

WASHINGTON STATE UNIVERSITY



4-H Youth Development Program



Washington State 4-H Dog Project

Agility Rules

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Chapter 1

Introduction and General Rules

What is Agility?

Patterned after equestrian show jumping, dog agility combines the elements of a dog's agility, briskness, confidence, and a handler's control over an obstacle course designed for dogs. It is a fun sport with great spectator appeal.

Purpose of Agility

- Add new members and maintain established members in the dog project.
- Provide positive motivational training methods and interactions with the dog.
- Enhance a working relationship between the dog and handler.
- Provide a better-conditioned dog and handler.
- Promote good sportsmanship and citizenship.
- Promote a better-rounded handler/dog team.
- Add confidence to both dog and handler.
- Provide a variety of competitive areas for the Dog Project.

Safety Rules

Because the safety of both dogs and handlers is of paramount importance, the following rules will be enforced.

1. Individual members must attend a least six (6) instructional sessions in agility with the dog they are entering in agility competition. Dogs and handler must be trained on all equipment within a specified class to compete. Either 4-H classes or those of a recognized training school will be accepted. Simply working with your dog in the back yard is not acceptable.
2. Dogs must be a minimum of 12 months old to compete in agility classes/competition. It is recommended that dogs be a minimum of 12 months old to begin agility training and larger breeds be at least 18 months old. This is because for most breeds the growth plates in the bones are still developing until the average age of fourteen months - even later for large breeds. The final determinations for training age and the type of training must be made by the owner and trainer.
3. No dog with a physical or mental condition that would significantly impair their performance may participate. Some examples of these include (but are not limited to) hip dysplasia, disc problems, severely slipped stifles, shoulder problems, overweight, or advancing age. All 4-H'ers are strongly encouraged to consult their veterinarian before beginning agility training. A judge, superintendent or the county trainer at state and county events will have the authority to stop the performance of any dog whose soundness they question.
4. Dogs that show signs of aggression toward humans or other dogs will not be permitted to participate.
5. A dog/handler team receiving a blue ribbon at a State Agility Trail must advance to the next level the following year.
6. Female dogs in season must wear well fitting pants with an absorbent pad while on the agility trial grounds.
7. All parents/guardians and members must sign the "4-H Dog Agility Release Form" about injury to dog and handler to participate in classes, shows, and demonstrations. This form will include a section stating that they have been trained on all pieces of equipment for their particular class level, and they
8. will not attempt any piece of equipment on which they have not been trained, as well as the number of classes they attended.

9. Agility competitions must be performed on a level, shock absorbent surface that provides good footing for the take-off and landing of jumps. Outdoors on short grass, dirt, or any other footing commonly used in horse areas is ideal. It is recommended that dirt be packed hard enough to prevent injury to either dog or handler. A fully matted or carpeted area may provide an acceptable alternative. The judge will inspect the area to be used, and if it is unacceptable, will request a different location. In extreme cases, the show may need to be canceled.
10. The use of completely fenced area is encouraged (but not required).
11. A familiarization period will be offered in the Elementary and Pre-Novice classes prior to opening the course for walk-through at all agility events. It will consist of walking over each contact obstacle and each tunnel. Familiarization for Novice is recommended but not required. At events where time may be of issue, obstacles other than contacts may be omitted at the discretion of the organization putting on the trial. This is not a training session. All obstacles except the see-saw and chute (collapsed tunnel) must be taken in reverse direction of the course.
12. A supervised warm-up area consisting of only a single jump will be provided in a specified area outside the ring. No obstacle or jump shall be permitted elsewhere on the show grounds for training, warm-up, or other preparatory purposes.
13. Judges will inspect all equipment prior to beginning the show, and may modify the requirements to the extent necessary to eliminate any piece of unsafe equipment.
14. All agility jumps must be of the type that have a displaceable bar or plank.
15. The Superintendent is the final authority regarding 4H dog agility competition.

Additional rules

1. Training aids and treats are not permitted on the course during familiarization or competition.
2. When a collar is used (required in Pre-Agility, Beginner, Elementary, and Pre-Novice, optional in Novice) it must be a plain, well-fitting buckle or clip/quick release collar with no tags or other attachments. Training collars, pinch collars, electronic collars, head halters, and fancy collars are not permitted. No slip leads or slip collars may be used during familiarization or competition.
3. Handlers may not jump over the jumps with their dogs.
4. Handlers may not touch their dogs or an obstacle while running the course.
5. Poor sportsmanship will not be tolerated. Any handler exhibiting poor sportsmanship such as swearing, yelling at their dog, pulling on their dog's fur or body parts, excessive corrections, loud complaints about other exhibitors or the judge, etc., will be eliminated - receiving no ribbon.
6. Pre-Agility and Beginners using a leash must hold it at all times except when the dog is going through a tunnel. After each tunnel, the leash must be picked up before the next obstacle is executed. A 6 foot obedience leash is required.
7. The judge will penalize any handler receiving outside assistance. In severe cases, the handler will receive a white ribbon. The show committee is also responsible for investigating any incidents of outside assistance reported to them. See standard faults (scoring section) for more information about this.
8. A dog unable to complete the course for any reason (including leaving the ring, ceasing to work for a significant period of time as defined by the judge, being out of control, etc..) will receive a white ribbon.
9. Any dog refusing an obstacle for the third time will be asked by the judge to go on to the next obstacle. Anyone not obeying the judge's order will be eliminated - receiving no ribbon.
10. Handlers may use voice commands, signals, or both. Handlers are encouraged to talk or cheer their dogs through the course. There is no penalty for multiple commands or verbal encouragement, but all must be in the spirit of good sportsmanship.
11. Any dog fouling the ring during competition - once they have entered the ring to run their course - will be eliminated - receiving a white ribbon. Vinegar, or some other odor-neutralizing substitute, should be on hand to clean fouled equipment. Fouled equipment may be removed from the course at the judge's discretion, and all dogs running the course previously may, at the judge's discretion, be required to rerun the course again.
12. Jump heights are as follows:

Dog's Height	Height of Jump	Long Jump Width
	<u>Pre-Agility and Beginner</u>	
10" or under at the withers	4"	N/A
14" or under at the withers	8"	N/A
Over 14" at the withers	12"	N/A

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	<u>Elementary and Above</u>	
10" or under at the withers	4"	8"
14" or under at the withers	8"	16"
18" or under at the withers	12"	24"
22" or under at the withers	16"	32"
Over 22" at the withers	20"	40"

A competitor can choose to jump at a higher level if they feel their dog is able and they are training at that level, but they must have their leader's permission.

13. Table count is not consecutive. If a dog breaks from the required position the count will be paused and will be resumed when the dog is again in the required position.
14. Jump Heights are as follows:
15. Dogs may be measured by judge or show personnel.
16. All courses must have clearly designated starts and finishes. All obstacles must be sequentially numbered with numbered cones or some other movable system. The numbers must be a minimum of 4" tall.
17. All competitors in agility must be active in their county's dog project and exhibit in obedience and showmanship at a county qualifying event.
18. The minimum ring size is at least a double obedience ring. 80' x 100' or larger is recommended.
19. Obstacles on the course should be spaced approximately 18' apart. In no case shall obstacles be spaced any closer than 12' apart.
20. A member may show only one dog in agility.
21. Any 4-H member may lease a dog for agility (per 4-H dog show rules - must provide the care and training for that dog pursuant to established 4-H dog show rules).
22. Individual Counties shall determine the initial level at which each dog / handler team competes. The safety of the team shall be the primary consideration when making this placement.
23. Any dog which commits to a contact obstacle (A-frame, dog walk, see saw) with all four paws, and then bails off during a competition will be told by the judge to omit the obstacle and go on to the next. A 20-fault penalty will result. Any handler not obeying the judge will be eliminated, receiving no ribbon. ("Four Paw Rule")

Disabled Handlers

4H Members with disabilities are encouraged to take part in Dog Agility. The judge is to consider each case individually and make a fair and suitable adjustment for judging disabled handlers. The Judge's decision is final, as it is for all handlers in agility competition.

Courses and individual course times may be altered to accommodate handlers with disabilities. Hearing or verbally impaired handlers may use clickers or squeakers to aid in running their dog through the course. Judges may use flags or relay a signal to a course steward who will use a flag to communicate to the handler, if necessary.

When a course time adjustment is necessary, it is suggested to have the handler "test run" the course without their dog, going from obstacle to obstacle at a reasonable rate for the handler. The Judge will record the time using a stopwatch and determine an adjusted Course time for that handler, making sure to record the adjusted course time on the appropriate score sheet.

All Disabled handlers needing an adjusted Course Time should inform the Agility Coordinator as soon as possible that they would need an adjusted time. The Coordinator will inform the Judge as early as possible.

Chapter 2

Agility Classes Offered at the Regional and State Level

It should be noted that this list of classes is for Regional and State Shows and it does not prevent a county from offering a pre-agility class or games classes at county level shows. If such classes are offered at invitational shows a description must be included on your flyer.

Standard Agility Classes- Descriptions / Requirements:

Elementary

This is a simple "M", "S", or "U" (horseshoe) course and consists of 10 to 12 obstacles.

The following obstacles are used:

- A-frame (8 foot, apex at 4'5"; 9 foot, apex 5'0")
- Pause table at 8" for dogs jumping 4" to 16" and at 16" for dogs jumping 20" (dog in specified sit or down position for 5 consecutive seconds)
- Open tunnel (2 to 3)
- Closed tunnel (Chute)
- Dog Walk (at elevation of 24")
- Bar Jumps (3 to 5)
- Broad Jump

This class is not timed.

There is no time limit provided the dog is willing and working.

Approved collars are required .

Pre-Novice

This course is slightly more challenging than a figure 8 and consists of 12 to 14 obstacles. The following obstacles are used:

- A-Frame (8 foot, apex at 4'11"; 9 foot, apex 5'6")
- 8' or 12" dog walk.
- Pause table at 8" for dogs jumping 4" to 16" and at 16" for dogs jumping 20" or 24" (dog in specified sit or down position for 5 seconds)
- Open tunnel (2 to 4 depending on availability)
- Closed tunnel
- Tire jump
- Broad jump
- Bar Jumps (4 to 6) or in place of bar jumps the following other jumps may be used:
 - Wing jumps
 - Panel Jump
 - Double bar

The standard course time is 75 seconds.

All dogs must be shown off leash. The use of an approved collar is mandatory.

Novice

This course is slightly more challenging than a figure 8, similar to the AKC Novice class with the addition of weave poles, and consists of 13 to 15 obstacles.

The following obstacles are used:

- A-frame (8 foot, apex at 4'11"; 9 foot, apex at 5'6")
- Pause table (dog in a specified position for 5 seconds)
- Open tunnel (at least 1)
- Closed tunnel (Chute)
- Dog walk (Full Height)
- Tire jump

Broad jump
Double Bar Jump
Six weave poles
See saw
Bar Jump (3 to 5) or in place of bar jumps the following jumps may be used:
Wing jumps
Panel Jump

All dogs must be shown off leash. The handler may decide if the dog is shown with or without a collar. The standard course time will be computed at 2 yards per second, but not exceeding 75 seconds.

Open and Excellent

These classes will use the AKC regulations for agility trials:

If a conflict of rules, the 4-H agility rules supersede the AKC regulations.

Equipments requirements are the same as the novice class, except for the following additions:

Additional bar jumps to meet the required number of obstacles
Weave poles 6 to 12 (if available)

Jumpers Agility Classes- Descriptions / Requirements:

Pre-Novice -Jumpers without weaves

This should be a simple course. Angles between obstacles should not exceed 90 degrees. Entrances to obstacles should never be adjacent to one another. All dogs must be shown off leash. The use of an approved collar is mandatory.

Jump heights will be set at the Pre-Novice and above heights. The course is to consist of 10 to 12 obstacles.

The following obstacles are required:

Bar Jumps (Wing Jumps are NOT allowed) Broad jump (1)
The following obstacles may also be used:
Open Tunnel (1 to 3) Closed Tunnel (1)

Novice -Jumpers with weaves

This is a timed Event (Time recorded to 1/100th of a second)

Time penalties- 1 fault for every full second over standard course time.

Angles between obstacles should not exceed 90 degrees. Entrances to obstacles should never be adjacent to one another.

All dogs must be shown off leash.

The handler may decide if the dog is shown with or without a collar. Jump heights will be set at the Pre-Novice and above heights.

Obstacle spacing requirements per the AKC Agility Judges Guidelines.

The course is to consist of 12 to 14 obstacles.

The standard course time is 60 seconds

The following obstacles are required:

6 weave poles
Broad Jump (1) OR Double Bar Jump (1)
Bar Jumps (Wing Jumps MAY be used)
The following obstacles may also be used:
Open Tunnel (1 to 3) OR Closed Tunnel (1)
Tire Jump (1)

Open-Jumpers with weaves

This is a timed Event (Time recorded to 1/100th of a second)

Time penalties - 2 faults for every full second over standard course time.

Angles between obstacles should not exceed 135 degrees. Entrances to obstacles may be adjacent to one another.

All dogs must be shown off leash.

The handler may decide if the dog is shown with or without a collar.

Jump heights will be set at the Pre-Novice and above heights.

Obstacle spacing requirements per the AKC Agility Judges Guidelines.

The course is to consist of 15 to 17 obstacles.

The standard course time will be computed at 2.5 yards per second (using path of dog jumping 20"), but not exceeding 60 seconds.

The following obstacles are required:

6 to 12 weave poles

Bar Jumps (Wing Jumps MAY be used)

Broad jump (1)

Double Bar Jump (1)

The following obstacles may also be used:

Open Tunnel (1 to 3) OR Closed Tunnel (1)

Tire Jump (1) Panel Jump (1) One-bar Jumps

Excellent-Jumper with weaves

This is a timed Event (Time recorded to 1/100th of a second)

Time penalties- 3 faults for every full second over standard course time.

Angle between obstacles should not exceed 180 degrees. Entrance to obstacles can be adjacent to one another.

All dogs must be shown off leash.

The handler may decide if the dog is shown with or without a collar.

Jump heights will be set at the Pre-Novice and above heights.

Obstacle spacing requirements per the AKC Agility Judges Guidelines.

The course is to consist of 18 to 20 obstacles.

The standard course time will be computed at 3 yards per second (using path of dog jumping 20"), but not exceeding 60 seconds.

The following obstacles are required:

9 to 12 weave poles

Bar Jumps (Wing Jumps MAY be used)

Broad jump (1) OR Double Bar Jump (1)

Triple Bar Jump (1)

The following obstacles may also be used:

Open Tunnel (1 to 3) OR Closed Tunnel (1)

Tire Jump (1) Panel Jump (1) One-bar Jumps

Additional rules for the four jumpers classes

Distance between obstacles in sequence-

Minimum of 15 feet to a tunnel.

Minimum of 18 feet to a jump.

Minimum of 21 feet to a spread jump (triple bar jump, double bar jump, broad jump). Maximum of 30 feet.

Measurement the of distance between obstacles- the distance between any two obstacles in sequence will be based on the anticipated path of a 20 inch high jumping dog. Please refer to the AKC Agility Judges Guidelines.

3. Challenges-

Pre-Novice-This should be a simple course with a maximum 2 side changes.

Please refer to the AKC Agility Judges Guidelines for the following classes: Novice, Open and Excellent

Chapter 3

Scoring, Ribbons and Awards

Scoring

Standard Faults - charged at 5 faults:

Wrong course - Taking an obstacle in the wrong order or going the wrong direction over an obstacle (including back-weaving three or more weave poles). If any paw of a dog touches an obstacle not in sequence or in the wrong direction will be charged with a wrong course.

Refusal – Dog runs past the current obstacle or stops forward progress very near the obstacle.

On and off the table - Charged for the first occurrence only.

Knocking a bar off a hurdle - Applies whether it was the dog, the handler, or the leash that knocked the bar down.

Touching the dog - Incidental touches expected and not charged.

Dog steps on or walks over the Broad Jump

Tugging on the Leash - 5 faults per occurrence, to elimination if it is severe or constant.

Outside help or interference - Such as someone telling the handler which obstacle is next, any commands or cues to the dog etc. 5 faults up to elimination, depending on severity.

Handler touching any obstacle – Charged for Each Occurrence

Handler jumps over the jump with the dog - Charged for each occurrence

Dog goes between the tire and the frame (dog must complete the tire jump properly to avoid the major fault of omitting the obstacle)

Anticipation of table count - Dog gets off before the judge finished saying the word "go". 13. Failure to pick up leash - After a tunnel and before the next obstacle is performed.

Major Faults - charged at 20 faults:

Missed Contact Zone (Yellow or contrasting color zone)

Omitting any obstacle - Includes being told by the judge to omit the obstacle because of the four paw safety rule. It also includes such things as the handler omitting an obstacle by choice or by error, or crossing the finish line before the last obstacle is completed correctly.

Three refusals of a single obstacle.

Uncorrected improper entry to weave poles

Failing to correct a skipped weave pole

Bailing off the see-saw - Before it tips down and touches the ground.

Bailing off the dog walk - Before beginning the descending plank

Failure to correct on pause table - For any dog that jumps off before the beginning of the word "go".

Elimination and automatic white ribbon:

Constant tugging on the leash

Dog who stops working or leaves the ring 3.

Dog out of control

An extreme amount of outside help

An excessive amount of touching the obstacles or the dog

Fouling the course.

Handler requests to leave the ring before completing run

Elimination and no ribbon:

Poor sportsmanship - including, but not limited to...swearing, treating a dog harshly, complaining loudly about judges or other exhibitors, using treats in the ring, failure to omit and go on to the next obstacle when instructed to do so by the judge.

Abuse of dogs anywhere on the show grounds.

A dog that attacks or threatens to attack a human or another dog.

Time Faults:

Each class level that is timed (Pre-Novice, Novice, and Advanced) has a specified time limit within which the course must be completed (standard course time).

The timer will time each performance to .01 of a second.

Any time beyond this allotted time is considered a time fault, and will be penalized on the number of faults per one-second basis (or fraction) as specified in the class description. Times will be rounded down to whole seconds.

No bonus points are added for completing the course faster than required.

Final Score:

A perfect score (clean run) is 100 points.

Course faults and time faults (for those classes that are timed) are added together and subtracted from 100 to give the final score.

The dog and handler team with the highest score is the winner.

If a run-off is required, both dogs will re-run the entire course again, in the reverse direction and the original scores will not be changed. Only one runoff will be done per tie for safety reasons. There will be no run-offs for ties in the Elementary Class.

Ribbons and Awards

Ribbons will be based on 85-100 points, blue; 70- 84 points, red; 0-69 points, white, except in the cases defined above.

One Champion and one Reserve Champion (awarded only to blue placing scores) will be awarded to each age group of each height lot in all classes except Elementary Class, in which scores of 100 will be awarded a "Clean Run" ribbon. There will be no Champion or Reserve Champion award in the Elementary Class.

For the timed events only: If champion and reserve champion awards are issued, they will be awarded to the top exhibitors in each class, further broken down by age group and by jump height, provided that the scores qualified for a blue ribbon. In the event that two or more dogs tied with the same score, the dog with the fastest time will be champion and the second fastest dog will be reserve champion. If there is a tie between two exhibitors for champion or reserve champion, the event committee may award up to two champion and reserve champion awards and no tie breaker is necessary. However, if there is a tie for champion with more than two participants a run-off will be conducted as specified under "Scoring". The winner of the run-off shall receive the champion award and the second place winner receiving the reserve champion award, with no additional awards given. If there is a tie for reserve champion with more than two participants a run-off will be conducted as specified under "Scoring". The winner of the run-off shall receive the reserve champion award and no other awards will be given.

Chapter 4

Obstacle Specifications and Performance Requirements

Section 1. Obstacle and Jump Specifications.

(ref: Regulations for Agility Trials, AKC, May 1, 2000)

The following specifications will apply to all obstacles. When no tolerance or range is given for a dimension, a tolerance of 4.0 percent is implied. Tolerances do not apply when a range is specified.

Section 2. Obstacle Performance.

(ref: Regulations for Agility Trials, AKC, May 1, 2000)

The correct performance of each obstacle is listed immediately following the specifications for the obstacle.

Section 3. Obstacles.

A-Frame: The A-Frame is constructed from two panels, the top surface of which is constructed from wood or a wood-like substance. The panels are 35 to 49 inches wide, and their lengths are both within 2 inches of either 8 feet or 9 feet. Panels shall be of a consistent width and connected so as to eliminate gaps large enough to fit a dog's foot or toe.

The maximum height of the A-Frame is within 1 inch of 4' 11" when 8-foot panels are used and 5'6" when 9-foot panels are used. The height of the A-Frame must be adjustable to 24" and 36".

Slats are placed across the width of the panels to provide footing. They are 3/8" to ~" thick and ~" to 2" wide, and they extend within 1/4" of the panel sides. Slat edges shall be rounded or beveled so as not to be sharp, 1/4" radius recommended. The centers of the slats are spaced at 12-inch intervals with a 2-inch tolerance, and no slat is within 4 inches of the top of a contact zone.

The top surface is painted and has a rough, non-slip surface. (Alternating layers of sand and flat, latex paint are recommended.) Contact zones are painted on the lower 42 inches of both panels with a 1/4-inch tolerance. The color of the zone contrasts with the rest of the panel, but it may not be white, black, or brown. Bright yellow contact zones are recommended.

Performance: Dogs must ascend one panel and descend the other in the direction designated by the judge and they must touch the contact zone on the down side only, with any part of one foot prior to exiting the obstacle.

In Beginners and Elementary only, the dog must enter and exit the A-Frame squarely. Cones may be placed 1' to 2' out from each corner and in line with the sides of the A-Frame to assist the handler in guiding their dog straight on and straight off the A-Frame.

Dog Walk: The Dog Walk consists of a center section and two ramp sections, the surfaces of which are made from wood or a wood-like substance. All sections are 12 inches wide, plus or minus an inch, and all are either 8 feet long or 12 feet long. Planks shall be connected so as to eliminate gaps large enough to fit a dog's foot or toe. Within a 2-inch tolerance, the top of the center section is 36 inches above the ground when using 8-foot sections and 48 inches when using 12-foot sections. The height of the Dog Walk must be adjustable to 24" as well.

The top surfaces of all sections are painted and have rough, non-slip surfaces. (Alternating layers of sand and flat, latex paint are recommended.) Slats that conform to those described for the A-Frame are placed across the width of the ramp sections to provide footing. Contact zones are painted on the lower 42 inches of both ramps with a 1/4" tolerance, using the color specification described for the A-Frame.

Performance: Dogs must ascend one of the ramps, touching the "up" contact zone with any part of one foot, cross the center section, and descend the other ramp in the direction designated by the judge. They must touch the down contact zone with any part of one foot prior to exiting the obstacle. Elementary only, the dog must enter and exit the Dog walk squarely. Cones may be placed 1' to 2' out from each corner and in line with the sides of the Dog walk to assist the handler in guiding their dog straight on and straight off the Dog walk.

Teeter-Totter: The Teeter-Totter consists of a plank (or panel) supported near the center by a base that acts as a fulcrum. The plank is 12 inches wide with a 1-inch tolerance, and 12 feet long. The base extends at least 2 inches past the sides of the plank so that dogs can see the pivot point. The plank is balanced so that it

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hits the ground in less than 3 seconds when a 3-pound weight is placed 12 inches from the raised end. The height of the Teeter-Totter measured to the top of the board at the pivot is 24 inches plus or minus 2 inches. The top surface of the plank is painted and has a rough, non-slip surface. (Alternating layers of sand and flat, latex paint are recommended.)

Padding must be available to cushion the impact of the raised end on the ground for the Elementary Level competition. It is recommended that conventional upholstery foam at least 6" thick be used for this purpose. Slats that conform to those described for the Dog Walk are optional. Contact zones, 42 inches long, are painted on each end of the plank with a 1/4" tolerance, using the color specification described for the A-Frame.

Performance: Dogs must ascend the plank touching the "up" contact zone with any part of one foot and cause the plank to pivot. At least one paw must touch the "down" contact zone after the plank has touched the ground and prior to exiting the obstacle with all four (4) paws.

Pause Table: The top of the Pause Table is a 36-inch square, plus or minus 2 inches, with a non-slip surface (carpeting may be used.) The vertical edge of the top of the table top must be 3" or greater in height and it is recommended that the table edge be of a color in contrast to the running surface and ring gating. The height of the table must be adjustable to 8", 16" and 24" inches (within 1 inch).

Performance: Dogs must pause on the table for five seconds in either a sit or a down position, as specified by the judge prior to the beginning of the class. If the dog breaks the position before the count is completed, then the count is resumed where left off when the dog is again in the desired position. In Pre-Agility and Beginners only, the sit position will be specified.

Open Tunnel: The Open Tunnel is a flexible tube of durable material that is capable of being formed into curved shapes. The two openings are either round or approximately rectangular, with a height and width of 24" plus or minus 2". Its length is 10 to 20 feet and it is secured in position to prevent a dog from moving it. No portion of a tunnel holder that is underneath the tunnel shall be more than 1 1/2" thick and tunnel supports when used in locations other than the beginning and end of the tunnel shall not have a rigid upright (i.e., steel/wood) that is capable of fitting between the ribs thus possibly projecting into the tunnel.

Performance: Dogs enter the end specified by the judge and exit the other end. In Pre-Agility and Beginners only, the Open tunnels will not be curved tighter than a 90-degree angle.

Closed Tunnel (Chute): The Closed Tunnel consists of a rigid entrance section to which a chute is attached. The entrance section is 24 to 36 inches long, with the opening either 24 inches in diameter or 24 inches in width and height, with a 2-inch tolerance. The top edge of the opening shall be cushioned to prevent dogs from scraping their back when entering. The bottom inside surface of this section must have a non-slip surface, which may be provided by attaching a non-slip material. If the entrance section is cylindrical, the non-slip surface must extend to a height of at least 6 inches. The entrance section is either so heavy that dogs cannot move it when passing through the chute; or else it shall be secured in place. The major portion of the tunnel is formed by a chute, which is constructed from an opaque, lightweight, rugged, cloth-like, water-resistant material, such as rip-stop nylon or pack cloth. It has only two openings, one of which is attached to the end of the entrance section, and one through which dogs exit the tunnel. The circumference of the chute flares from the circumference of the opening section to 96 inches at the exit. The length of the chute is such that the overall length of the Closed Tunnel is 12 to 15 feet. In the Elementary class (and below), the Closed portion of the chute may be as short as 8' long.

Performance: Dogs must enter the rigid entrance section and exit through the fabric chute.

Weave Poles: The Weave Poles consist of 6 to 12 poles that are either stuck in the ground or mounted in a base. (The base design is recommended.) The poles are 1 to 1-1/4" in diameter and at least 36 inches high, and they are uniformly spaced at intervals of 20 to 24 inches in a straight line. The Weave Poles must flex at the base so as to accommodate large dogs. It is recommended that if a rigid support is used at the base of each weave pole it does not exceed 4" in total height as measured from the ground to the top of the rigid support. (It is required that stripes be taped or painted on the poles to make them more visible to the dogs.) If a base is used, it may be no thicker than 1 inch and no wider than 4 inches, and it must be supported so as not to interfere with a dog's performance.

Performance: Dogs must enter the Weave Poles by passing between poles #1 and #2 from right to left. They must then pass from left to right through poles #2 and #3 and continue this weaving sequence until they pass between the last two poles. If the sequence is broken, the dog must restart the correct sequence, either at or anywhere before the location of the error.

Bar Jumps: Bar Jumps consist of bars that are supported by bar supports that are mounted to uprights. The supports must be positioned so that the tops of the bars can be set within 1/4" of six different jump heights (4, 8, 12, 16, 20, and 24 inches). Unless a jump is specified as a One Bar Jump by the judge, all jumps shall have at least two bars. In the Novice classes, the lower bar shall be placed at about 1/2 the height of the top bar. In all other classes lower bar placement shall be determined by the judge. The bars must be either cylindrical with 1 1/4" to 1 ~" diameters, or square with 1 1/4" to 1 ~" sides. Constructed from wood or plastic, they must be 4 to 5 feet long and striped for visibility. (Bars cut from 1-inch PVC, Schedule 40, are recommended.) The bottom of the bar sits on top of the bar supports such that the bar is easily displaced. If rectangular bars are used, the top of the support must be flat and no wider than the bar it is supporting. If cylindrical bars are used, the supports may be no wider than the bar, and they should have a lip that is no more than 1/8" higher than the support, although lips up to 1/4 inch are allowed. Bolts used as bar supports are allowed if they comply with all other provisions of this section and if bars can be made displaceable from both directions. Bars "held" in place by Velcro™, magnets, etc. are not allowed. The inside of the uprights must be at least 32 inches tall, and the upright must be 1 to 48 inches wide. (An inside height of 42 inches and a minimum width of 3 1/2 inches are recommended for visibility. Widths less than 30 inches are recommended to facilitate handler movement on the course.)

Performance: Dogs must jump over the top bar, without displacing it or the lower bar, in the direction indicated by the judge.

Panel Jump: The Panel Jump uses up to six cross-boards to give the illusion of a solid wall from the jump height to the ground. Specifications for the board supports and uprights are the same as for the Bar Jump. The cross-boards are 4 to 5 feet long, 3 to 4 inches wide, and no thicker than 1 inch. The top board for all jump height classes shall be a maximum of 4" high. Panels are to be supported 1 1/4" to 1 ~" inches below the top of the board so as to be easily displaceable.

Performance: Dogs must jump over the top board, without displacing it or any of the lower boards, in the direction indicated by the judge.

Double Bar Jump: The Double Bar Jump consists of two parallel bars positioned at the jump heights specified for the Bar Jump. It may be built as a special jump or assembled from two Bar Jumps. The distance between the centers of the bars is one-half the jump height (within a 1/2 -inch tolerance), to a maximum of 12 inches. In addition, two more horizontal bars are placed approximately below the top bars, at about half the height of the top bar, with the back bar higher than the front. Alternately, the bottom bars may be placed under the back bar and crossed to the ground creating an "X." All other specifications are the same as for the Bar Jump.

Performance: Dogs must jump over the top bars, without displacing either one or the lower bars, in the direction indicated by the judge.

11. Triple Bar Jump: The Triple Bar Jump consists of a series of three ascending bars. The horizontal distance between adjacent bars is one-half the jump height, while the vertical distance is one-quarter the jump height. The table below lists the heights of the tops of the bars and the horizontal distance between the centers of the bars. Tolerances on these values are 1/4 inch for the heights and 1/2 inch for the horizontal distances.

<i>Jump Height</i>	<i>Bars At Horizontal</i>
4 inches	2
12 inches	6, 9, 12 6
16 inches	8, 12, 16 8
20 inches	10, 15, 20 10
24 inches	12, 18, 24 12

Performance: Dogs must jump over all the bars without displacing any, in the direction that starts with the lowest bar.

Tire (Circle) Jump: The Tire Jump, some-times called the Circle Jump, consists of a tire (or a circular object that resembles a tire) suspended from a rectangular frame. The inner diameter of the tire is 24 inches plus or minus an inch, and the wall is 3 to 8 inches thick. There must be at least 8 inches between the outside of the tire and the sides of the frame, and the frame must be tall enough to accommodate the tire at the six different jump heights, as specified for the Bar Jump. The uprights of the frame shall be secured to the base and the base weighted or secured properly to the running surface so as to discourage tipping. The jump height is measured from the ground to the bottom of the tire opening.

Performance: Dogs must jump through the tire opening in the direction specified by the judge. Dogs may

touch the jump as they go through the opening.

Broad Jump: The Broad Jump is composed of either four 8-inch sections or five 6-inch sections, and four corner markers. The actual width of the 8-inch sections is 7 to 8 inches, and the width of the 6-inch sections is 5 to 7 inches. The sections are constructed from a top piece and two side pieces. The length of the sections is between 4 and 5 feet long, and they may be of different lengths. To improve visibility, either the center of the sections or both ends must be marked with a color-contrasting band that is at least 3 inches wide. The sections are of varying height, and they may be arranged in either ascending order or as a hogback. (The ascending AKC Obedience Broad Jump is recommended.) When an ascending arrangement is used, each section is at least 1/2 inch higher than the previous one, and the height of the front edge of a section is at least 1/2 inch lower than the back edge. No portion of a section may be lower than 1 inch or higher than 6 inches. In a hogback arrangement, the sections ascend in height halfway across the jump and then descend. The ascending sections are at least 1/2 inch higher than the previous one, and the height of the front edge of a section is at least 1/2 inch lower than the back edge. The descending sections are at least 1/2 inch lower than the previous one, and the height of the front edge of a section is at least 1/2 inch higher than the back edge. When an odd number of sections are used, the front edge of the middle section may not be higher than the back edge. No portion of a section may be lower than 1 inch or higher than 10 inches. The length of the jump for both the ascending and the hogback configurations is twice the jump height of the division. Consequently, not all the sections are used in the lower height divisions. In those cases, the jump must be assembled with the lowest sections. The length of the jump (within 1 inch) and the number of sections to be used for the different divisions are as follows:

<i>Jump</i>	<i>Length</i>	<i>Num. Boards</i>
4"	8"	1
8"	16"	2
12"	24"	3
16"	32"	3
20"	40"	4
24"	48"	4

The corner markers are at least 1-inch wide and 36 inches high, and they may be decorated to improve visibility. They are either attached to the sides of the first and last sections, or they are freestanding and placed as close as possible to those positions. (Freestanding is recommended.)

Performance: Dogs must jump all sections without visibly moving or stepping on top of any broad jump board, entering between the marker poles placed near the front section and exiting between the poles placed near the back section. Touches and ticks of the leading edge of the first board and the trailing edge of the last board that do not visibly move the board shall not be faulted. When an ascending arrangement is used, the lowest section is the front, but when a hogback arrangement is used, the judge specifies the front. Touching or knocking over the corner markers is not faulted as long as the dog goes between them.

14. Other Jumps: Other jumps are permitted. Their uprights and bar supports must conform to the specifications for the Bar Jump, as do the jump heights. The top cross-piece over which the dogs jump must have a top edge that is flat for 4 to 5 feet, be no thicker than 1-3/4 inches, and it must be supported on the bar supports so as to be easily displaceable. At least one more crosspiece must be used, as specified for the Bar Jump.

Performance: Dogs must jump over the top crosspiece, without displacing it, in the direction indicated by the judge.

Chapter 5

Responsibilities of the Agility Judge and other Show Helpers

Helpers:

The following list of helpers is suggested for the smooth operation of your agility show:

- Judge
- Gate Steward (one)
- Ring Stewards (a minimum of two, preferably three)
- Leash Runner
- Score Sheet Runner
- Scribe (one)
- Timer (one - must be the same person for all dogs in a class)
- Course Builders (several-they may also do the other jobs listed previously).
- Table Stewards

Judge's Responsibilities:

1. Insuring safety (to the extent reasonably possible).
2. Insuring that the handlers, dogs, and spectators have a good experience.
3. Using courses designed by the agility committee, or designing the course and submitting it to the designated individuals for approval.
4. A judge may use a course designed by the agility committee or design one and submit it for approval. Judges are reminded that in Beginner and Elementary classes, the course must be simple "U" (horseshoe), "M", or "S" design, which includes all of the required obstacles. Each obstacle must easily lead to the next, and be spaced at a distance of 12' to 18' between obstacles.
5. Measuring all dogs. (See rule #28 on page 3 for jump heights.)
6. Walking the course after the course builders have set it to verify that it has been correctly set (double check distance between obstacles, positions and angles of obstacles, etc.)
7. Meeting with all stewards and briefing them about their responsibilities. The briefing must include but is not limited to) the following:
 - a) Gate Steward
 - How many dogs to keep on deck.
 - When the next dog should enter the ring.
 - Where leashes and collars should be left.
 - b) Ring Stewards
 - Where they should be positioned.
 - Their duties ~ to straighten the closed tunnel after each dog; reset any knocked down bars; reset jumps for next height, others as necessary (straighten weave poles etc.)
 - c) Scribe
 - Explain the arm signals to be used. Usually, one arm up with an open hand means to record an "S" for a standard fault on the score sheets.
 - Both arms up with hands open means to record an "F" for failure to perform obstacle.
 - Record the time from the timekeeper's stopwatch exactly as it reads. Do not convert it to seconds. Remind them to always watch the judge not the dog/handler.
 - Be sure to ask any questions about the previous dog's score before the next dog runs, therefore eliminating any confusion.
 - d) Timer
 - Make sure the timer is comfortable with the stopwatch and how to use it.
 - Explain that the timer should show the stopwatch to the scribe to copy onto the scoresheet. What they should do if the stopwatch malfunctions - always check the stopwatch as soon as the dog is past the start line to verify that it is working. If it is not working, blow the whistle to re-start the dog/handler before they reach obstacle 2 or 3.
 - Be sure the timer clearly understands where the start/finish lines are and that the time begins and ends when the dog (not necessarily the handler) crosses the line.
 - Explain how the timer will be told that the judge (and scribe) is ready for the next dog to begin.

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- e) Table steward
- 8. Explain how to fill out the rest of the score sheet from the scribe's notes.
- 9. Answer any questions.
- 10. Give the briefing to the competitors. The briefing should never include suggestions on how to handle the course, but this does not prohibit the judge from answering the questions about the permissibility of certain actions under the rules. The briefing should include:
 - a) The course time.
 - b) A demonstration of the table count.
 - c) What actions will result in elimination.
 - d) That absolutely no unsportsmanlike conduct will be tolerated in the ring or elsewhere on show grounds.
 - e) Treats and other aids will not be permitted.
 - f) Reminders about use of the lead and touching dogs and obstacles.
- 12. Judge the class.

Example of a Judge's Show Timetable

Prior to show date - allow enough time - obtain copies of approved course designs, or submit your course designs for approval.

1 hour before the show - review the show site for safety and appropriateness. Fill in gopher holes, divots, water holes, etc. If necessary, find another suitable location for the show. Review all equipment for safety (sturdiness) and verify that it meets regulations.

1 hour before - review the course with the course builders. Assist in setting the first course.

40 minutes before - walk the course for distance and positioning. Do not place bars on jumps other than the one to be used in familiarization.

30 minutes before - meet with the ring stewards and other helpers for their briefing. Remember to include directions for familiarization and what to do if there is an error or question.

20 minutes before - begin measuring dogs.

10 minutes before - give a 10-minute warning to the exhibitors for familiarization. Advise them on which jump height will start and follow, etc.

5 minutes before - have the gate steward begin lining up handler/dog teams for familiarization. Show Time - begin familiarization. Remember that this is familiarization-not training. Dogs will be allowed a maximum of three attempts to successfully perform any one piece of equipment, and may perform each only one time. All Elementary exhibitors should do familiarization together. Pre-Novice exhibitors will do theirs before their class, as will Novice exhibitors.

Immediately after familiarization - the ring stewards should set the jumps for the first height. Call all handlers for the judges briefing. After the judges briefing, allow handler 5-10 minutes to walk the course. Handlers walk the course without their dogs!

Give a 2-minute warning so the first handler can get their dog. Clear the course. Double-check all obstacles again. Verify that the timer, scribe and other helpers are in their places. Send in the first dog/handler team.

Chapter 6

Beginner Class, Pre-Agility Class and Games

These classes will be implemented at a later date. They are included herein as ideas for individual counties with the inclination to have more agility fun!

Non-regular "games" classes have been a part of agility from the beginning of the sport. Some of the games have become somewhat standardized throughout the United States and a few have been included in these 4-H rules. These games classes are not officially recognized classes at this time for 4-H competition. They may be used at county, regional, or state shows if time permits -simply for the sheer fun of doing them. If games classes are offered at a regional or state show, they must be limited to dogs that have participated in that day's competition. At regional and state shows rosettes and trophies will not be awarded in the games classes.

The benefits of participating in games classes include: meeting new friends from other counties and developing or demonstrating a specific aspect or skill in agility such as control, teamwork, sportsmanship, strategy, the ability to think quickly on your feet, etc. Each game is designed to feature one or more areas of skill as well as simply being fun.

The games classes are not limited to the ones listed here. Judges, project leaders, or members may make up new games. If additional games are used at your show, be sure to include a full description of them (rules, participation prerequisites, etc.) in your show flyer.

The most commonly used games are Jumpers and Pairs Relay. Snooker, Gamblers, and Three-Dog Team have also been used. The rules for these games follow.

Note to judges: The course designs for games classes should be approved in advance by the designated course-plan reviewer along with the courses for regular classes!

Pre-Agility

This class is intended for the first time or first year agility dog and handler. The obstacles are limited to four jumps, one or two open tunnels (10' if available) curved 90 degrees or less, the Pause Table (set at 8"), and low A-Frame. A "U" shape is appropriate. It is recommended that the A-Frame be the last obstacle. Dogs must be wearing a flat buckle collar and be on leash at all times except when performing the tunnel(s). The class is not timed; however, the dog must be working at all times, willing to perform and under control. All other regulations and scoring apply to this class.

Beginner

This is a simple "S" shaped, "M" shaped, or "U" (horseshoe) shaped course consisting of 8 to 11 obstacles. The following obstacles are used:

A-Frame (8 foot, apex at 4'0"; 9 foot - apex at 4'6")

Pause table at 8" (dogs in sit position for 5 cumulative seconds) Open tunnel (2 to 3)

Bar Jumps (4 to 6)

This class is not timed.

There is no time limit provided the dog is willing and working. All dogs will be shown on leash, wearing approved collars.

Pairs Relay

In Pairs Relay sportsmanship and the ability to work well together with another team member while planning course strategy are the featured skills. In Pairs Relay two handlers and two dogs of the same jump height category (or adjacent categories - 8" & 12" together and 16" & 20" together) will work together to complete a course. The first handler will leave the starting line carrying a baton and must negotiate the designated course to the baton exchange area. The second handler and dog wait in the exchange area. Both handlers and both dogs must be in the designated exchange area at the time the baton is passed or they are eliminated from the competition. If the baton is dropped at any time a 10-fault penalty is assessed. If the

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baton is thrown and falls on the ground a 20 fault penalty is assessed.

When pairing teams for this class it is suggested that pairs be randomly drawn to mix all competitors from various counties. It may be necessary for one person to run twice if there are an odd number of competitors. This may also be done by random draw or by volunteer.

When judges are considering what obstacles to include in their course design, it is important to consider the number of dogs at each ability level. The Pairs Relay course can be designed in such a way that only Beginner/Elementary obstacles are used. It may also be designed so that one half of the course is for Beginner/Elementary dogs using only Beginner/Elementary obstacles and the other half is for Pre-Novice/Novice dogs using Pre-Novice obstacles. If the second option is chosen the number of entries in Beginner/Elementary and in Pre-Novice/Novice should be about equal. Usually (but not always) the course design is two intersecting U (horseshoe) shapes.

Judges need to be sure that enough equipment is available because additional tunnels, etc., may be needed. The pause table is not used in this class. Each half of the course should have a minimum of five obstacles and a maximum of ten - six is average. The two halves of the course should have approximately the same number of obstacles. If both halves of the course are at Beginner level the difficulty level should be approximately the same as well.

The scoring for this class is done on a time plus faults basis - as explained for the Jumpers class. Course times will be approximately the same as in the regular agility classes (35 to 75 seconds). Beginners may show off leash at the handler's option.

The lines for the exchange box may be drawn on the ground by using surveyor's tape and golf tees. You should be able to find the surveyor's tape at most hardware stores.

Three Dog Team

Three Dog Team is very similar to the Pairs Relay. Essentially the same type of course design may be used as in Pairs Relay with two sides to a course. The first leg is run on the first part of the course, the second leg is run on the second part of the course, and the third leg is run on the first part of the course again. The two sides of the course could be both Beginner/Elementary level or be one side Beginner/Elementary and the other side Pre-Novice/Novice level. This would be the team-building game of choice when the Beginner/Elementary entry is expected to be approximately double the Pre-Novice/Novice entry. Teams should be randomly drawn and it is important that the jump height of the dogs running the first/third legs of the relay be the same. Scoring is time plus faults - the same as for Jumpers and Pairs Relay.

Gamblers (sometimes called Joker)

This game has nothing at all to do with betting money on anything. This game is more difficult and is not often used in junior handler competitions since beginner dogs have more difficulty performing the gamble on leash. The purpose of this game is to demonstrate course handling and strategy as well as skill at distance handling.

In this game two time periods are used. In the point accumulation time period (opening or first - usually about 30-45 seconds), each obstacle is assigned a certain number of points and the handler and dog perform as many obstacles as possible for points. Each obstacle may be performed a maximum of twice for points during the point accumulation time period. Obstacles designated as part of "the gamble" (second time period) may be performed for points, but the handler is not permitted to do any two-gamble obstacles in succession, forward or reverse. If a jump is part of the gamble and a dog knocks the bar in the point accumulation time period, the bar is not reset. Therefore, the gamble cannot be completed successfully. The judge randomly places obstacles on their course design without a clear path to be followed. The points assigned are as follows: 1 point for each jump, 3 points for tunnels and the tire, 5 points for contact obstacles and for the weave poles (5-6 poles). The judge will call out points for each obstacle completed correctly in the point accumulation time period. The scribe will then record the points. At the end of the point accumulation period, the timekeeper will blow the whistle to indicate that "the gamble" time period has begun. The pause table is not part of the obstacles for the point accumulation time period and will not count for points.

"The gamble" (second time period) is normally about 15-20 seconds long. During this time the handler may choose to be satisfied with the points already accumulated and run to the finish line or he/she may attempt to complete "the gamble" before the second whistle to obtain additional gamble points. The successful completion of the gamble is worth 15-20 points based on difficulty.

"The gamble" is a specified series of jumps and tunnels, which may end with either the pause table or a finish line. Normally, three obstacles are used (two jumps & a tunnel; a jump, a tunnel, & pause table; etc.). The distinctive element of "the gamble" is that there will be a line drawn on the ground which the handler

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may not cross.

Judges should remember when they are designing a gamble some of the 4-H'ers in this class may be on leash. The gamble line for Beginner dogs may be a different line than is required for the off leash levels. If a tunnel is used, on leash handlers are unable to cross the line to pick up the leash. If Beginner dogs are included, the line for these handlers should be no more than two feet from the jump bar (not the wing) to make it possible for them to perform the jump on leash. A three-foot distance would be appropriate for a tunnel or pause table for beginners. For all levels a line three to four feet from and parallel to the obstacles would be appropriate. Scoring is based on the highest total points accumulated. If a tie in points exists, the faster time is the winner.

Snooker

Snooker tests the strategy, control, and versatility of both the handler and dog against the clock. In this game, there is an opening sequence and a closing sequence to be performed. On the course, there will be three obstacles (normally these are jumps) that are labeled number 1 (a purist would have red number 1 signs). Then there would be other obstacles labeled 2 (yellow), 3 (green), 4 (brown), 5 (blue), 6 (pink), and 7 (black). Generally the more difficult obstacles have the higher numbers attached to them and are usually placed at a further distance from the number 1 obstacles.

The opening sequence is determined by the handler, but must be as follows: number 1 completed successfully, any other obstacle of their choice (2-7), a different number 1 obstacle completed successfully, any other obstacle of their choice (2-7), and the third number 1 obstacle completed successfully, any other obstacle of their choice (2-7). The catch is that if at any time a jump bar is knocked down on a number 1 obstacle, the other obstacle of choice may not be performed (hence the quick thinking on your feet and versatility). Any error in the order of the sequence will cause the judge to blow the whistle and the handler/dog will be excused.

During the opening sequence the judge will call out the points earned for successful completion of an obstacle. The points are equal to the number that is placed in front of the obstacle. The scribe will record these.

The closing sequence begins as soon as the opening sequence is correctly completed. In the closing sequence, obstacles numbered 2, 3, 4, 5, 6, and 7 are taken in that order. Any break in the sequence will cause the judge to blow the whistle and excuse the handler/dog team. The judge will call out points for each obstacle successfully completed. After the final obstacle is completed it is important to cross the finish line in order to stop the clock.

There is a specified time after which the timer will blow the whistle and no further points will be accumulated. The judge will determine the time limit (generally 60-70 seconds) in advance. If time elapses and the whistle is blown before the dog/handler team completes the closing sequence, the dog/handler team should run for the finish line. The timekeeper does not stop the clock until the dog crosses the line. Scoring is based on the highest total points accumulated. If two handlers are tied the handler with the highest points and the fastest time will be the winner.

Knock Out

Knock Out is an elimination type tournament. Two identical courses are placed side by side and two dogs each run their side of the course. Usually the courses are mini-courses of only 4-5 obstacles rather than a full-length course. The fastest dog who completes the course with no errors (errors such as a knocked down bar cause elimination) will advance to the next round. Competition continues in this manner until one dog/handler team has beaten everyone. This one can sometimes be a test of the dog's endurance and conditioning as well as speed since many rounds may be required before the winner is found.

Chapter 7

Resource List

**United States Dog Agility Association (USDAA) PO Box 850955
Richardson, TX 75085-0955**

Visit their website at: <http://www.usdaa.com/>

A variety of helpful items are available. A complete list is available by writing to them. Some of the more valuable resources are:

USDAA Official Rules and Regulations

Construction Plans for Dog Agility Obstacles by Kenneth Tatsch

Junior Handler Agility Training Manual-Level One by Ruth Van Keuren

Junior Handler Agility Training Manual-Level Two and Three by Ruth VanKeuren

Agility Score Sheets and Score pads

You may also write for information about how your 4-H program can hold a licensed UJHP agility trial.

You may register your dog with them and show in their events. Yes, they register mixed breeds.

**United Kennel Club (UKC) 100 East Kilgore Road
Kalamazoo, MI 49002**

Visit their website at: <http://www.ukcdogs.com/>

Note that our 4-H program is not modeled after this style of agility, but it may be of interest to you.

American Kennel Club (AKC) 51 Madison Avenue

New York, NY 10010

Visit their website at: <http://www.akc.org/>

Washington State 4-H agility is partially modeled after AKC agility. There are several similarities and several differences too. You may be interested in showing AKC style or receiving their information. They do not register or allow mixed breed dogs in their competition.

North American Dog Agility Council (NADAC) HCR2 Box 277

St. Manes, ID 83861

Visit their website at: <http://www.nadac.com/>

Have requirements for (adult and junior handler) titles similar to regular USDAA. Note that their Novice Jr. Handler title is most like the Senior USDAA Jr. Handler level.