

Table 1. Beginners in IWC Agility

Level	Description
1	Recommended for beginning dogs or competitors, that have not competed at an agility trial or may want additional ring experience at an easier level. The course has fewer obstacles and does not include the Teeter-Totter or Weaves in Standard. If the Teeter Totter or Weaves are included in the games, then the Teeter-Totter and Weaves will be optional. Any dog or competitor may begin competing in CPE in Level 1 regardless of the past experience
2	Recommended for dogs that may have earned the first title in another agility organization, or for a competitor that has previously titled another dog in agility. Level 2 will include the Teeter-Totter and six (6) weaves in Standard. Any dog or competitor may begin competing in CPE in Level 2 regardless of the past experience
3	Recommended for dogs that may have earned at least the first title or higher in at least one (1) other agility organization

JUMP HEIGHTS

NOTE: P-Card = Permanent Card: the lowest Regular height a dog may jump in IWC. No dog will jump lower than 4". Dogs may choose to jump below their official height but they will be considered FEO and not be eligible for Triathlon or Versatility awards.

Table 2. Agility Jump Heights

Measurement	Regular (P-card or higher)	Veterans (4 inches lower than P-Card)	Senior Veterans (8 inches lower than P-card)
8.0 inches or less	4 inches	4 inches	4 inches
Over 8 inches up to and including 12.0 inches	8 inches	4 inches	4 inches
Over 12 inches up to and including 16.0 inches	12 inches	8 inches	4 inches
Over 16 inches up to and including 20.0 inches	16 inches	12 inches	8 inches
Over 20 inches up to and including 24.0 inches	20 inches	16 inches	12 inches
Over 24 inches	24 inches	20 inches	16 inches

Scoring

Table 3. Faults, Eliminations and Excusals

Faults as assessed	Fault Descriptions
15 faults	Missed contact on A-Frame, Dog Walk or Teeter. Fly-off of Teeter (board did not touch the ground). Failure to perform any obstacle
5 to 15 faults	Unsafe performance of any obstacle
5 faults	5 faults Bar down, broad jump stepped on or breaking open the tire. Judge's decision of obstacle performance
5 faults	Dog leaves a contact before the Apex of the A Frame, the connecting point of the up ramp and middle ramp of the Dogwalk or the pivot point (mid-point) of the teeter
5 faults	Off Course. An off course is at least one (1) paw on or in an obstacle, cutting through the weaves, or over the wrong jump
5 faults or 5 points off score	Competitor intentionally blocking the Judge's view; blocking the dog to force a certain path with or without direction to the correct obstacle, competitor touches an obstacle on course (including stepping over end of contact, jumping over jumps, or ducking under an obstacle, stepping through weaves). Excessive delay at start or finish line
5 faults or 5 points off score to excusal of the run or from the trial	Excessive force at start line, poor sportsmanship, excessive handling, excessive force when leaving the ring, outside ring assistance, swearing in the ring
5 faults or 5 points off score to excusal of the run or from the trial	A dog showing signs of aggression to Judge, other dog, ringside spectators, or competitor, nipping/biting on course or outside of the ring any time during the event. Please see the Incident report forms for potential outcomes
Warning from judge, 5 faults or 5 points off score to excusal of the run (NT)	Dog not under control when leaving the ring/gate chute ("under control" would be either the dog is on leash or under competitor's direct control). Deliberately moving any obstacle that is on the course once the Judge has approved the course build including during the competitor's walk through
NT but allowed to run	Fix and Go or Declared Training in the ring
NT (Excusal from run)	Dog leaves the ring before the run is completed, dog out of control, dog ceases to work. Competitor intentionally touching dog or obstacle, competitor using a visible or pocketed device to video or time a dog's run. Dog fouling anywhere within the ring before, during or after completion of a run. Food or non-approved toys or training devices in the ring. Second occurrence of Fix and go in same run
No Time	Exceeding the maximum course time or fault limit

JUDGE'S SIGNALS

The Judge will brief each scribe (if the scribe changes) before the class as to his/her signals.

Table 4. Judge's Signals

Faults	Fault Amounts	Judges Signal
Bar down	5 faults	One (1) open hand
Off course	5 faults	One (1) closed hand
Other faults	5 faults	Two (2) open hands
Major fault (failure to perform)	15 faults	Arms crossing in motion at waist or above head
No time	No time listed for dog	Hands forming a "T", as in a time out motion in sporting events
Fix and Go or Declared Training in the Ring	Not Time. Large dog SCT will be assessed	Arms crossed over chest

CLASSES – GENERAL INFORMATION

- Faultable Classes - A Qualifying score is earned if the dog's score is within the "Faults Allowed" limits, and does not exceed the faults allowed total for their entered level.
 - Levels 1, 2, 3: may not exceed 10 faults total within the allowable faults for the level and class
 - Level 5: may not exceed 5 faults total within the allowable faults for the class
 - Level C: must be a clean run with no faults
- Point Classes – A Qualifying score is earned if the dog completes the requirements of the respective point game for their entered level and height category.
- An Off Course is taking an obstacle out of sequence (one paw touching obstacle or over a jump). Only one off course is called per incident, regardless of how many out of sequence obstacles are taken. Each off course is five faults.
- Time faults: one full second equals one fault. Fractions are dropped for scoring the dog's run. The timekeeper shall report time in 1/100th of a second for placements (EX: 35.09).
- Scoring for Placements: Placements are determined by Qualifiers, then number of faults or points, then time. If a team has a No Time (NT) or is an FEO entry, that team is ineligible to receive a placement ribbon.
- If the weather or surface conditions warrant, up to 10 seconds may be added to the SCT's, for all jump heights in all classes. Conditions include: excessive rain, mud, heat, humidity, snow, poor footing, long grass, etc.
- This is for the safety of the dogs and handlers. The Judge has full authority.

STANDARD

Object: Successfully run a full course of numbered obstacles in the order as numbered.

Scoring: All obstacles must be performed successfully to qualify unless within the faults allowed

- Levels 1, 2, 3: may not exceed 10 faults total
- Level 5 may not exceed 5 faults total
- Level C may not have any faults

Table 5. Faults Allowed

Faults Allowed	Faults Allowed Per Level				
	Level 1	Level 2	Level 3	Level 5	Level C
Bar Down	1	1	1	1	0
Off Course	1	1	1	0	0
Other Faults	1	1	1	1	0
Over time	5	5	5	5	0

FULLHOUSE

- Object: Successfully accumulate required points for your respective level, which includes three of a kind, a pair and a joker, before the whistle (see below).
- Qualifying: When the handler and dog perform the required sets, within the required time, and have accumulated the required points, they have earned a qualifying score.
- Timing: The timekeeper shall report time in 1/100th of a second for placements and results posting/recording.
- Fractions are dropped for Q/NQ scoring purposes.

Table 6. Allowable Full House Times*

Point Accumulation Time	Allowable Stop Time	Total Game Time
4", 8" & 12" = 40 seconds	5 Seconds	4", 8" & 12" = 45 seconds
16 inches V jumping 12 inches, 16 inches, 20 inches & 24 inches = 35 seconds	5 Seconds	16 inches V jumping 12 inches, 16 inches, 20 inches & 24 inches = 40 seconds

*Puppies, Veterans and Senior Veterans have 5 additional seconds.

- 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. Fractions are dropped for scoring purposes. 1 point is deducted for each full second over

the total game time. The dog must have completed their last obstacle past the point of faulting to earn points.

- 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 and finish their run.

Point summary:

Total points needed for Regular, and Veterans to qualify

Table 7. Total Points needed to Qualify

Regular and Veterans	
Level 1	19 Points
Level 2	21 Points
Level 3	23 Points
Level 5 and C	25 Points

Table 7. Full House Required Obstacles

Obstacle Point Values		Required Number of Obstacles (Not including other Points)	
1 Point	Single bar jumps	Three (3) required	Single bar jumps
3 Points	Open tunnels and Panel Jump	Two (2) required	Open tunnels, Panel jump
5 Points	Contact obstacles, weaves, broad jump, double jump, wall jump and jump combination	One (1) required	Contacts, weaves, broad, double, wall, combo
0 Points	Finish Jump or Pause Table which stops the clock. Table is always live.	One (1) required	Finish Jump or Pause Table which stops the clock. Table is always live.

JUMPERS

Object: Successfully complete course within fault limits and course time.

Scoring: All obstacles must be performed successfully to qualify unless within the faults allowed:

- Levels 1, 2, 3: may not exceed 10 faults total
- Level 5: may not exceed 5 faults total
- Level C: Zero faults allowed
- The timekeeper shall report time in 1/100th of a second for placements and results posting/recording. Fractions are dropped for Q/NQ scoring purposes.

Table 9. Faults Allowed in Jumpers

Faults Allowed	Level 1	Level 2	Level 3 & 5	Level C
Other Faults	1	1	1	0
Off Course	1	1	0	0
Bar Down	1	1	1	0
Over Time	5	5	5	0
# Obstacles on Course	12-16	14-18	16-20	16-20

Scoring for Placements:

Placements are determined by Qualifiers, then number of faults, then time. Non-qualifiers that received a time will receive placements after qualifiers. If a team has “No Time” (NT), that team is ineligible to receive a placement ribbon.

A dog may enter any class F.E.O. (for exhibition only - no ribbons or placements). “Training” in the ring WILL be permitted for dogs competing F.E.O: clickers, treats, toys allowed, but NO harsh corrections will be permitted! (Please be very careful to not drop any food on the ground which could distract another participant.) Puppies will all be entered as FEO. Dogs jumping 8” that are not a veteran will be considered FEO.

A dog does NOT need to have a qualifying score to be eligible for a placement ribbon!

Where possible, courses should be nested during a show. Level 1 and Level 2 or Level 2 and Level 3 may be combined and the lower level rules apply. Level 5 and Level C may run together and scoring is according to the level the dog is entered.

Reference:

CPE Rulebook: <https://cpe.dog/wp-content/uploads/2024/02/2026-Agility-Rulebook.pdf>