run.

EARNING POINTS IN DRAG RACE 50

A dog's 50-yard dash time must be converted into MPH using the formula below and rounded to the nearest hundredth of a mile: The CPE Trial Secretary Software will do this automatically, but this is the formula used.

102.273 DIVIDED BY the Dog's Total run time EQUALS the dog's MPH

Example: The dog's time is 5.55 seconds so the formula would be $102.273/5.55 = 18.43$ MPH round up 19 MPH. This would then classify the run as a Division IV Run for placements. Points earned for this run will be $19 + 0.4 * (40 - 19) = 27.4$ round up = 28 points earned.

SEE THE DRAG RACE DIVISIONS LIST PREVIOUSLY LISTED IN THE SPEEDWAY RULES FOR FULL DIVISION DETAILS.

Quick Reference Scoring Table Time = Points (Thank you Michael Fortunato)

50 yard Drag Race Scoring Table		
Above 30 seconds = NQ		
Time Range in Seconds		DRAG RACE SCORE
30	20.46	19
20.45	15.35	20
15.34	12.28	21
12.27	10.23	22
10.22	8.77	23
8.76	7.68	24
7.67	6.82	25
6.81	6.14	26
6.13	5.58	27
5.57	5.12	28
5.11	4.73	29
4.72	4.39	30
4.38	4.1	31
4.09	3.84	32
3.83	3.61	33
3.6	3.41	34
3.4	3.23	35
3.22	3.07	36
3.06	2.93	37
2.92	2.79	38
2.78	2.67	39
2.66 or faster		40

Scoring program will show MPH and Points earned in results.

GAME INFORMATION THAT APPLIES TO BOTH DRAG RACE 50 & 100 YARDS

The total area does not have to be completely fenced but fencing is recommended to give the dogs a safe competition environment and the finish/catch area must be fenced for ease of handling. Teams may have two handlers one to release and one to catch at the finish.

This game will use a Lure Machine to get the dog to chase; however, handlers may use other means as an incentive without crossing the finish line into the running area, to physically assist the dog, such as but not limited to recalling the dog, tossing a retrieve object thrown into the finish/catch area (though not into the timing portion of the course), by the dog's catcher.

It is up to the handler to provide a dog holder/release if they are the catcher for the recall. Some clubs may offer this position, but it is not required.

Drag Race is a timed event with a designated start line indicated by cones. The time will start when the dog crosses between the cones for manual timing and for automatic timing, when the dog's motion starts the time. The time ends when the dog has passed the finish line, or the maximum time for the respective course (see listings above), has been reached. Anything beyond the maximum time is a non-qualifying run.

Timing for Drag Race will be with electronic timing equipment or using a three-person manual timing team. In manual timing one person signals the dog crossing the start line to the two people holding stop watches at the finish line. The person will signal the start by dropping their arm when the dog's nose crosses the start line (this position could be the Course Marshal) this will tell the two people with stop watches to start their timers and they will stop them when the dog's nose crosses the finish line. Both times will be added together and divided by 2 to calculate the time for that run.

Lure Machine Operator (this position is only in Drag Race):

- The lure machine operator will make sure the equipment is working correctly and safely.
- Shall announce "lure staging" before positioning the lure to caution owners.
- Will ensure the lure is properly positioned before each run.
- Lure Operator must be positioned outside of the running area. It is strongly suggested that the lure operator be positioned on an angle to the track to be able to properly judge the distance between the runner and the lure. The lure whether it is a plastic bag, or a squawker must be no closer than 10 feet and no further than 25 feet from the running dog.

An experienced Lure Machine Operator is important for the safety of the dogs.

There are services that can be hired to provide lures, many also supply fencing and other items required for an outdoor trial.

One example to purchase a Lure Machine is: Lucky Dogs Lure Coursing, luckydogsadventures.com

Course Marshal and Duties:

Once informed by the Lure operator that the lure is in place, the Course Marshal shall give the start signal and/or shouts "Racer Staged" indicating to release the dog. The dog will be released on the Marshal's signal. If the event is using manual timing the Course Marshal will also be responsible for signaling the timers to start their watches by dropping their arm from above their head.

The Course Marshal will also be responsible for calling any eliminations that may need to be called.

- Toy on course
- Dog leaving the course before crossing the finish line
- Dog eliminates on the course, they are excused.
- The Person Catching the dog steps over the finish line into the running area to entice the dog

Pitstop

Object: CPE Pitstop allows individual dogs to compete in a challenging tunnel only numbered course, guided by their handler with accuracy and speed.

The dog and handler have up to a maximum time of 60 seconds to complete the 100-yard tunnel course, consisting of 8 - 12 entrances, correctly.

The course area must be at least 70' X 60'. Clubs must have 4 or 5 tunnels available for use being 15' or 20' in length and will be set up with a 100-yard total course with maps supplied by CPE. Clubs will submit their equipment list 6 weeks prior

to trial date to Art@cpe.dog and include how many trial days. 1 week prior to their trial CPE will send the club the courses required per trial day based on their equipment list supplied. Our plan is to establish a course map library so that clubs can draw from it when they are having an event based on their tunnel stock. The dog has up to a maximum time of 60 seconds to complete the course correctly.

EARNING POINTS

To determine how many points a dog would earn that runs the course in 37 seconds.

37 seconds places them in Division II, the points time in Division II is 55 secs.

Therefore, points time of 55 seconds minus run time of 37 seconds equals 18 points that are awarded to the dog for that run.

All points will be calculated by the CPE Trial Secretary Software, this example shows how it will be done.

SEE THE DIVISIONS LIST PREVIOUSLY LISTED IN THE SPEEDWAY RULES FOR FULL DIVISION DETAILS.

Course Marshal Duties:

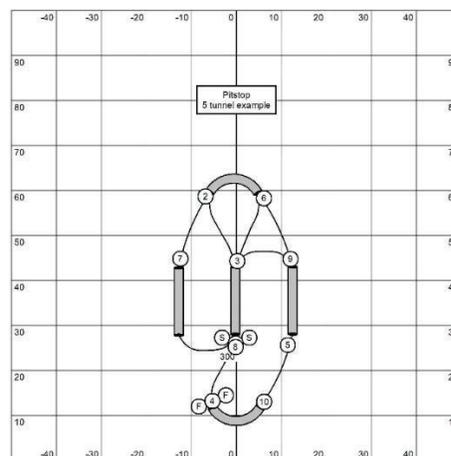
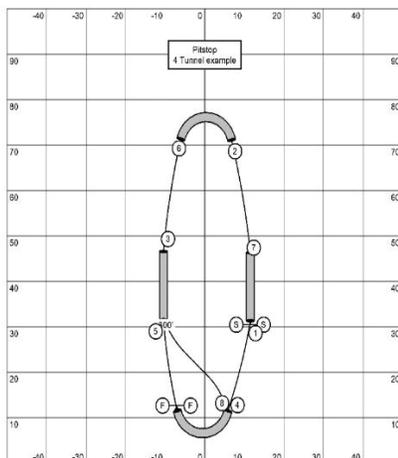
The Course Marshal will also be responsible for calling any eliminations that may need to be called.

- Off course, a team is eliminated if the dog goes off course and an off course can only be called if the dog exits completely out of the wrong end of the tunnel this is only called once.
- Toy on course
- Dog leaving the course before crossing the finish line
- Dog eliminates on the course, they are excused.

If the dog is eliminated due to the reasons listed above, the Course Marshal may discontinue calling any other eliminations, and the team may elect to complete the course, up to the maximum course time.

PITSTOP COURSE EXAMPLES

Note: A library of Pitstop courses will be collected and be randomly assigned to be used at trials that offer Pitstop, with periodic changes to the library.



Slingshot

Object: To maneuver through a set course of hoops and tunnels, with accuracy and speed, while adding the potential for the dog to show the ability to work at a distance.

The handler and dog will run through the course as numbered, reaching the point where the gamble lines are laid out. Here the handler may attempt to send the dog to the obstacles while the handler stays on the other side of one of the two gamble lines.

- The first gamble line is 10 feet away and the total run points for completing the course will be multiplied by 1.5, if the dog completes the entire course and handles obstacles 9 – 11 while the handler stays behind this line.

- The second gamble line is 20 feet away, and the total run points for completing the course will be multiplied by 3, if the dog completes the entire course and handles obstacles 7 – 11 while the handler stays behind this line.
- If the handler runs the entire course without staying behind a multiplier line, they still get their points earned based on their finish time and division calculation with no multiplier, indicated as a 1.

The dog has up to a maximum time of 60 seconds to complete the course correctly.

The course area must be at least 80' X 60'. Clubs must have 5 tunnels available for use (either 15' or 20' length) and 6 hoops which will be set up with a 100-yard total distance.

EARNING POINTS

Slingshot multipliers are 1, 1.5 or 3 depending how the course is handled (see details above). The Course Marshal will indicate either on the scribe sheet or by signaling the scribe the multiplier to be applied for each dog run.

EXAMPLE – TO CALCULATE POINTS EARNED:

To determine how many points a dog would earn that runs the course in 37 seconds.

37 seconds places them in Division II, the points time in Division II is 55 secs.

Therefore, points time of 55 seconds minus run time of 37 seconds equals 18 points.

The team handled obstacles 7 – 11 in order with the handler remaining outside of the 20' line which provides a 3X multiplier, so their final points awarded are $3 \times 18 = 54$ points

All points will be calculated by the CPE Trial Secretary Software, this example shows how it will be done.

SEE THE DIVISIONS LIST PREVIOUSLY LISTED IN THE SPEEDWAY RULES FOR FULL DIVISION DETAILS.

Course Marshal Duties:

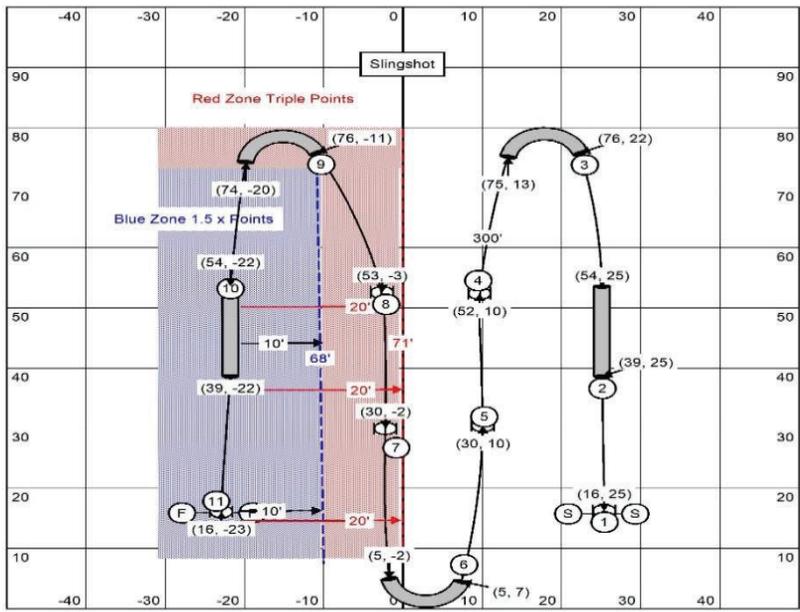
Slingshot multipliers are 1, 1.5 or 3 depending how the course is handled. The Marshal will indicate either on the scribe sheet or by signaling the scribe the multiplier to be applied for each dog run.

The Course Marshal will also be responsible for calling any eliminations that may need to be called.

- A team is eliminated if a dog gets an off course. An off course is called when a dog takes an obstacle out of numbered order or completely exits a numbered end of a tunnel having entered from the non-numbered end of the tunnel.
- Toy on course
- Dog leaving the course before crossing the finish line
- Dog eliminates on the course, they are excused.

If the dog is eliminated due to the reasons listed above, the Course Marshal may discontinue calling any other eliminations, and the team may elect to complete the course, up to the maximum course time.

**SLINGSHOT COURSE TO BE SET UP FOR ALL TRIALS IN 2021
THE COURSE MAY CHANGE PERIODICALLY AND WILL BE LISTED IN EACH YEAR'S RULEBOOK
UNDER THE SLINGSHOT RULES**



Hairpin Team

Object - CPE Hairpin Team is an event for 2 dog teams much like a relay race in which each dog must complete their portion of a 100-yard course, while responding to a handler's commands to quickly navigate through the course.

Each dog will run a 50-yard course through 6 hoops and one tunnel as shown on the map.

The team has a maximum time of 60 seconds to complete the total 100-yard course.

The course area must be at least 30' X 90'.

Teams are selected by the Handlers before registering to run (see premium). When team classes are offered: If a Partner is not listed on the right side of the form, the club will randomly pair up the teams. If there is an odd number of dogs entered in that class, a dog may be asked to run for no score as a fill in for the odd numbered dog.

All dogs will enter the course as a team and wait at the start obstacle for their turn. The first team dog may leave the ring following their portion of the run.

All dogs must be under their handlers control while waiting their turn to run on the course.

Dog 1 will run their portion, as soon as dog 1 takes the finish hoop dog 2 may start their portion of the course.

If dog 2 takes the start hoop before the dog 1 takes the finish hoop that team is eliminated.

The time will continue until the second dog has finished the course, the team must be under 60 seconds total team time to earn a qualifying score.

Points are awarded based on the total team time which will determine the team's division for that day.

EARNING POINTS

To determine how many points a team would earn using the example that the team runs the course in a combined time of 37 seconds.

37 seconds places them in Division II, the points time in Division II is 55 secs.

Therefore, points time of 55 seconds minus run time of 37 seconds equals 18 points per dog that are awarded for that run.

All points will be calculated by the CPE Trial Secretary Software, this example shows how it will be done.

SEE THE DIVISIONS LIST PREVIOUSLY LISTED IN THE SPEEDWAY RULES FOR FULL DIVISION DETAILS.

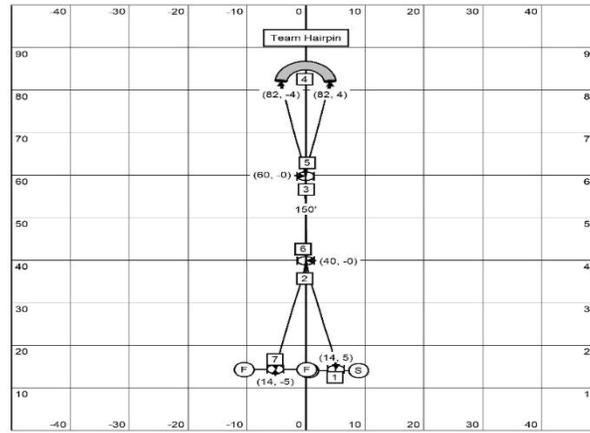
Course Marshal Duties:

The Course Marshal will also be responsible for calling any eliminations that may need to be called.

- A team is eliminated if the second dog takes the first obstacle before the first dog completes the last obstacle.
- Off course, A team is eliminated if a dog gets an off course. An off course is called when a dog takes an obstacle out of numbered order.
- Toy on course
- Dog leaving the course before crossing the finish line.
- If dog #2 starts their portion before dog #1 goes through the finish hoop.
- Dog eliminates on the course, they are excused.

If the dog is eliminated due to the reasons listed above, the Course Marshal may discontinue calling any other eliminations, and the team may elect to complete the course, up to the maximum course time.

**HAIRPIN TEAM COURSE TO BE SET UP FOR ALL TRIALS IN 2021
THE COURSE MAY CHANGE PERIODICALLY AND
WILL BE LISTED IN EACH YEAR'S RULEBOOK
UNDER THE HAIRPIN TEAM RULES**



Pole Position

Object - CPE Pole Position is a course where the dog will need to show their ability to navigate around “poles” (barrels) in response to a handler’s commands, with accuracy and speed.

Pole Position Solo

Pole Position Solo consists of a single dog and handler team.

The dog and handler teams have up to a maximum time of 60 seconds to complete the 100-yard course that consists of 1 performance of each barrel as directed on the numbered course. Each team points are awarded based on the dog’s division.

The course area must be at least 70’ X 60’. Clubs must have 5 barrels available for use and hoops for the start and finish lines.

The course will consist of a pre-determined pattern using 5 barrels. The barrels will be numbered in the order to be performed. The Barrel must always be circled in the direction shown on the course map, after completion of “Pole” 5 the dog must cross through the finish eye, their path to and through the finish eye is not mandated. A team is eliminated if the dog does not go around the barrels in the correct order and is not redirected to go in the correct direction. The dog has up to a maximum time of 60 seconds to complete the course correctly.

EARNING POINTS

To determine how many points a dog would earn that runs the course in 37 seconds.

37 seconds places them in Division II, the points time in Division II is 55 secs.

Therefore, points time of 55 seconds minus run time of 37 seconds equals 18 points that are awarded to the dog for that run.

All points will be calculated by the CPE Trial Secretary Software, this example shows how it will be done.

SEE THE DIVISIONS LIST PREVIOUSLY LISTED IN THE SPEEDWAY RULES FOR FULL DIVISION DETAILS.

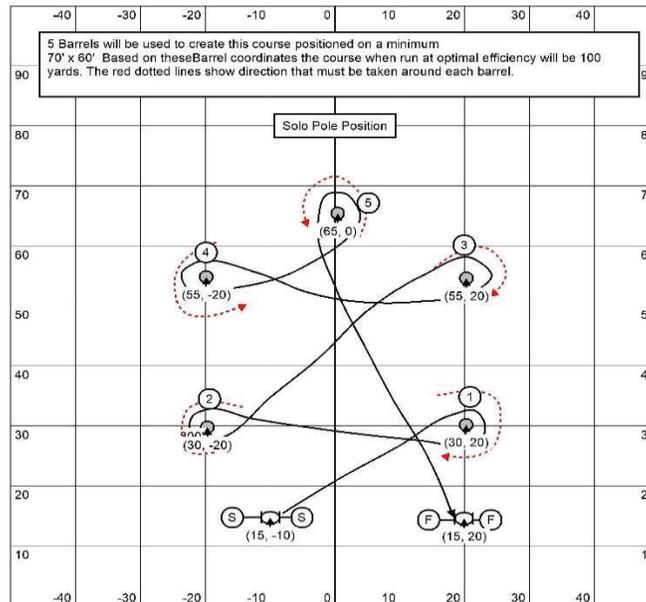
Course Marshal Duties:

The Course Marshal will also be responsible for calling any eliminations that may need to be called.

- Off course, a team is eliminated if the dog circles a barrel in an incorrect direction and does not correct their path.
- Toy on course
- Dog leaving the course before crossing the finish line
- Dog eliminates on the course, they are excused.

If the dog is eliminated due to the reasons listed above, the Course Marshal may discontinue calling any other eliminations, and the team may elect to complete the course, up to the maximum course time.

**POLE POSITION SOLO COURSE TO BE SET UP FOR ALL TRIALS IN 2021
THE COURSE MAY CHANGE PERIODICALLY AND WILL BE LISTED IN EACH YEAR'S RULEBOOK
UNDER THE POLE POSITION SOLO RULES**



Pole Position Team

Pole Position Team is an event for 2 dog teams much like a relay race in which each dog must complete their portion of a 5 Barrel 100-yard course.

Teams are selected by the Handlers before registering to run (see premium). When team classes are offered: If a Partner is not listed on the right side of the form, the club will randomly pair up the teams. If there is an odd number of dogs entered in that class, a dog may be asked to run for no score as a fill in for the odd numbered dog.

Points are awarded based on the total team time which will determine the team's division for that day. All dogs will enter the course as a team and wait at the start obstacle for their turn. The dog may leave the ring following their portion of the run.

All dogs must be under their handlers control while waiting their turn to run on the course. Dog 1 will run their portion, as soon as dog 1 takes the finish hoop dog 2 may start their portion of the course. If dog 2 takes the start hoop before the dog 1 takes the finish hoop that team is eliminated. The time will continue until the second dog has finished the course, the team must be under 60 seconds total team time to Qualify. Teams are selected by the Handlers before registering to run (see premium), a club can offer to facilitate setting up teams, but this is not required.

The course area must be at least 70' X 60'. Clubs must have 5 barrels available for use and 2 hoops for the start and finish lines Team will determine which dog will run first, second and third in a three-dog team and which dog will run first and second in a two-dog team. The team has up to a maximum time of 60 seconds to complete the course correctly.

The course will consist of a pre-determined pattern using 5 barrels. The barrels will be numbered in the order to be performed. The Barrel must always be circled in the direction shown on the course map, after completion of "Pole" 3 for Dog 1 and "Pole" 5 for dog 2, the dog must cross through the finish eye, their path to and through the finish eye is not mandated. A team is eliminated if the dog does not go around the barrels in the correct order and is not redirected to go in the correct direction. The dog has up to a maximum time of 60 seconds to complete the course correctly.

Course Marshal Duties:

The Course Marshal will also be responsible for calling any eliminations that may need to be called. Off course, a team is eliminated if the dog circles a barrel in an incorrect direction and does not correct their path. Toy on course. Dog leaving the course before crossing the finish line. If dog #2 starts their portion before dog #1 goes through the finish hoop. Dog eliminates on the course, they are excused. If the dog is eliminated due to the reasons listed above, the Course Marshal may discontinue calling any other eliminations, and the team may elect to complete the course, up to the maximum course time.

EARNING POINTS

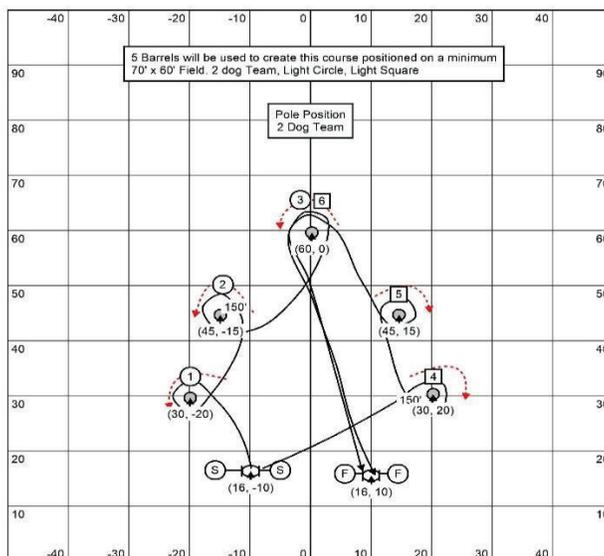
To determine how many points a team would earn using the example that the team runs the course in a combined time of 37 seconds.

37 seconds places them in Division II, the points time in Division II is 55 secs.

Therefore, points time of 55 seconds minus run time of 37 seconds equals 18 points per dog that are awarded for that run. All points will be calculated by the CPE Trial Secretary Software, this example shows how it will be done.

SEE THE DIVISIONS LIST PREVIOUSLY LISTED IN THE SPEEDWAY RULES FOR FULL DIVISION DETAILS.

POLE POSITION TEAM COURSE TO BE SET UP FOR ALL TRIALS IN 2021 THE COURSE MAY CHANGE PERIODICALLY AND WILL BE LISTED IN EACH YEAR'S RULEBOOK UNDER THE POLE POSITION TEAM RULES



OBSTACLES AND EQUIPMENT SPECIFICATIONS

LURE MACHINE FOR DRAG RACE

Clubs may use either a drag or continuous loop system. If a continuous loop system is used the "return" string must be set outside of the running course. The lure operator and the lure end of the track must be outside the running track/distance. It is strongly suggested that the lure operator be positioned on an angle to the track to be able to properly judge the distance between the runner and the lure.

A white plastic bag or a squawker may be used for the lure. The lure shall be no closer than 10 feet and no further than 25 feet from the running dog. Clubs using a squawker instead of a plastic bag should use caution as it may prematurely break the beam of an automatic timer. If an inaccurate time were to occur a rerun will be required.

There are services that can be hired to provide lures, many also supply fencing and other items required for an outdoor trial.

One example to purchase a Lure Machine is: Lucky Dogs Lure Coursing, look for an introductory special and training to be offered soon by this company, [Lucky Dogs Lure Coursing \(luckydogsadventures.com\)](http://luckydogsadventures.com)

OPEN TUNNEL

The Open Tunnel consists of a flexible tube that can be curved into shapes. The tunnel openings are round with a diameter of 26", with an allowance of 2" (Current 24" agility tunnels are acceptable). The length may be 15' to 20' long when extended. The tunnel must be able to be secured safely to minimize a dog's motion from moving the tunnel.

Allowed pitch: 4" or 6".

Curved Tunnels must be bagged in such a way to eliminate movement, bagging the entire tunnel length is highly recommended. Straight tunnels should be bagged in such a way that movement is extremely limited, four sets of bags evenly spaced along a straight tunnel should facilitate this.

HOOPS (mandatory for courses after July 31, 2022)

See picture below for design of the Hoop. We are discussing with manufacturers for supply of premade units but at this time these can be easily constructed at a low cost by your club using the following materials.

92" of ¾" Schedule 40 PVC cut into Five pieces. - 2 pieces 12", 2 pieces 16" and one piece 36"

1 - ¾" Schedule 40 Elbow

1 - ¾" Schedule 40 Four-way Tee

1 - 90" - 94" piece of ½" PEX pipe, that will slide inside the ¾" Schedule 40 PVC, available in many Plumbing sections of your local hardware store.

The inside of the arch at its highest point is to be 36" with a +1" tolerance.

The base of the hoop will be minimum 36" wide with a +2" tolerance.

The feet of the hoop will be on one side and be a minimum of 10" each and a maximum of 14" each for stability.

The uprights will be 16" with a <1" tolerance.



AGILITY JUMP STANCHIONS (stanchions may be substituted for hoops until July 31, 2022)

The uprights should have a minimum inside height of 32", and width of 1" (1.5" or more is recommended). Jump standards must be PVC or similar materials; however, safety rules must be adhered to - for the dog and handler alike.

Jump uprights may be free standing pairs or connected with a base bar.

BARRELS FOR POLE POSITION

Barrel Specifications Barrels used should be a plastic barrel 55 gallon drum variety or the Practice Barrel Racing Pop ups at the links below. Barrels should be 24" in diameter with a 4" tolerance and not less than 28" tall. Inside the "barrel" you should place an agility style sandbag or some other type of weight to help stabilize the barrel and keep it in place.

Examples and websites.



Example of a 55 gallon barrel



[Tough-1 Perfect Turn Collapsible Barrel Set of 3 - Perfect Turn Collapsible Barrels - Rodeo Equipment - Western Tack \(tidist.com\)](http://www.tidist.com)



[Pop-Up Barrels® – Seventeenflat.com](http://www.seventeenflat.com)

Start your Engines,
Run Fast and Furious,
Cross the Finish Line!
As Always, Have Fun!