QLD RULE REVIEW 2024

Below please find the submitted proposed changes for the Rule Review.

The current rule is shown in black

the proposed changes in blue

the rationale in red.

Qld State Agility Committee

1.4. Any person making an entry in an Agility Trial. Any person making an entry in an Agility Trial does so at their own risk and no Canine Control, Affiliate, Judge, Steward or official shall be responsible for any injury or damage to any dog

1.4. Any person making an entry in an Agility Trial. Any person making an entry in an Agility Trial does so at their own risk and no Canine Control, Affiliate, Judge, Steward or official shall be responsible for any injury or damage to any dog and/or handler.

Onus is on the handler to ensure the conditions are safe for both dog and handler and to bring to the attention of the judge if deemed otherwise

**2. DEFINITIONS**

**2.1. Canine Control**

Where referred to in the rules, the words 'Canine Control' shall mean the ANKC Member Body in each State or Territory of Australia.

**2.2. Affiliate**

An 'Affiliate' is a member body of a Canine Control conducting a Trial.

**2.3. Contact Area**

A contact area is an area of a different colour to the body of an obstacle on each end.
**2.4. Standard Course Time (SCT)**

Standard Course Time is the time set by the Judge within which a dog is required to complete the course in order to be clear of time faults.

**2.5. Starting and Finishing Lines**

Starting and Finishing Lines are defined lines across which the dog is required to pass in the nominated direction of the course when starting or finishing. The first and last obstacles and/or the timing gates may be used to define these lines.

**2.6. Wrong Course**

A Wrong Course occurs when the dog negotiates an obstacle out of the numbered order, negotiates an obstacle in the wrong direction, passes under the bar of a Hurdle

in the wrong direction or weaves two (2) or more gaps in the weaving poles in the wrong direction.

**(QLD) Proposed changes**

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~~A Wrong Course occurs when the dog negotiates an obstacle out of the numbered order, negotiates an obstacle in the wrong direction, passes under the bar of a Hurdle~~

~~in the wrong direction or weaves two (2) or more gaps in the weaving poles in the wrong direction.~~

**(QLD) Rationale**

Remove 2.3 from here because it is redundant. It is currently repeated three more times in descriptions of contact obstacles at 6.3, 6.7 and 6.8. I suggest rearranging obstacle descriptors to have all contact obstacles described one after the other and include a point 6.5.1 for a description of contact area that applies to all contacts so only needs to detailed once.

Remove 2.4 from here because it is redundant. It is repeated and covered in more detail in 8.6.

Remove 2.5 from here because it is redundant. It is repeated and covered in much more detail in 8.10

Move 2.6 to 9.7 as it makes much more sense to have it there with the other Rules about the Description of the Trial

3.1.1. Not for Competition Not for Competition (NFC) runs are permitted during a trial.

*Current Qld Rule - that NFC be available for Novice, Elementary and Masters but not for Open competitions or Games in Queensland.*

Proposed change

That individual affiliate clubs decide which classes handlers will be allowed to run NFC in and advertise such at the time of entry.

RATIONALE

Some of the larger clubs don’t want NFC runs in open and games due to the large amount of entries in those classes already.

However, some smaller or regional clubs struggle to get entry fees and cover the cost of holding a trial. They really want more entries! If Clubs could choose to allow NFC in all classes, they can decide what works best for them. Also for handlers attending smaller or regional clubs - they may only get to do 2 classes if they are doing an NFC competition day. Handlers would be able to do more classes on a day so are more likely to attend and support their local clubs

4.2. Scheduling

Affiliates are to schedule Novice, Excellent, Master and Elite Agility and Jumping classes to compete separately in their own heights.

In Games, the affiliate has the option of scheduling dogs to compete in separate height categories or all heights together.

If an affiliate has less than 30 dogs entered in the trial, the affiliate may schedule for all heights to compete together.

In Open Agility and Jumping, all height categories compete together.

QLD

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In Games, the affiliate has the option of scheduling dogs to compete in separate height categories or all heights together.

If an affiliate has less than 30 dogs entered in the trial, the affiliate may schedule for all heights to compete together.

In Open Agility and Jumping, all height categories compete together with the exception of a State or National event, the affiliate has the option of scheduling dogs to compete in separate height categories or all heights together.

Rationale – At State or National events, the number of entries for Open Agility and/or Open Jumping can be quite excessive and is only expected to increase, resulting in a long judging stint for only one judge and the event has to be run on one day to be fare to all entrants. Many overseas judges who are invited to attend big events have a cap on how many dogs they can judge in one day. Being able to split the class up to be judged in their height classes will assist with scheduling of classes and ease the workload on one judge.

4.5. Measuring Dogs

The height of the dog at the withers is to be measured as follows: Height Category

|  |  |
| --- | --- |
| 200 | Up to and including 270 mm |
| 300 | 271 mm up to and including 365 mm |
| 400 | 366 mm up to and including 455 mm |
| 500 | 456 mm up to and including 545 mm |
| 600 | 546 mm and over |

|  |  |
| --- | --- |
| 200 | Up to and including ~~270 mm~~ 299mm |
| 300 | ~~271mm~~ 300mm up to and including ~~365mm~~ 399mm |
| 400 | ~~366 mm~~ 400mm up to and including ~~455 mm 4~~99mm |
| 500 | ~~456 mm~~ 500mm up to and including ~~545 mm 5~~99mm |
| 600 | ~~546 mm~~ 600mm and over |

The current height specifications are favoured toward dog breeds who have proportioned body/leg lengths. Dogs that are naturally short limbed and/or deep bodied are at a disadvantage.

4.5. Measuring Dogs
The height of the dog at the withers is to be measured as follows: Height Category

|  |  |
| --- | --- |
| 200 | Up to and including 270mm |
| 300 | 271 mm up to and including 365 mm |
| 400 | 366 mm up to and including 455 mm |
| 500 | 456 mm up to and including 545 mm |
| 600 | 546 mm and over |

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4.5. Measuring Dogs
The height of the dog at the withers is to be measured as follows: Height Category

|  |  |
| --- | --- |
| 150 | Up to and including 200mm |
| 200 | 201mm Up to and including ~~270 mm~~ 300mm |
| 300 | ~~271mm~~ 301mm up to and including ~~365mm~~ 400mm |
| 400 | ~~366 mm~~ 401mm up to and including ~~455 mm~~ 500mm |
| 500 | ~~456 mm~~ 501mm up to and including ~~545 mm~~ 600mm |
| 600 | ~~546 mm~~ 600mm and over |

RATIONALE

Agility is a sport open to dogs of all breeds, shapes and sizes and all dogs should be able to compete in safety for a long period time. Some breeds of dogs fall into a height category that is too high and too hard for them to jump safely without risk of injury.

The RULE
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|  |  |
| --- | --- |
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| 300 | 271 mm up to and including 365 mm |
| 400 | 366 mm up to and including 455 mm |
| 500 | 456 mm up to and including 545 mm |
| 600 | 546 mm and over |

(QLD) 4.5. Measuring Dogs PROPOSED CHANGES/ ADDITIONS
The height of the dog at the withers is to be measured as follows: Height Category

|  |  |
| --- | --- |
| 150 | Up to and including 199 mm |
| 200 | 200 mm up to and including 270 mm |
| 300 | 271 mm up to and including 365 mm |
| 400 | 366 mm up to and including 455 mm |
| 500 | 456 mm up to and including 545 mm |
| 600 | 546 mm and over |

(QLD) 4.5 RATIONAL
To be safer, fairer, and more inclusive of all breeds in this growing sport. More smaller breeds are now joining this sport and we need to accommodate for that. The Rules 1.2 talks about how “the overall objectives of Agility Trials are: To encourage a graded progression through the sport, To encourage new participants and new ideas and the continuance of Agility as a unique canine discipline” and “To encourage safe and pleasant competition for all” to name a few. This rule change will support this.

**5.4. Deviation – Max – Min**

The maximum deviation from the specified measurement of equipment shall not exceed 10%, however the measurements stated as "minimum to maximum" sizes shall be considered as such with no deviation allowed.

**(QLD) Proposed changes**

**5.4. Deviation – Max – Min**

The maximum deviation from the specified measurement of equipment shall not exceed 10%~~,~~ ~~h~~However where size ranges are presented in these Rules, these must be adhered to. ~~the measurements stated as "minimum to maximum" sizes shall be considered as such with no deviation allowed.~~

**(QLD) Rationale**

Having to write minimum to maximum for each size range throughout the document seems redundant and overly wordy. The suggested edits should reduce the unnecessary repetition in the document.

**6. OBSTACLES**

**6.1. Surface**

All contact equipment shall have an effective all weather non slip surface– these include Scramble, Dog Walk and Seesaw.

**(QLD) Proposed changes**

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~~All contact equipment shall have an effective all weather non slip surface– these include Scramble, Dog Walk and Seesaw.~~

6.1 (Surface). Move to description of first contact (Dog Walk – new 6.5.2). It is disjointed having it in its current location by itself and is better located in the description of the contact. It is unnecessary to have the sentence about nails and spikes given there is also a point about no sharp edges. It sounds like it was put in the Rules because of a specific situation in the past.

**6 OBSTACLES**

**6.2        Broad Jump**

The Broad Jump consists of two (2) to four (4) separate boards. All boards of the broad jump must be the same colour. Each board is to have length of between 1200 mm and 1500 mm and be of a height and width as described in the table below. For convenience the four (4) boards may be built to telescope. There must be four (4) corner posts, which are to be a minimum of 1200 mm high and have a diameter of 20 mm. This applies to equipment made or purchased after 1 January 2016.

Proposed change –

**6.2        Broad Jump**

The Broad Jump consists of two (2) to four (4) separate boards. All boards of the broad jump must be the same colour, a separate colour band on the top edge of each board is permissible. Each board is to have length of between 1200 mm and 1500 mm and be of a height and width as described in the table below. For convenience the four (4) boards may be built to telescope. There must be four (4) corner posts, which are to be a minimum of 1000 mm to a maximum of 1200 mm high and have a diameter of 20 mm minimum to a maximum of 30 mm and must be made of a lightweight and flexible material, e.g. similar to PVC, the base of the pole may be rigid to a maximum height from the ground of 200 mm. If free standing posts are used a maximum base size of 300mm diameter and 30mm height is permitted. This applies to equipment made or purchased after 1 January 2016.

Rationale –

1. This is similar to the flexibility in size given to weave poles.
2. Some clubs drive spikes into the ground and slide the posts over the spikes therefore the same safety requirements as per weave poles should apply, i.e. the spikes are not excessively large thereby making the posts effectively rigid.
3. If using magnetic bases the flexibility on size allows a slightly larger base of the post to secure the magnet while still keeping the pole within the required size as around a 15kg pull magnet is required and these are greater than 20mm diameter.
4. Adding the separate colour strip on the top of the boards makes distinguishing the boards easier.
5. Some suppliers are now building free standing posts which do not confirm with the rule as it stands.

**6.2. Broad Jump**

The Broad Jump consists of two (2) to four (4) separate boards. All boards of the broad jump must be the same colour unless otherwise approved.

Each board is to have length of between 1200 mm and 1500 mm and be of a height and width as described in the table below with the front of each board being lower than the back. For convenience the four (4) boards may be built to telescope. There must be four (4) corner posts, which are to be a minimum of 1200 mm high and have a diameter of 20 mm. This applies to equipment made or purchased after 1 January 2021.

The distance that a dog must jump and the number of boards to be used in the Broad Jump will be as follows:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Height** **Category** | **Jump** **Distance** | **Number of Boards**  | **Board Heights**  | **Width of** **Boards** |
| 200  | 400mm  | 2  | 100 and 150mm  | 100 – 150mm |
| 300  | 600mm  | 2  | 100 and 150mm  | 100 – 150mm |
| 400  | 800mm  | 3  | 100, 150 and 200mm  | 100 – 200mm |
| 500  | 1000mm  | 4  | 100, 150, 200 and 250mm  | 100 – 200mm |
| 600  | 1200mm  | 4  | 100, 150, 200 and 250mm  | 100 – 200mm |



6.5. Hurdles

Hurdles consist of two (2) uprights, which support a bar or other centre section. The base support projection from the side of the hurdle must be a maximum length of 300 mm.

Hurdles are to be adjustable for each height category. The uprights, which may be winged, are to be a minimum of 1000 mm and a maximum of 1200mm high. The distance between the uprights is to be between 1200 and 1500 mm. Bars are to be made of any material that is unlikely to injure if they are displaced. The bar is to be a between 30 to 50 mm in diameter, and be in contrasting colours in alternate sections. Nails or spikes are not to be used to support the bars. All centre sections of Hurdles, whether bar or other, must be able to be dislodged if hit hard enough in EITHER direction.

Hurdle cups are not to have sharp edges.

 The other centre sections may consist of fill-in bars, crossed bars or a solid section of any construction e.g. brush fence, solid wall, pseudo brick wall etc. but must be able to be dislodged.

Qld Proposed Change

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Hurdle cups are not to have sharp edges. Hurdle bars must be of a contrasting colour to the ground and fence.

 The other centre sections may consist of fill-in bars, crossed bars or a solid section of any construction e.g. brush fence, solid wall, pseudo brick wall etc. but must be able to be dislodged.

QLD Proposed Rationale

On occasion red and white striped bars are being used as hurdle bars for dogs. Dogs have only two types of cones in their eyes, which means they can only discern blue and yellow. As a result, dogs are red-green colour blind. Red hurdle bars are not visible to dogs and therefore dogs have difficult seeing the bar, especially on the spread. Requiring jump bars to be a colour dogs can see will promote safety in the sport. If you can’t see something, you can’t jump it accurately.

**6.6. Spread Hurdle**

A Spread Hurdle consists of a hurdle with or without wings. Each side of the spread hurdle consists of two uprights between 1000 and 1200 mm high which can be connected and may contain a structure to allow easy adjustment of the various jump heights. Each side of the spread hurdle will be independent of each other to enable each side to be dislodged or knocked over if struck from any direction without affecting the other side. The base support projection from each of the sides of the hurdle must be a maximum length of 300 mm away from the middle of the hurdle. No projection toward the middle of the hurdle is permitted for the approach upright of the hurdle.

As of the 1st July 2021, all spread hurdles must comply with this rule. The Hurdles must be adjustable for each height category as shown below.

|  |  |  |  |
| --- | --- | --- | --- |
| **Height Category**  | **Distance Between Hurdles** | **Height of First Bar to the Ground** | **Height of second Bar to the Ground** |
| 200  | 150mm  | 150mm  | 200mm |
| 300  | 225mm  | 225mm  | 300mm |
| 400  | 300mm  | 300mm  | 400mm |
| 500  | 375mm  | 375mm  | 500mm |
| 600  | 450mm  | 450mm  | 600mm |



6.6. Spread Hurdle
A Spread Hurdle ~~consists of~~ is a hurdle consisting of four uprights, with or without wings. Each side of the spread hurdle consists of two uprights between 1000 and 1200 mm high ~~which can be connected and may contain a structure to allow easy adjustment of the various jump heights~~. Each ~~side~~ upright of the spread hurdle will be independent of each other to enable each ~~side~~ upright to be dislodged or knocked over if struck from any direction ~~without affecting the other side~~. The base support 13 projection from each of the sides of the hurdle must be a maximum length of 300 mm away from the middle of the hurdle. No projection toward the middle of the hurdle is permitted for the approach upright of the hurdle.

The wording of this obstacle was very obscure as one sentence says the sides may be connected and the next sentence says the sides will be independent of each other. Makes no sense and clubs are interpreting them very different.

6.9. Flexible Tunnel

The Flexible Tunnel is an open opaque flexible concertina type tube. It is to measure approximately 600 mm inside diameter and be a minimum of three (3) metres to a maximum of eight (8) metres long. The tunnel is to be flexible so that one bend can be shaped. If using a tunnel which is less than four (4) metres long it can only be set in a straight line. It must be secured to minimize movement whilst in use. The securing method must not reduce or affect the height / shape of the tunnel

(QLD) Proposed Change 6.9

The Flexible Tunnel is an open opaque flexible concertina type tube. It is to measure approximately 600 mm inside diameter and be a minimum of three (3) metres to a maximum of six (6) metres long. The tunnel material must be in bright/light colours only and must not be made of dark colours such black, dark grey, dark purple, dark blue, dark red. The tunnel is to be flexible so that one bend can be shaped. Tunnels must not be bent in more than one direction. Any curves in the tunnel must be soft, banana-shaped curves. S curves, U curves, L curves, and tight C curves must not be used. If using a tunnel which is less than four (4) metres long it can only be set in a straight line. It must be secured to minimize movement whilst in use with a minimum of two tunnel bags (1 set of bags) per metre of tunnel. The securing method must not reduce or affect the height / shape of the tunnel.

QLD Proposed Rationale

Recent research with dog injuries in agility has found that more slips and falls in tunnels resulting in injury is occurring in tunnels that are dark coloured and significantly bent. Ensuring light can pass through the tunnel helps dogs to safely navigate tunnels. Reducing the curvature of tunnels also makes the tunnel a safer obstacle for dogs. Full research findings are available here: <https://www.thekennelclub.org.uk/media/5816/annex-f-kc-tunnel-discussion-item.pdf>

Current Rule

6.9. Flexible Tunnel

The Flexible Tunnel is an open opaque flexible concertina type tube. It is to measure approximately 600 mm inside diameter and be a minimum of three (3) metres to a maximum of eight (8) metres long. The tunnel is to be flexible so that one bend can be shaped. If using a tunnel which is less than four (4) metres long it can only be set in a straight line. It must be secured to minimize movement whilst in use. The securing method must not reduce or affect the height / shape of the tunnel.

QLD

6.9. Flexible Tunnel

The Flexible Tunnel is an open opaque flexible concertina type tube. It is to measure approximately 600 mm inside diameter and be a minimum of three (3) metres to a maximum of eight (8) metres long. The tunnel is to be flexible so that one ~~bend~~ soft curve can be shaped. If using a tunnel which is less than four (4) metres long it can only be set in a straight line.
Tunnels must be stretched out as fully as possible when placed on course. Tunnels must be secured with at least 1 set of tunnel bags (or alternate means of securing the tunnel) for each metre of the Tunnel in use on the course. Ie a 3m tunnel to have at least 3 pairs of tunnel bags. Tunnel bags should be evenly spaced and of sufficient weight to minimise the movement of the Tunnel whilst in use. The securing method must not reduce or affect the height / shape of the tunnel.

RATIONALE

For dogs safety to avoid tunnels not being stretched out fully and /or being bent into unsafe angles but rather curved and also be sufficiently secured to avoid movement.

 **6.10. Weaving Poles**

There will be twelve (12) Weaving Poles for all classes that have Weaving Poles. The poles are to be set vertically in a straight line 600 mm apart (centre to centre) without any 10% variation. They are to be a minimum of 1000 mm to a maximum of 1200 mm

in height and a minimum of 20 mm to a maximum of 32 mm in diameter. No bar is to be fixed along the top of the poles. The Weaving Poles must be made of a lightweight and flexible material, e.g. similar to PVC, allowing the dog to flex the poles as it is weaving. The base of the pole may be rigid to a maximum height from the ground of 200 mm.

The Weaving Poles will have a flat metal bar along the centre with metal legs extending laterally; the legs and bar must be fixed and secured, where possible, with a non-slip surface. The legs must be offset to the dog's correct path. Pegs to be fitted into holes drilled into metal base. No pegs are allowed in the dog's correct path.

**6.1~~5~~. Hurdles**

Hurdles consist of two (2) uprights, which support a bar or other centre section. The base support projection from the side of the hurdle must be a maximum length of 300 mm to the outside of the hurdle.

Hurdles are to be adjustable for each height category. The uprights, ~~which may be winged~~, are to be a minimum of 1000 mm and a maximum of 1200mm high. Uprights may be winged and total width of winged uprights must be less than 600 mm.

The distance between the uprights is to be between 1200 and 1500 mm. Bars are to be made of any material that is unlikely to injure if they are displaced. The bar is to be ~~a~~ between 30 to 50 mm in diameter and be in contrasting colours in alternate sections. ~~Nails or spikes are not to be used to support the bars.~~ All centre sections of Hurdles, whether bar or other, must be able to be dislodged if hit hard enough in either ~~EITHER~~ direction.

Hurdle cups are not to have sharp edges

The other centre sections may consist of fill-in bars, crossed bars or a solid section of any construction e.g. brush fence, solid wall, pseudo brick wall etc. but must be able to be dislodged. ~~The total width of the wing including the upright to be a maximum of 600mm.~~

**6.2~~6~~. Spread Hurdle**

A Spread Hurdle consists of two ~~a~~ hurdles close to each other, with or without wings that must be negotiated as one obstacle. Each side of the spread hurdle consists of two uprights for the approach and rear of the obstacle between 1000 and 1200 mm high which can be connected and may contain a structure to allow easy adjustment of the various jump heights. For non-winged Spread Hurdles, wings may be added to the rear hurdle or both. Each side of the spread hurdle will be independent of each other to enable each side to be dislodged or knocked over if struck from any direction without affecting the other side. The base support projection from each of the sides of the hurdle must be a maximum length of 300 mm away from the middle of the hurdle. ~~No~~ Any projection toward the middle of the hurdle ~~is permitted~~ for the approach upright ~~of the hurdle~~ must not be higher than 5 mm (i.e. flat bar support similar to that used for centre of weaves.

This Rule applies to~~As of the 1st July 2021,~~ all spread hurdles made or purchased after the 1st Jan 2025 ~~must comply with this rule~~.

The Hurdles must be adjustable for each height category as shown below.

|  |  |  |  |
| --- | --- | --- | --- |
| **Height Category**  | **Distance Between Hurdles** | **Height of First Bar to the Ground** | **Height of second Bar to the Ground** |
| 200  | 150mm  | 150mm  | 200mm |
| 300  | 225mm  | 225mm  | 300mm |
| 400  | 300mm  | 300mm  | 400mm |
| 500  | 375mm  | 375mm  | 500mm |
| 600  | 450mm  | 450mm  | 600mm |

**6.3~~2~~. Broad Jump**

The Broad Jump consists of two (2) to four (4) separate boards. All boards of the broad jump must be the same colour unless otherwise approved.

Each board ~~is to have length of~~ must be between 1200 mm and 1500 mm in length with ~~and be of a~~ height and width as described in the table below. ~~with t~~ The front of each board must be ~~being~~ lower than the back. ~~For convenience t~~ The four ~~(4)~~ boards may be built to fit within each other for ease of storage.~~telescope~~. There must be four ~~(4)~~ corner posts~~, which are to be a minimum of~~ between 1200 and 1300 mm in height and ~~high and have~~ a diameter of 20 mm. This applies to equipment made or purchased after 1 January 2021. Refer to Agility Rules 2018 for requirements for Broad Jumps made or purchased prior to 1 January 2021.

The distance ~~that~~ a dog must jump and the number of boards to be used in the Broad Jump is ~~will be~~ as follows:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Height** **Category** | **Jump** **Distance** | **Number of Boards**  | **Board Heights**  | **Width of** **Boards** |
| 200  | 400mm  | 2  | 100 and 150mm  | 100 – 150mm |
| 300  | 600mm  | 2  | 100 and 150mm  | 100 – 150mm |
| 400  | 800mm  | 3  | 100, 150 and 200mm  | 100 – 200mm |
| 500  | 1000mm  | 4  | 100, 150, 200 and 250mm  | 100 – 200mm |
| 600  | 1200mm  | 4  | 100, 150, 200 and 250mm  | 100 – 200mm |

**6.4. Hoop**

The Hoop shall have an inside diameter of 600 mm and a minimum fascia depth of 75 mm and thickness of 75 mm, the base of which must be secured to the ground. All hoops must be of a breakaway design which does not impede the dog’s progress when broken away. Any base supports used on the side must be a maximum of 300mm and no higher than 30mm.

The height of the Hoop from the inside rim to the ground is to be adjustable for each height category. The inside of the Hoop must be closed as a safety measure and padded if it is of a solid material.

**6.5~~3~~. Dog Walk**

The Dog Walk consists of three (3) connected planks; the first is ~~one plank~~ angled up from the ground to the end of the elevated, horizontal second plank, and the third plank is angled from the other end of the ~~an~~ elevated horizontal plank back down to the ground. ~~and the other angled from the other end, down to the ground and~~ Each plank must be a single colour that is contrasting to the contact area at the end of the ascending and descending planks. ~~light and visible colour i.e. white or a pale colour.~~ This obstacle must not have cleats fitted to the planks.

~~The length of e~~ Each plank length, when assembled must be between 3450 to 3550 mm long and between ~~shall be 3500 mm. The width shall be a minimum of~~ 300 to ~~mm to a maximum of~~ 330 mm wide. The horizontal plank is to be set 1200 mm off the ground.

**6.5.1. Contact Area**

From the grounded end of the planks and extending 1100 mm there will be a contact area which is ~~of 1100 mm~~ a different and contrasting colour to the remainder of the obstacle, preferably a white or pale colour. This contact area is to be coloured on all visible sides. This description of contact area size and colour applies to all contact obstacles.

**6.5.2.~~1~~ Contact Surface**

All contact equipment shall have an effective all weather non slip surface over the entire length of the contact obstacle. This applies to ~~- these include~~ Dog Walk, Scramble, ~~Dog Walk~~ and Seesaw.

**6.6~~7~~. Scramble (A-frame)**

The Scramble consists of two (2) planks connected at the top in an "A" form.

The length of each plank is to be 2400 mm and between 900 to 950 mm wide. ~~the minimum width is to be 900 mm.~~ Existing 2500 mm planks are acceptable providing the angle at the apex is the same as a 2400 mm plank. All Scrambles made after 1st July 2006 are to be made in accordance with the 2400 mm standard.

The length of the obstacle along the ground to form the base of the "A" is to be 3850 mm for planks of 2500 mm and 3700 mm for planks of 2400 mm length.

From the grounded end of the planks, there will be a contact area of 1100 mm ~~a~~ as described for the Dog Walk at point 6.5.1. ~~different colour to the remainder of the obstacle. This contact area is to be coloured on all visible sides~~

The planks are to have five ~~(5)~~ half round cleats that have a height of 6 mm and a width of 15 mm set approximately 200 mm apart starting from the apex.

**6.7~~8~~. Seesaw**

A Seesaw is a plank poised on a near central bracket.

The length of the plank should be 3500 mm. The width is to be a minimum of 300 mm to a maximum of 330 mm. The height of the up end of the plank will be 900mm.

~~The Seesaw will have a drop rate of minimum of 2 seconds to a maximum of 3 seconds. This is determined by placing~~ When a 1kg weight is placed ~~at~~ 150 mm from the up end of the Seesaw, the plank drop rate to the ground must be between 2 to 3 seconds. ~~and recording the time to hit the ground.~~

Contact areas 1100 mm from both ends of the plank are to be as described for the Dog Walk at point 6.5.1. ~~(visible on all sides and will be a different colour to the remainder of the obstacle.~~ The obstacle must be secured appropriately to maintain stability when being negotiated by dogs.  ~~performed stable.~~ The plank is to be designed to return to the original position once the dog has alighted.

**6.8~~9~~. Flexible Tunnel**

The Flexible Tunnel is an open opaque flexible concertina type tube. It is to measure ~~approximately~~ 600 mm inside diameter and be a minimum of three (3) metres to a maximum of eight (8) metres long. The tunnel is to be flexible so that one bend can be shaped. If using a tunnel which is less than four (4) metres long, it can only be set in a straight line. It must be secured to minimize movement whilst in use.

The securing method must not reduce or affect the height / shape of the tunnel.
**6.9~~10~~. Weaving Poles**

There will be twelve (12) Weaving Poles for all classes that have Weaving Poles. The poles are to be set vertically in a straight line and must be between 595 to 605 ~~600~~ mm apart (centre to centre) ~~without any 10% variation~~. They are to be between ~~a minimum of~~ 1000 to ~~mm to a maximum of~~ 1200 mm in height and a ~~minimum of~~ 20 ~~mm~~ to ~~a maximum of~~ 32 mm in diameter. No bar is to be fixed along the top of the poles. The Weaving Poles must be made of a lightweight and flexible material, e.g. similar to PVC, allowing the dog to flex the poles as it is weaving. The base of the pole may be rigid to a maximum height from the ground of 200 mm.

The Weaving Poles will have a flat metal bar along the centre with flat metal legs extending laterally.~~; the~~ The lateral legs and centre bar must be fixed and secured, and, where possible, these should have ~~with~~ a non-slip surface. The legs must be offset to the dog's correct path. Pegs to be fitted into holes drilled into metal base. No pegs are allowed in the dog's correct path.

**(QLD) Rationale**

It looks like obstacles are currently listed roughly in alphabetical order but it easier to follow if they are listed in groups of related things in this order: Hurdle, Spread Hurdle, Broad Jump, Hoop, Dog Walk, Scramble, See-Saw, Tunnel and Weaves.

6.6 (Spread Hurdle). Move to new 6.2 to improve flow of text. To improve safety of older style, non-winged Spread Hurdles, it is good to have the option to add wings and I think this should be described in Rules to improve consistency if used.

6.3. (Broad Jump). In the Broad Jump section, what guidelines apply to equipment made or purchased before 1 Jan 2021? None? Something should be put here for older equipment.

6.5. (Dog Walk). In the current description of the Dog Walk there is phrase “..must be a light and visible colour”. All contacts I have seen are mostly a darker colour except for the contact area which is lighter. If this sentence is meant to be about contact areas, then it needs to include that detail. It is confusing as it is currently written. I have re-written the Dog Walk description and separated out the description of the contact area into a separate point (new 6.5.1) so it can be applied to all subsequent contacts and not repeated. A range should be stated for plank length. Currently, with 10% deviation, the total length of dog walk could vary by almost 2m (9.45 to 11.55 m). Perhaps a survey of clubs to check what current plank length variation exist? Or put in a note that this applies to all dog walks made after set date and all previous dog walks comply with previous Rules.

6.6. (Scramble). A minimum width is listed for the Scramble (A-frame) but no maximum width was listed. A range is now specified.

6.8. (Flexible tunnel). Using “approximately” is not useful. Remove. Using 10% variance, it would be 540mm to 660mm. If this is not “approximate” enough, then a min-max range needs to be listed here.

6.9 (Weaving poles). For the Weaver, requiring exactly 600 mm for the weave gaps is unrealistic and could cause issues if someone challenges the equipment used in trials. It is better to specify a narrow range of tolerance.

**7. HANDLER REQUIREMENTS**

**7.2. Entering and Exiting the Ring**

On the Steward's call of the dog's catalogue number, the Handler will enter the ring via the entry point, with the dog on lead either carried or walked and follow the Steward's and/or Judge's instructions. The lead and harness or head collar must be removed, the collar may be removed and all items handed to a Steward or may be placed on the ground behind or in a provided nearby receptacle. The steward will remove items after the dog/handler team commences their run.

Entering and Exiting the Ring On the Steward's call of the dog's catalogue number, the Handler will enter the ring via the entry point, with the dog on lead either carried or walked and follow the Steward's and/or Judge's instructions. The lead and harness or head collar must be removed, the collar may be removed ~~and all~~ In the instances where a club provides lead stewards, these items may be handed to a Steward, ~~or may be~~ placed on the ground behind or in a provided nearby receptacle. The steward will remove items after the dog/handler team commences their run.

Handlers are also permitted to carry their leads with them in the ring during competitive events. In the event that the lead is dropped during the course of the run, handlers must refrain from any attempt to retrieve or interact with the lead while the dog is still actively engaged in the performance. If the dog interacts with the dropped lead during the course of the run, the run will be automatically disqualified. The lead must not be used in a manner that could potentially harm or cause discomfort to the dog. Any sign of mistreatment or misuse of the lead will result in immediate disqualification and may lead to further disciplinary action as determined by the event organisers. The lead should be a standard leash or lead suitable for the dog's size and breed, with no additional features or attachments that could provide an unfair advantage or pose a safety risk to the dog or other competitors. Any disputes or concerns regarding the handling of the lead during the event should be brought to the attention of the lead steward or event officials for prompt resolution.

The primary purpose of allowing leads in the ring is to ensure the safety and control of the dog during the competition. Handlers are responsible for maintaining control of the lead and ensuring that it does not interfere with the performance or safety of other participants.

A Handler may enter the ring (with the dog on lead) whilst the previous dog is completing its run.

The only items that a dog can wear whilst running the course are:

1) A fixed, flat collar with no fixtures or tags etc. dangling from the collar, with the exception of D or O rings which form part of the collar

2) Ribbons or bands to keep the hair away from the face.

c. A dog shall not be physically touched after the Judge has indicated that they may go.

d. On completion of the dog's run, the Handler will exit the ring via the exit point with the dog on lead. Dogs are permitted to be carried out of the ring providing the lead is attached to the collar.

e. The lead shall not be considered a training aid. A dog may interact or play with their lead inside the ring provided it is not disruptive to other dogs.

**7.3. Handler receiving orders**

The Handler shall wait for the Judge to give the various orders. Failure to comply with this rule may incur a minimum penalty of five faults and up to disqualification.

**7.4. Commands**

Handlers may speak, whistle and use hand signals as they deem fit, but may be called to order by the Judge for making unnecessary noise or for any disorderly conduct. A Handler may give any number of commands to the dog whilst competing.

**7.5. Misbehaviour**

If before, during or after the test, the dog or handler is guilty of any breach of the Rules, or other misbehaviour, a minimum penalty of five faults and up to disqualification shall be incurred.

A competitor shall not be penalised by spectator participation, unless it clearly is for the deliberate advantage or disadvantage of the competing dog. Penalties of up to disqualification may be applied. The Judge will be required to place any use of this rule in the reports to the Canine Control along with any evidence or witness statements.

**7.6. Reprimands**

Reprimands, either verbal or physical, must not under any circumstances be used in the ring, and shall incur a minimum penalty of five faults and up to disqualification.

**7.7. Rewards**

Rewards for a dog (such as food or toys) must not be left within 5 metres of the ring, whether on the ground or on an item.

**7.8. Leaving the Ring**

If the competitor voluntarily or is requested by the judge to leave the ring, the competitor must remove the dog in an appropriate manner and under control. Dogs are not to be held up by the collar with rear legs only on the ground to be walked out of the ring and dogs are not to be left uncontrolled whilst the handler leaves the ring. Refer 8.12

**(QLD) Proposed changes**

**7. HANDLER REQUIREMENTS**

**7.1. Calls**

Any Handler who does not answer the Ring Assembler’s ~~Steward's~~ third call may be marked 'absent'.

**7.2. Entering and Exiting the Ring**

On the Ring Assembler’s ~~Steward's~~ call of the dog's catalogue number, the Handler will enter the ring via the entry point, with the dog on lead either carried or walked and follow the Ring Helper’s ~~Steward's~~ and/or Judge's instructions. The lead and harness or head collar must be removed, the collar may be removed. At the discretion of the affiliate club, a Ring Helper may be provided to take the lead and other items from the Handler which should be ~~and all items~~ handed to ~~a~~ the Ring Helper ~~Steward~~ or may be placed on the ground behind or in a provided nearby receptacle, or as directed by the Judge. ~~The steward will remove items after the dog/handler team commences their run.~~

In the event that a Ring Helper is not provided to take the lead, the Handler must carry the lead on their person (not in their hand) for the duration of the run. If the lead or related items fall to the ground before the end of the run, or in a manner that is deemed to have assisted the dog, this will result in a disqualification. Leads are not to act as toys or will be judged in accordance with Rule 9.16-i.

a. At the Judge’s discretion, ~~A~~ a Handler may enter the ring (with the dog on lead) whilst the previous dog is completing its run.

b. The only items that a dog can wear, or have attached to them whilst running the course are:

1) A fixed, flat collar with no fixtures or tags etc. dangling from the collar, ~~with the exception of~~ except for D or O rings which form part of the collar

2) Ribbons or bands to keep the hair away from the face.

c. A dog shall not be physically touched after the Judge has indicated that they may start ~~go~~.

d. On completion of the dog's run, the Handler will exit the ring via the exit point with the dog on lead. Dogs are permitted to be carried out of the ring providing the lead is attached to the collar.

e. The lead shall not be considered a training aid. A dog may interact or play with their lead inside the ring provided it is not disruptive to other dogs.

**7.3. Handler receiving orders and starting run**

The Handler shall wait for the Judge to give the various orders. Failure to comply with this rule may incur a minimum penalty of five faults and up to disqualification. The Handler shall start their run on the instruction or signal of the Judge.

After the Judge has indicated that the Handler may start the run and the Handler has crossed the Starting Line in the direction of the first obstacle, the Handler cannot re-cross the Starting Line or return to the dog unless the dog has refused or performed the first obstacle (with or without fault).

**7.4. Commands**

Handlers may speak, whistle and use hand signals as they deem fit, but may be called to order by the Judge for making unnecessary noise or for any disorderly conduct. A Handler may give any number of commands to the dog whilst competing.

**7.5. Misbehaviour**

If before, during or after the test, the dog or handler is guilty of any breach of the Rules, or other misbehaviour, a minimum penalty of five faults and up to disqualification shall be incurred. The Judge will be required to place any use of this rule in the reports to the Canine Control along with any evidence or witness statements.

**7.5.1.** Handler misbehaviour

The Judge may order removal from competition of any Handler whose behaviour before, during or after the test, is objectionable towards any person attending the event. This includes bullying behaviour (e.g. abusive, insulting or offensive language or comments; aggressive and intimidating conduct, belittling or humiliating comments). This includes any Handler who interferes wilfully with any competitor or a competitor's dog or any Handler who openly impugns (i.e. calls into dispute) the decision/s of the Judge.

Rudeness or aggression towards any stewards will not be tolerated and Handlers may be disqualified and/ or removed from competition and the event location if they are found to be rude or aggressive to stewards. Should competitors have an issue with a steward, this should be taken up with the Trial Manager.

A competitor shall not be penalised by spectator participation, unless it clearly is for the deliberate advantage ~~or disadvantage~~ of the competing dog. Penalties of up to disqualification may be applied. ~~The Judge will be required to place any use of this rule in the reports to the Canine Control along with any evidence or witness statements.~~

**7.5.2.** Dog misbehaviour

The Judge may order the removal and disqualification from all competitions on the day any dog that attacks (e.g. attacks another dog, person or animal) and must lodge a report with the Canine Control as described in Rule 71.1 of the CCCQ Rules 2017. The Judge may order removal from competition of any dog which does not obey its Handler.

**7.6. Reprimands**

Reprimands, either verbal or physical, must not under any circumstances be used in the ring, and shall incur a minimum penalty of five faults and up to disqualification.

**7.7. Rewards**

Rewards for a dog (such as food or toys) must not be left within 5 metres of the ring, whether on the ground or on an item.

**7.8. Leaving the Ring**

If the competitor voluntarily or is requested by the judge to leave the ring, the competitor must remove the dog in an appropriate manner and under control. Dogs are not to be held up by the collar with rear legs only on the ground to be walked out of the ring and dogs are not to be left uncontrolled whilst the handler leaves the ring. Refer 8.12

**(QLD) Rationale**

7.1. (Calls). “Ring Steward” used here does not match the description of the duties described for them in Rule 8.14. I suggest moving away from using the term “Steward” which has caused issues in QLD where these have been required to be Dogs QLD members which means many of the volunteers clubs get for trials cannot act in these roles. I suggest for this section (7.1) this role should be called “Ring Assembler” as this accurately describes what they do calling in Handlers and assembling them to be ready to run.

7.2. (Entering and Exiting the Ring). There is still so much confusion about what is and is not allowed with leads. Handlers often refer to what they can do according to the Rules. I think it should be clear that the Judge can decide what happens with leads in their Ring. If it’s written in the Rules that Handlers can place leads on the ground, then it can potentially increase the work and time for the Ring Helper (previously called Lead Steward. Description of their role also updated at 8.14). Providing some discretion for hosting clubs to decide if they can provide a Ring Helper (i.e. Lead Steward) means they potentially don’t have to find another volunteer for a trial Having Handlers carry leads was demonstrated to work effectively for 3 years during the temporary change to the rule due to covid restrictions.

7.2-a. It should be up to the judge if they can enter the ring whilst the previous dog is running. The current wording means the next handler could come in deliberately to distract the current dog. Where course design means this could be an issue, it should be in the rules that the judge an determine when the next handler enters.

7.2-b. There have been instances of physio strapping tape on dogs which probably should not be allowed under this rule and I think adding "or have attached to them" makes it more clear that nothing can be on the dog except the items as described in points 1 and 2.

7.3. (Handler receiving orders and starting run). To understand what the original wording of this Rule meant, you need to read this, then go forward and read Rule 8.9 (Orders from Judge). I think it’s easier for the reader to combine these Rules here so it’s clearly explained about what the Orders from the judge are and the start line procedure which is also better here after the explanation about entering/ exiting Ring.

7.3. Second paragraph. Most of this text is moved from current Rule 8.9 (Orders from the Judge) as described in the justification point above. By adding the second paragraph phrase “in the direction of the first obstacle”, I'm hoping to reduce the current confusion around where and how a handler is allowed to start their run. For example, in the case of a straight line of jumps 1-2-3, if Handler crosses the start line in the direction of jump 1, then sets the dog up to start for a push to back start, this is permitted but the Handler has crossed the start line, so can not go back across the line unless the dog refuses or completes the jump. In some courses, the handler will need to cross back over the start line as soon as the dog has performed the first obstacle. In the last sentence, by adding the phrase “.. the dog has refused or performed the first obstacle (with or without fault)”, it is clearer that this is permitted. The previous wording may have been interpreted that they could only go back over line if a refusal was done.

7.5. (Misbehaviour). There are parts of existing Rule 8.12 and 8.14 that are more related to Misbehaviour and I think are better moved under Rule 7.5. I also suggest adding sub-sections to 7.5 for the Handler (new 7.5.1) and the Dog (new 7.5.2), so it is very clear what misbehaviour is being covered by the Rule and what happens. It would be very helpful to have an Appendix in these Rules with guidelines about the required reporting procedure and relevant forms. We need to make this as easy as possible to follow through on if we want to remove poor behaviour from the sport. If we don’t follow through, poor behaviour will become normalised.

7.5.1. (Handler misbehaviour). Third paragraph. Why penalise the competitor if a spectator deliberately disadvantages the dog? This doesn’t make sense, remove “or disadvantage”.

**AGILITY TRIALS**

**7.2. Entering and Exiting the Ring**

On the Steward's call of the dog's catalogue number, the Handler will enter the ring via the entry point, with the dog on lead either carried or walked and follow the Steward's and/or Judge's instructions. The lead and harness or head collar must be removed, the

collar may be removed and all items handed to a Steward or may be placed on the ground behind or in a provided nearby receptacle. The steward will remove items after the dog/handler team commences their run.

a. A Handler may enter the ring (with the dog on lead) whilst the previous dog is completing its run.

b. The only items that a dog can wear whilst running the course are:

1) A fixed, flat collar with no fixtures or tags etc. dangling from the collar, with the exception of D or O rings which form part of the collar

2) Ribbons or bands to keep the hair away from the face.

c. A dog shall not be physically touched after the Judge has indicated that they may go.

d. On completion of the dog's run, the Handler will exit the ring via the exit point with the dog on lead. Dogs are permitted to be carried out of the ring providing the lead is attached to the collar.

e. The lead shall not be considered a training aid. A dog may interact or play with their lead inside the ring provided it is not disruptive to other dogs.

**(QLD) Proposed changes**

**7.2. Entering and Exiting the Ring**

On the Ring Steward’s call of the dog's catalogue number, the Handler will enter the ring via the entry point, with the dog on lead either carried or walked and follow the Lead Steward's and/or Judge's instructions. The lead and harness or head collar must be removed. The collar may be removed. At the discretion of the affiliate club, a Lead Steward may be provided to take the lead and other items from the Handler, which should be removed and all items handed to a the Lead Steward or may be placed on the ground behind or in a provided nearby receptacle, or as directed by the Judge. The steward will remove items after the dog/handler team commences their run.

The lead and/or flat collar may, alternatively, be carried on the Handler’s person (not in their hand) for the duration of the run.

If the lead or related items fall to the ground before the end of the run in a manner that is deemed to have assisted the dog, or that pose a safety hazard, this will result in a disqualification. Leads are not to act as toys or will be judged in accordance with Rule 9.16-i.

**(QLD) Rationale**

Having Handlers carry leads was demonstrated to work effectively for 3 years during the temporary change to the rule due to covid restrictions. This change just reinstates that option for the Handler.

7.7. Rewards

Rewards for a dog (such as food or toys) must not be left within 5 metres of the ring, whether on the ground or on an item.

(QLD Proposed Change)

7.7. Rewards

~~Rewards for a dog (such as food or toys) must not be left within 5 metres of the ring, whether on the ground or on an item.~~ Rewards for a dog (such as food or toys) may be on the handler in pockets but must not be visible while the handler is in the ring. If a reward is exposed during a run, the dog will be disqualified. Treat pouches must not be worn.

A non-food toy is permitted to be visible and interacted with by the dog in a not for competition run. The toy must remain connected to the handler at all times.

QLD Proposed Rationale

This is consistent with other programs in Australia. It also enables the handler to reward their dog more efficiently after exiting the ring. It also updates the not for competition rules to permit a toy being used in the ring in NFC.

The RULE
8.1.
Course inspection Before judging commences, Handlers may familiarise themselves with the course without their dogs. Only Handlers entered in the class are allowed to walk the course, except with the express permission of the Judge.

Judges may split the number of Handlers, to eliminate large numbers on course inspection.

No dogs are permitted in the ring prior to the commencement of judging.

Any objection by a competitor to the equipment or layout of the course must be lodged with the Judge in the first instance. If an agreement cannot be achieved then the objection may be lodged with a Club Official. Any objections must be lodged prior to judging.

(QLD) Proposed Changes 8.1.
Course inspection Before judging commences, Handlers may familiarise themselves with the course without their dogs. Only Handlers entered in the class are allowed to walk the course, except with the express permission of the Judge.

Judges may split the number of Handlers, to eliminate large numbers on course inspection.

No dogs are permitted in the ring prior to the commencement of judging.

Handlers are given a minimum time of 10 minutes to walk the course. This time can be shorter if agreed on by all competitors.

Any objection by a competitor to the equipment or layout of the course must be lodged with the Judge in the first instance. If an agreement cannot be achieved then the objection may be lodged with a Club Official. Any objections must be lodged prior to judging.

(QLD) 8.1 RATIONALE
- To allow everyone a fair amount of time to walk.
- Novice is often at the end of a trial and I see them being rushed during course walk, as everyone is tired and wants to go home. However, these are the handlers that may need as much time as possible being potentially new to the sport.
- We need to support and encourage new people in this sport by giving them a fair, minimum time to walk, in order to protect them from people pushing to hurry up.

**8. JUDGING PROCEDURES**

**8.1. Course inspection**

Before judging commences, Handlers may familiarise themselves with the course without their dogs. Only Handlers entered in the class are allowed to walk the course, except with the express permission of the Judge.

Judges may split the number of Handlers, to eliminate large numbers on course inspection.

No dogs are permitted in the ring prior to the commencement of judging.

Any objection by a competitor to the equipment or layout of the course must be lodged with the Judge in the first instance. If an agreement cannot be achieved then the objection may be lodged with a Club Official. Any objections must be lodged prior to judging.

**8.2. Unusual Circumstances**

If an unusual circumstance occurs which in the opinion of the Judge disadvantages the dog, the Judge may allow the dog to be rerun if the run was clear up to that point.

If all timing devices fail, the handler may be given the option of a re run or at the judge’s discretion the handler may be offered the SCT at the completion of an otherwise clear run, where in the opinion of the judge, the dog has completed the course within the SCT.

The re-run totally supersedes the original run and no aspect of the original run is to be retained.

**8.3. Obstacle not in place**

Should part of an obstacle not be in place before a dog negotiates the obstacle, provided the dog properly negotiates that part of the obstacle which remains, no penalty will be imposed and a rerun will not be ordered. Exception to the rule is the seesaw that has not returned to its correct position, the dog may run past this obstacle without penalty. Handlers are not to try to right the seesaw for the dog to attempt.

**8.4. Course Length (CL)**

The Course Length is that distance measured by a Judge using a measuring wheel. **8.5. Speed of Travel (rate)**

Speed of Travel (Rate) is the speed determined by the Judge.

**8.6. Standard Course Time (SCT)**

The Standard Course Time is determined by the Judge measuring the total length of the course (CL) he/she has set and dividing this figure by the Rate

SCT= CL / Rate Example: if CL = 120m, Rate = 2.0m/s Then SCT = 120/ 2 = 60 seconds

**8.7. Maximum Course Time**

Where required a club has an option of setting a Maximum course time which would be twice the SCT i.e. SCT X 2 at which point a hooter will sound and the competitor is to leave the ring

**8.8. Judge's Briefing**

The Judge should provide a briefing for handlers prior to commencement of the trial, notifying them of the Standard Course Time (SCT). The Judge will also notify Handlers of the course length and the rate used to calculate the SCT and include clear

instructions on issues that they consider relevant to the safe negotiation of the course and in particular any unsafe action or practice that will not be accepted or tolerated. Instructions on Judging procedures and course to be given as a group briefing prior to the commencement of judging.

**8.9. Orders from the Judge**

The handler shall start their run on the instruction or signal of the judge.

After the Judge has indicated that the Handler may start the run and the Handler has crossed the Starting Line, the Handler cannot re-cross the Starting Line or return to the dog unless there is a refusal.

**8.10. Starting and Finishing Lines**

The Starting and Finishing Lines are to consist of poles, clearly visible, a minimum of 1000 mm in height to signify a line across which a dog must cross to start and/or finish the run. These poles must be a minimum of six (6) metres apart and no more than one (1) metre from the first and last obstacle.

Starting and finishing lines are not required if electronic timing gates are used.

Where Starting and Finishing Lines are used, timing will start when the dog crosses the Starting Line and stop when any portion of the dog crosses the Finishing Line, provided the dog has not refused the last obstacle. In this case the dog must correctly negotiate the last obstacle before timing is stopped.

Competitors and dogs must have a clear, straight and unobstructed path through the Starting and Finishing Lines when used in a course.

If electronic gates are used, the Handler is not permitted to go through the Starting or Finishing device at any time.

Where Electronic Timers are used, timing will start when the dog negotiates the first obstacle and stop when the dog negotiates the last obstacle. Electronic Timers should be placed as close as possible to the first and last obstacle. If the dog were to refuse the first or last obstacle it would not be entitled to a qualification so an exact time of the course would be irrelevant.

**8.11. Removal of a dog**

The Judge may order the removal and disqualification from all competitions on the day any dog that attacks and must lodge a report with the Canine Control. The Judge may order removal from competition of any dog which does not obey its Handler, any Handler who interferes wilfully with any competitor or a competitor's dog or whose behaviour is objectionable and must exclude from competition any dog which the Judge considers unfit to compete.

**8.12. Withdrawal of exhibits**

A dog may be withdrawn at any time before it commences its run by informing the Assembly Steward or with the Judge's permission once they have entered the Ring.

If a competitor is leaving the ring with the judge’s permission, dog and handler must leave in an orderly manner.

The choice to withdraw from one class will not affect the dog and handler’s ability to compete and qualify in other classes at the trial. It is at the Judge's discretion to decide if a dog is not physically able to continue the course and whether the immediate withdrawal of such an exhibit should be ordered.

**8.13. Judge**

The Judge must be appropriately licensed to judge the Event and Class scheduled. All final decisions shall be the Judge's responsibility.

**8.14. Stewards**

Rudeness or aggression towards any stewards will not be tolerated and competitors may be disqualified if they are found to be rude or aggressive to stewards. Should competitors have an issue with a steward, this should be taken up with the Trial Manager.

Stewards shall not be used to fulfil the Judge's duties but may assist in the following positions.

Timekeeper: To time each dog as it runs the course from start to finish. The Timekeeper should be positioned where both of the poles, which make up the Starting and Finishing Lines, are visible so that the reference point is the same for each dog. For consistency, the same Timekeeper should be used in the one class. A backup Timekeeper is recommended. The Judge must be notified immediately if the timing of the dog fails.

Scribe: To record the time and faults incurred by each dog as directed by the Judge.

Assembly Steward: To line up the competitors thereby ensuring that the ring is run as efficiently as possible. The Assembly Steward will have at least one competitor ready to enter the Ring before the previous competitor completes his/her run.

Ring Steward: To perform general maintenance duties in the ring i.e. helping the Judge to set the course, checking equipment between dogs, replacing dislodged bars etc.

Timekeepers and Scribes are not to be excluded solely because they have an interest in any dog competing in the class for which they are stewarding.

**(QLD) Proposed changes**

**8. JUDGING PROCEDURES**

**8.1. Course inspection**

Before judging commences, Handlers may familiarise themselves with the course without their dogs. Only Handlers entered in the class are allowed to walk the course, except with the express permission of the Judge.

Judges may split the number of Handlers, to eliminate large numbers on course inspection.

No dogs are permitted in the ring prior to the commencement of judging.

Any objection by a competitor to the equipment or layout of the course must be lodged with the Judge in the first instance. If an agreement cannot be achieved then the objection may be lodged with a Club Official. Any objections must be lodged prior to judging.

**8.2. Unusual Circumstances**

If an unusual circumstance occurs which in the opinion of the Judge disadvantages the dog, the Judge may allow the dog to be rerun if the run was clear up to that point.

If all timing devices fail, the handler may be given the option of a re run or at the judge’s discretion the handler may be offered the Standard Course Time (SCT) at the completion of an otherwise clear run, where in the opinion of the judge, the dog has completed the course within the SCT.

The re-run totally supersedes the original run and no aspect of scoring from the original run is to be retained .

**8.3. Obstacle not in place**

Should part of an obstacle not be in place before a dog negotiates the obstacle, provided the dog properly negotiates that part of the obstacle which remains, no penalty will be imposed and a rerun will not be ordered. Exception to the rule is the seesaw that has not returned to its correct position, the dog may run past this obstacle without penalty. Handlers ~~are~~ must not ~~to try to right~~ reset the seesaw for the dog to attempt.

**8.4. Course Length (CL)**

The Course Length is ~~that~~ the distance of the dog’s predicted path measured by a Judge using a measuring wheel.

**8.5. ~~Speed~~ Rate of Travel (ROT~~rate~~)**

~~Speed~~ Rate of Travel (ROT~~Rate~~) is the speed in metres per second determined by the Judge.

**8.6. Standard Course Time (SCT)**

The Standard Course Time is determined by the Judge measuring the total length of the course (CL) ~~he/she~~ they have~~has~~ set and dividing this figure by the ROT~~Rate~~

SCT= CL / ROT~~Rate~~. Example: if CL = 120m, ROT~~Rate~~ = 2.0m/s Then SCT = 120/ 2 = 60 seconds

**8.7. Maximum Course Time**

~~Where required a~~ A club has an option of setting a Maximum course time which would be twice the SCT (i.e. SCT X 2) at which point a hooter will sound and the competitor is to leave the ring.

**8.8. Judge's Briefing**

The Judge should provide a group briefing for handlers prior to commencement of judging. ~~the trial, notifying them of the Standard Course Time (SCT).~~ The Judge ~~will~~ may ~~also~~ notify Handlers of the course length, the SCT and ROT. They may also provide ~~and the rate used to calculate the SCT and include~~ clear instructions on Judging procedures (e.g. start line procedures) and ~~on~~ issues ~~that~~ they consider relevant to the safe negotiation of the course,  ~~and~~ in particular any unsafe action or practice that will not be accepted and may incur a fault. ~~or tolerated.~~ ~~Instructions on Judging procedures and course to be given as a group briefing prior to the commencement of judging.~~

**~~8.9. Orders from the Judge~~**

~~The handler shall start their run on the instruction or signal of the judge.~~

~~After the Judge has indicated that the Handler may start the run and the Handler has crossed the Starting Line, the Handler cannot re-cross the Starting Line or return to the dog unless there is a refusal.~~

**8.9~~10~~. Starting and Finishing Lines and timing**

The start and finish of the course can be defined by using one of the following options:

1. ~~The~~ Starting and Finishing Lines. ~~are to~~ These consist of poles, clearly visible, a minimum of 1000 mm in height to signify a line across which a dog must cross to start and/or finish the run. These poles must be a minimum of six (6) metres apart and no more than one (1) metre from the first and last obstacle.
2. Electronic timing gates. When used, these Timers should be placed as close as possible to the first and last obstacle and be before and after these respectively; or,
3. The first and last obstacle.

~~Starting and finishing lines are not required if electronic timing gates are used.~~

Where Starting and Finishing Lines are used, timing will start when the dog begins to cross~~es~~  the Starting Line and stop when any portion of the dog crosses the Finishing Line, provided the dog has not refused the last obstacle. In this case the dog must correctly negotiate the last obstacle before timing is stopped.

Competitors and dogs must have a clear, straight and unobstructed path through the Starting and Finishing Lines when used in a course.

If electronic gates are used, no part of the Handler is not permitted to go through the Starting or Finishing device at any time.

Where Electronic Timers are used, timing will start when the dog begins to negotiate~~s~~ the first obstacle and stop when the dog negotiates the last obstacle. ~~Electronic Timers should be placed as close as possible to the first and last obstacle. If the dog were to refuse the first or last obstacle it would not be entitled to a qualification so an exact time of the course would be irrelevant.~~

Where the first and last obstacle are used, timing should be done by the Time Keeper (with or without back up timing by the Judge) and will start when the dog begins to negotiate the first obstacle and stop when the dog begins to negotiate the last obstacle.

Regardless of the timing method used, where the dog refuses the first obstacle, timing may start as close as practicable to when the refusal occurred.

**8.10~~11~~. Removal of a dog**

The Judge may order the removal ~~and disqualification from all competitions on the day any dog that attacks and must lodge a report with the Canine Control. The Judge may order removal from competition of any dog which does not obey its Handler, any Handler who interferes wilfully with any competitor or a competitor's dog or whose behaviour is objectionable and must exclude~~ from competition, any dog which the Judge considers unfit to compete. Any dog that attacks may be dealt with as described in Rule 7.5.2. (Misbehaviour – Dog).

**8.11~~12~~. Withdrawal of exhibits**

A dog may be withdrawn at any time before it commences its run by informing the Ring Assembler ~~Assembly Steward~~ or with the Judge's permission once they have entered the Ring.

If a competitor is leaving the ring with the judge’s permission, dog and handler must leave in an orderly manner.

The choice to withdraw from one class will not affect the dog and handler’s ability to compete and qualify in other classes at the trial. It is at the Judge's discretion to decide if a dog is not physically able to continue the course and whether the immediate withdrawal of such an exhibit should be ordered.

**8.12~~13~~. Judge**

The Judge must be appropriately licensed to judge the Event and Class scheduled. All final decisions shall be the Judge's responsibility.

**8.13~~14~~. Trial Helpers in the Ring ~~Stewards~~**

~~Rudeness or aggression towards any stewards will not be tolerated and competitors may be disqualified if they are found to be rude or aggressive to stewards. Should competitors have an issue with a steward, this should be taken up with the Trial Manager.~~

Helpers in the Ring ~~Stewards~~ shall not be used to fulfil the Judge's duties but may assist in the following positions.

**Timekeeper**: To time each dog as it runs the course from start to finish. The Timekeeper should be positioned where ~~both of the poles, which make up~~ the Starting and Finishing Lines~~,~~ are visible so that the reference point is the same for each dog. For consistency, the same Timekeeper should be used in the one class. A backup Timekeeper is recommended. The Judge must be notified immediately if the timing of the dog fails.

**Scribe**: To record the time and faults incurred by each dog as directed by the Judge.

**Ring Assembler**~~Assembly Steward~~: To call and line up ~~the~~ competitors ~~thereby~~ to ensure~~ing~~ that the ring is run ~~as~~ efficiently ~~as possible. The Assembly Steward will have~~ There should be at least one competitor ready to enter the Ring before the previous competitor completes their ~~his/her~~ run.

**Ring Helper**~~Steward~~: To perform general maintenance duties in the ring i.e. helping the Judge to set the course, checking equipment between dogs, replacing dislodged bars etc. Ring Helpers may also collect and move the leads as described at 7.2.

All Helpers in the Ring ~~Timekeepers and Scribes~~ are not to be excluded from a Helper role solely because they have an interest in any dog competing in the class for which they are assisting ~~stewarding~~.

**(QLD) Rationale**

8.2. Abbreviation “SCT” expanded for first use in text.

8.5. ROT. Everywhere else, it’s referred to as Rate of Travel, so let’s make this consistent and easier for the reader. I don’t think “speed of travel” is used anywhere else in the document.

8.8. Modified text to remove repetition (e.g. remove last sentence and add “group” to first sentence). Provide the option for the judge to provide the SCT and ROT in the briefing by changing “will” to “may”. In reality, judges rarely provide SCT and ROT for every height in every class at a trial, so we should change the rules to reflect that.

Original 8.9. This Rule (Orders from the Judge) is better combined with modified Rule 7.3 (Handler receiving orders and starting run) and can be removed to reduce repetition.

8.9 (Starting and Finishing Lines and timing). Change title of Rule to better reflect the content. Change text to include list of options for start/finish. This is much easier for the reader to find and understand the options. Include first and last obstacle in list of options because it is often the method used if timing gates are not working or not available.

8.9. Remove sentence “If the dog were to refuse the first or last obstacle it would not be entitled to a qualification so an exact time of the course would be irrelevant”. This seems strange and unnecessary to have a justification for this Rule but not others in the document.

8.9. Include the new last sentence. There should be an option to start time if the dog refuses first obstacle to avoid time wasting (where a max course time is set). A dog that refuses an obstacle mid-course and wastes time, gets time faults. Why should it be different for the first obstacle? Another example would be a dog that refuses first jump and waste 40s at the start line but then runs course in 29.5 sec will beat a dog that runs course in 30 sec and drops one bar. This doesn’t seem fair for deciding place getters.

8.10 (Removal of a Dog). Much of this Rule (Removal of dog) originally covered various aspects of misbehaviour of dog or Handler. I think the misbehaviour aspects should be moved to separate Rules as suggested under 7.5 (Misbehaviour).

8.11 (Withdrawal of exhibits). Remove “Steward” and use “Ring Assembler” to match wording proposed in 7.1 (see also justification for this change at 7.1).

8.13 (Stewards). Do we need to call any of these helpers “Stewards”? I suggest we call this Rule “Trial Helpers in the Ring”. Currently, Dogs QLD is requiring all “Stewards” to be Dogs Qld members. This is restrictive and difficult for clubs running trials who often struggle to get enough volunteers to run trials. At the moment, that applies to Assembly Stewards and Ring Stewards because they are the ones named as stewards in current Rules. This is semantics in action, but perhaps we change the wording so as to completely avoid the Dog Qld membership issue for these helpers. Use bold font for the titles of the four described helper roles.

8.13. First paragraph should be moved to Misbehaviour (7.5) because it’s not related to the duties of Stewards as described here. It’s much more related to Misbehaviour.

8.13. Why not include all helper roles in the last sentence?

8.10. Starting and Finishing Lines

The Starting and Finishing Lines are to consist of poles, clearly visible, a minimum of 1000 mm in height to signify a line across which a dog must cross to start and/or finish the run. These poles must be a minimum of six (6) metres apart and no more than one (1) metre from the first and last obstacle. Starting and finishing lines are not required if electronic timing gates are used. Where Starting and Finishing Lines are used, timing will start when the dog crosses the Starting Line and stop when any portion of the dog crosses the Finishing Line, provided the dog has not refused the last obstacle. In this case the dog must correctly negotiate the last obstacle before timing is stopped. Competitors and dogs must have a clear, straight and unobstructed path through the Starting and Finishing Lines when used in a course. If electronic gates are used, the Handler is not permitted to go through the Starting or Finishing device at any time. Where Electronic Timers are used, timing will start when the dog negotiates the first obstacle and stop when the dog negotiates the last obstacle. Electronic Timers should be placed as close as possible to the first and last obstacle. If the dog were to refuse the first or last obstacle it would not be entitled to a qualification so an exact time of the course would be irrelevant.

(QLD Proposed Change)

8.10. Starting and Finishing Lines

The Starting and Finishing Lines are to consist of poles, clearly visible, a minimum of 1000 mm in height to signify a line across which a dog must cross to start and/or finish the run. These poles must be a minimum of six (6) metres apart and no more than one (1) metre from the first and last obstacle.

Starting and finishing lines are not required if electronic timing gates are used.

Where Starting and Finishing Lines are used, timing will start when the dog crosses the Starting Line and stop when any portion of the dog crosses the Finishing Line, provided the dog has not refused the last obstacle. In this case the dog must correctly negotiate the last obstacle before timing is stopped.

Competitors and dogs must have a clear, straight and unobstructed path through the Starting and Finishing Lines when used in a course. There must be a minimum of five metres before the starting obstacles for the dog to set up. A minimum of 4 clear metres landing zone must be provided after the finish obstacle.

If electronic gates are used, the Handler is not permitted to go through the Starting or Finishing device at any time. Where Electronic Timers are used, timing will start when the dog negotiates the first obstacle and stop when the dog negotiates the last obstacle. Electronic Timers should be placed as close as possible to the first and last obstacle. If the dog were to refuse the first or last obstacle it would not be entitled to a qualification so an exact time of the course would be irrelevant.

QLD Proposed Rationale

Ensuring a safe take off and landing space for the dogs at entry and exit assists in preventing injury to the dog. Without a specified take off and landing zone, dogs often are forced to sit very close to the first jump, impacting jumping style and dogs can run into fences or twist their bodies at the finishing obstacle if there is not sufficient room for them to land at speed.

CURRENT RULE
9.3. A Tunnel under the Scramble or Dog Walk

 A Tunnel under the Scramble or Dog Walk must not be used in the Novice Class

QLD
9.3. A Tunnel under the Scramble or Dog Walk

 A Tunnel under the Scramble and/or Dog Walk ~~must not be used in the Novice Class~~ can be used in all classes with the exception of Novice in that only one Tunnel may be used under the Dog Walk.

RATIONALE
Allows courses to be nested more easily.

**9. DESCRIPTION OF TRIAL for AGILITY/JUMPING (Refer to Games rules for Games)**

**9.1. Catalogue**

Entries will be catalogued as 200, 300, 400, 500, and 600. The relevant obstacles will be adjusted in size with respect to the jump height categories.

**9.2. Order of obstacles**

In order that no event becomes stereotyped and to test both the dog's agility and the Handler's control, the Judge appointed by the Affiliate conducting the Trial should decide the order of the obstacles.

**9.3. A Tunnel under the Scramble or Dog Walk**

A Tunnel under the Scramble or Dog Walk must not be used in the Novice

**9.4. Back Side Hurdles**

Where a course is designed with a send to the backside of a hurdle, then the hurdle must be winged. This includes a bi-directional hurdle that is used twice.

**9.5. Obstacles are to be numbered in sequential order.**

Number markers to be marked as minimum 50 mm high lettering on one side only, and oriented in the pre-determined direction so the number can clearly be seen by the Handler while negotiating the course. Numbers markers to be placed to clearly indicate the direction that obstacle is to be taken. They must be manufactured so as not to cause injury if contacted by the Handler or dog.

**9.6. Attempt in the correct order.**

Every obstacle must be attempted in the correct order and direction as designated by the Judge.

**9.7. Distance between obstacles**

The straight line distance between the end of one obstacle to the start of the next obstacle measured from the centre of the exiting face to the centre of leading face of the next obstacle is to be a minimum of five (5) metres to a maximum of ten (10) metres.

Except that subject to rule 9.3 the distance between the end of a contact obstacle and the entry to a flexible tunnel under that contact may be less than 4 (four) metres when the direction of the course is from the contact to the tunnel.

Where individual height categories are scheduled then the minimum and maximum distance between obstacles are as follows;

|  |  |  |
| --- | --- | --- |
| **HEIGHT**  | **MINIMUM**  | **MAXIMUM** |
| 200mm  | 5 Metres  | 10 Metres |
| 300mm  | 5 Metres  | 10 Metres |
| 400mm  | 5 Metres  | 10 Metres |
| 500mm  | 5 Metres  | 10 Metres |
| 600mm  | 5 Metres  | 10 Metres |

**9.7.1.**Maximum course length for Agility and Jumping

|  |  |
| --- | --- |
| **Class**  | **Maximum Course Length** |
| Novice  | 180 Metres |
| Excellent / Open  | 200 Metres |
| Masters  | 220 Metres |
| Elite  | 240 Metres |

**9.8. Obstacles in the ring**

Only obstacles that are to be negotiated by the dog are to remain in the ring.
**9.9. Scoring**

To obtain a CLEAR ROUND a dog must negotiate the course within the SCT and not incur any faults as defined by the rules.

Any dog obtaining a clear round shall receive a Qualifying Certificate signed by the Judge.

**9.10. Faults**

**9.10.1.** Course Faults

Five (5) faults, (i.e. one Course Fault), are scored for each mistake a dog makes.

**9.10.2.** Time Faults

The time taken to complete the course will be measured and recorded up to 1/100 second. Time faults are scored as actual time over the SCT i.e. 3.38 seconds over the SCT scores 3.38 time faults.

**9.10.3.** Penalty Faults

Penalty Faults are those faults e.g. (disciplinary) incurred by the dog or Handler in addition to any time or course faults.

13

**9.10.4.** Total faults

A dog's total faults are the sum of the course faults, time faults and penalty faults. **9.11. Placings**

When working out the placings the following is to be taken into account:

a. Clear rounds and fastest times.

b. Total faults, which are, course faults plus time faults plus penalty faults.

c. In cases where the total faults are the same, then the dog with the least course faults will be placed first. Except if that dog has Penalty faults. Any dog with penalty faults must not be considered for a placing due to the seriousness of their nature.

d. In cases where the total faults and the course faults are the same then the fastest dog will be placed first.

**9.12. Tied Score**

In the event of a Tied Score, (identical course faults and course times) the result shall be decided by a run-off.

9.12. Tied Score In the event of a Tied Score, (identical course faults and course times) the result shall be decided by a run-off or, if one of the competitors may agree to accept second place rather than a run-off.

Competitors may prefer not to run again for any reason

**(QLD) Proposed changes**

**9. DESCRIPTION OF TRIAL for AGILITY/JUMPING (Refer to Games rules for Games)**

**9.1. Catalogue**

Entries will be catalogued as 200, 300, 400, 500, and 600. The relevant obstacles will be adjusted in size with respect to the jump height categories.

**9.2. Order of obstacles**

In order that no event becomes stereotyped and to test both the dog's agility skills and the Handler's control, the Judge appointed by the Affiliate conducting the Trial should design the course and decide the order of the obstacles.

**9.3. A Tunnel under the Scramble or Dog Walk**

A Tunnel under the Scramble or Dog Walk must not be used in the Novice Class. **9.4. Back Side Hurdles**

Where a course is designed with a send to the backside of a hurdle, then the hurdle must be winged. This includes a bi-directional hurdle that is used twice.

**9.5. Obstacles are to be numbered in sequential order.**

Number markers to be marked as minimum 50 mm high lettering on one side only, and oriented in the pre-determined direction so the number can clearly be seen by the Handler while negotiating the course. Numbers markers to be placed to clearly indicate

the direction that obstacle is to be taken. They must be manufactured so as not to cause injury if contacted by the Handler or dog.

**9.6. Attempt in the correct order.**

Every obstacle must be attempted in the correct order and direction as designated by the Judge.

**9.7. Wrong Course**

A Wrong Course occurs when the dog negotiates, or interacts with an obstacle out of the numbered order, negotiates an obstacle in the wrong direction, passes under the bar of a Hurdle in the wrong direction, weaves two (2) or more gaps in the weaving poles in the wrong direction.

**9.8~~7~~. Distance between obstacles**

The straight line distance between the end of one obstacle to the start of the next obstacle measured from the centre of the exiting face to the centre of leading face of the next obstacle is to be a minimum of ~~five (~~5~~)~~ to a maximum of ~~ten (~~10~~)~~ metres.This also applies when individual height categories are scheduled and to all heights.

Except that subject to rule 9.3 the distance between the end of a contact obstacle and the entry to a flexible tunnel under that contact may be less than 5 ~~4 (four)~~ metres when the direction of the course is from the contact to the tunnel.

~~Where individual height categories are scheduled then the minimum and maximum distance between obstacles are as follows;~~

|  |  |  |
| --- | --- | --- |
| **~~HEIGHT~~**  | **~~MINIMUM~~**  | **~~MAXIMUM~~** |
| ~~200mm~~  | ~~5 Metres~~  | ~~10 Metres~~ |
| ~~300mm~~  | ~~5 Metres~~  | ~~10 Metres~~ |
| ~~400mm~~  | ~~5 Metres~~  | ~~10 Metres~~ |
| ~~500mm~~  | ~~5 Metres~~  | ~~10 Metres~~ |
| ~~600mm~~  | ~~5 Metres~~  | ~~10 Metres~~ |

**9.9~~7~~.**Maximum course length and obstacles for Agility and Jumping

|  |  |  |
| --- | --- | --- |
| **Class**  | **Maximum Course Length** | **Number of obstacles** |
| Novice  | 180 Metres | 14-16 |
| Excellent / Open  | 200 Metres | 16-20 |
| Masters  | 220 Metres | 20-24 |
| Elite  | 240 Metres | 22-28 |

**9.10~~8~~. Obstacles in the ring**

Only obstacles that are to be negotiated by the dog are to be ~~remain~~ in the ring.

**9.11~~9~~. Clear Round ~~Scoring~~**

To obtain a Clear Round ~~CLEAR ROUND~~ a dog must negotiate the course within the SCT and not incur any faults as defined by the rules.

Any dog obtaining a clear round shall receive a Qualifying Certificate signed by the Judge.

**9.12~~0~~. Faults**

**9.12~~0~~.1.** Course Faults

Five (5) faults, (i.e. one Course Fault), are scored for each mistake a dog makes.

**9.12~~0~~.2.** Time Faults

The time taken to complete the course will be measured and recorded up to 1/100 second. Time faults are scored as actual time over the SCT i.e. 3.38 seconds over the SCT scores 3.38 time faults.

**9.12~~0~~.3.** Penalty Faults

Penalty Faults are those faults e.g. (disciplinary) incurred by the dog or Handler in addition to any time or course faults. If Penalty faults are incurred, the dog can not place (see 9.13-a).

**9.12~~0~~.4.** Total faults

A dog's total faults are the sum of the course faults, time faults and penalty faults. **9.13~~1~~. Placings**

When working out the placings the following is to be taken into account:

a. Any dog with penalty faults must not be considered for a placing due to the seriousness of their nature.

b. The fastest dog with the least course faults will place first. The next fastest dog with the least course faults will place second and so forth for all remaining places. ~~Clear rounds and fastest times.~~

~~b. Total faults, which are, course faults plus time faults plus penalty faults.~~

c. In cases where ~~the~~ total ~~faults and the~~ course faults are the same, then the fastest dog will ~~be~~ place~~d~~ higher ~~first~~.

~~In cases where the total faults are the same, then the dog with the least course faults will be placed first. Except if that dog has Penalty faults. Any dog with penalty faults must not be considered for a placing due to the seriousness of their nature.~~

d. In the event that the total eligible faults (course faults + time faults) are the same, then the dog with the least course faults will place higher.

**9.14~~2~~. Tied placings and run-off~~Score~~**

In the event of a tied placing~~Tied Score~~, (identical course faults and course times) the result shall be decided by a run-off. The re-run totally supersedes the original run and no aspect of the original run is to be retained in scoring the re-run.

**(QLD) Rationale**

9.7. (Wrong Course). Moved this rule from 2.6 because it was in a random collection of “Definitions” and makes more sense for it to be listed with other descriptions of the trial. It seems a good spot to have it after the description of running the course in the correct order (9.6), then describe what the incorrect order is (i.e. wrong course). Also added the phrase “or interacts with” in first sentence to cover other things like a dog jumping on or over a tunnel, or running through weaves that are not the active obstacle.

9.8 (Distance between obstacles). The table for min to max distances is redundant and should be removed. All height information is adequately covered in the text with all height classes being 5-10m. Corrected 4 to 5m for the distance of contact to tunnel. Moved last sentence to end of first paragraph.

9.9. (Maximum course length and obstacles for Agility and Jumping). Add range of obstacles allowed for each class which was removed from Table 23.

9.11. (Clear Round). Change title of this rule from “Scoring” to “Clear Round” because that is what is described in this paragraph.

9.12. (Faults). If starting from scratch, would we say that one fault is worth five faults? It’s confusing for any new people. There may be a better, more clear way to describe the fault system. It works ok as is, but it just sounds strange.

9.12.3. (Penalty Faults). Added sentence as end to reiterate the implications of any Penalty faults (i.e. the dog can not place).

9.13. (Placings). Current wording of this Rule is confusing. I think the intention of fasted dog with least faults is obvious, so why not use that wording? Also, I think move the point about Penalty faults to the top because it overrides all other placing methods. Reworded try to remove unnecessary repetition and improve clarity.

9.14. (Tied placings and run-off). Change title of this rule from “Tied Score” to “Tied placings and run-off” because that is what is described in this paragraph. I think it is more clear to talk about placings which takes into account total faults and time, rather than “Score” which may imply the faults.

===========================================

CURRENT RULE

9.7. Distance between obstacles
The straight line distance between the end of one obstacle to the start of the next obstacle measured from the centre of the exiting face to the centre of leading face of the next obstacle is to be a minimum of five (5) metres to a maximum of ten (10) metres.
Except that subject to rule 9.3 the distance between the end of a contact obstacle and the entry to a flexible tunnel under that contact may be less than 4 (four) metres when the direction of the course is from the contact to the tunnel.
Where individual height categories are scheduled then the minimum and maximum distance between obstacles are as follows;

|  |  |  |
| --- | --- | --- |
| HEIGHT | MINIMUM | MAXIMUM |
| 200 | 5 Metres | 10 Metres |
| 300 | 5 Metres | 10 Metres |
| 400 | 5 Metres | 10 Metres |
| 500 | 5 Metres | 10 Metres |
| 600 | 5 Metres | 10 Metres |

QLD
9.7. Distance between obstacles
The straight line distance between the end of one obstacle to the start of the next obstacle measured from the centre of the exiting face to the centre of leading face of the next obstacle is to be a minimum of five (5) metres to a maximum of ten (10) metres.
~~Except that subject to rule 9.3 the distance between the end of a contact obstacle and the entry to a flexible tunnel under that contact may be less than 4 (four) metres when the direction of the course is from the contact to the tunnel.~~
Where individual height categories are scheduled then the minimum and maximum distance between obstacles are as follows;

|  |  |  |
| --- | --- | --- |
| HEIGHT | MINIMUM | MAXIMUM |
| 200 | 5 Metres | 10 Metres |
| 300 | 5 Metres | 10 Metres |
| 400 | 5 Metres | 10 Metres |
| 500 |  5 Metres | 10 Metres |
| 600 | 5 Metres | 10 Metres |

RATIONALE – For safety and to avoid potential harm to fast moving/larger dogs when having to turn sharply at speed off the contact into the tunnel entrance set closer than 4 metres.

CURRENT RULE

9.7. Distance between obstacles
The straight line distance between the end of one obstacle to the start of the next obstacle measured from the centre of the exiting face to the centre of leading face of the next obstacle is to be a minimum of five (5) metres to a maximum of ten (10) metres.
Except that subject to rule 9.3 the distance between the end of a contact obstacle and the entry to a flexible tunnel under that contact may be less than 4 (four) metres when the direction of the course is from the contact to the tunnel.
Where individual height categories are scheduled then the minimum and maximum distance between obstacles are as follows;

|  |  |  |
| --- | --- | --- |
| HEIGHT | MINIMUM | MAXIMUM |
| 200 | 5 Metres | 10 Metres |
| 300 | 5 Metres | 10 Metres |
| 400 | 5 Metres | 10 Metres |
| 500 | 5 Metres | 10 Metres |
| 600 | 5 Metres | 10 Metres |

QLD
9.7. Distance between obstacles
The straight line distance between the end of one obstacle to the start of the next obstacle measured from the centre of the exiting face to the centre of leading face of the next obstacle is to be a minimum of ~~five~~ ~~(5)~~ six (6) metres to a maximum of ten (10) metres.
Except that subject to rule 9.3 the distance between the end of a contact obstacle and the entry to a flexible tunnel under that contact may be less than 4 (four) metres when the direction of the course is from the contact to the tunnel~~.~~
Where individual height categories are scheduled then the minimum and maximum distance between obstacles are as follows;

|  |  |  |
| --- | --- | --- |
| HEIGHT | MINIMUM | MAXIMUM |
| 150 | 5 Metres | 8 Metres |
| 200 | 5 Metres | ~~10 Metres~~ 8 Metres |
| 300 | 5 Metres | ~~10 Metres~~ 8 Metres |
| 400 | ~~5 Metres~~ 6 Metres | 10 Metres |
| 500 | ~~5 Metres~~ 7 Metres | 10 Metres |
| 600 | ~~5 Metres~~ 7 Metres | 10 Metres |

RATIONALE – The increased distance in jump strides is found to be safer for all height dogs especially the larger striding dogs who are still regularly having to negotiate obstacles 5 metres apart at risk of serious injury.

**9.13. The Course**

To successfully negotiate the course the dog must (where applicable):

a. Jump the Broad Jump by entering between the front poles, jumping the boards and exiting between the rear poles. The Broad Jump may be jumped from both directions when the highest board is in the middle.

b. Go up the plank of the Dog Walk in a safe manner negotiate the top section and then descend the down plank placing at least one (1) foot or part of a foot in the contact area.

c. Jump through the Hoop.

d. Jump the Hurdles and the Spread Hurdles.

e. Clearly negotiate the Scramble by climbing up the ramp and by climbing down the other side. The dog must place at least one (1) foot or part of a foot in the contact area of the Scramble on the way down.

f. Go up the Seesaw, placing at least one (1) foot or part of a foot in the contact area, cross the balance point and descend, placing at least one (1) foot or part of a foot in the contact area. The dog must not leave the Seesaw until the plank has touched the ground.

g. Go through the Tunnel/s from the front and exit at the other end.

h. Enter the Weaving Poles through the space between the first two poles, with the first pole on the dog's left. Then the dog must weave between each Weaving Pole.

**9.14. Course faults**

Five faults will be incurred if the dog

a. Enters through the two front poles of the Broad Jump and exits through the side. Also, if the dog displaces, lands on or fails to jump the boards while negotiating the Broad Jump. Dogs clipping boards to be penalised only when boards are displaced.

b. Misses the contact area of the Dog Walk on the way down.

c. Any part of an obstacle including the hoop is dislodged by the dog or the Handler whilst negotiating that obstacle.

d. Misses the contact area on the Scramble on the way down.

e. Leaves the plank of the Seesaw before it has touched the ground.

f. Fails to touch the ‘up’ contact area of the Seesaw on the way up or the ‘down’ contact area on the way down. If both are missed it must be counted as two (2) faults.

g. In the Weaving Poles, after the dog has entered correctly, the dog fails to negotiate a gap. No further penalties will be incurred for the dog not negotiating any other gaps. Dog must continue after missing a gap. Repeating any part of the weaving poles will be judged as wrong course

h. any obstacle is refused

**9.15. Refusal of an obstacle**

It is the Judge's decision as to when a refusal to take an obstacle has occurred the obstacle must be re-attempted.

A refusal can only be called when the following conditions are met:

∙ The dog is on the take-off side of the obstacle

∙ The dog is on the approach side of the obstacle

∙ The refusal line does NOT become active until the dog has started the approach to the obstacle.

A refusal is called when:

a. the dog fails to make an attempt at an obstacle

b. Approaching an obstacle turns away, hesitates, deviates or stops within one (1) metre in front of the obstacle it should be negotiating.

c. Attempting the Broad Jump a dog does not enter between the two (2) front poles or does not attempt to jump the boards.

d. Attempting the Dog Walk a dog fails to ascend the up ramp or comes off the obstacle before reaching the horizontal section.

e. Attempting the Hurdles a dog fails to pass between the two uprights. f. Attempting the Scramble a dog fails to ascend the up ramp or comes off the obstacle before the apex.

g. Attempting the Seesaw a dog fails to ascend the plank or comes off the obstacle before the pivot point.

h. Attempting the Weaving Poles a dog runs past the first pole to the left of the Weaving Poles or past the second pole to the right of the Weaving Poles

**9.16. Disqualification**

A dog will be disqualified if:

a. It accumulates three refusals.

b. It does not re-attempt a missed or refused obstacle.

c. It takes the wrong course.

d. It repeats any gap either missed or completed in the Weaving Poles. e. It fouls while under the control of the judge. This includes all bodily excretions excluding saliva.

f. In the Judge's opinion, the dog is out of control.

g. The Handler physically contacts the dog in a manner that assists it. h. The Handler touches the equipment to assist the dog or deliberately alters the position of any equipment in the ring without the judge's consent.

i. Any Handler carries food or wears or carries aids (balls, bumbags, toys, dummies etc.) into the Ring.

j. Any Handler ducks under or jumps over any obstacle, or steps (or goes) through the weavers whilst negotiating the course.

15

k. After the Judge has indicated that the Handler may start and the Handler has crossed the Starting Line, the Handler returns across the Starting Line. Handlers may not cross the start line plane if the dog runs past the start line unless a refusal has occurred.

l. It performs an obstacle in any manner in which the judge feels the dog has clearly endangered itself, the handler, or anyone else.

m. the handler fails to obey a judge’s order

n. the handler physically assists the dog over the line at the start

o. The handler steps on or over the distance handling line in the open class during the challenge.

p. The handler in the opinion of the judge unduly delays starting the course or exiting the ring once finished

In the event that a dog is disqualified under items a, b, c, d, k, o the handler and dog will be permitted to complete the course.

**(QLD) Proposed changes**

**9.15~~3~~. The Course**

To successfully negotiate the course the dog must (where applicable):

a. Jump the Broad Jump by entering between the front poles, jumping the boards and exiting between the rear poles. The Broad Jump may be jumped from both directions when the highest board is in the middle.

b. Go up the plank of the Dog Walk in a safe manner, negotiate the top section and then descend the down plank placing at least one (1) foot or part of a foot in the contact area.

c. Jump through the Hoop.

d. Jump the Hurdles and the Spread Hurdles.

e. Clearly negotiate the Scramble by climbing up the ramp and by climbing down the other side. The dog must place at least one (1) foot or part of a foot in the contact area of the Scramble on the way down.

f. Go up the Seesaw, placing at least one (1) foot or part of a foot in the contact area, cross the balance point and descend, placing at least one (1) foot or part of a foot in the contact area. The dog must not leave the Seesaw until the plank has touched the ground.

g. Go through the Tunnel/s from the front and exit at the other end.

h. Enter the Weaving Poles through the space between the first two poles, with the first pole on the dog's left. Then the dog must weave between each Weaving Pole.

**9.16~~4~~. Course faults**

Five faults will be incurred if the dog

a. Enters through the two front poles of the Broad Jump and exits through the side. Also, if the dog displaces, lands or steps on or fails to jump the boards while negotiating the Broad Jump. Dogs clipping boards to be penalised only when boards are displaced.

b. Misses the contact area of the Dog Walk on the way down.

c. Any part of an obstacle including the hoop is dislodged by the dog or the Handler whilst negotiating that obstacle.

d. Misses the contact area on the Scramble on the way down.

e. Leaves the plank of the Seesaw before it has touched the ground.

f. Fails to touch the ‘up’ contact area of the Seesaw on the way up or the ‘down’ contact area on the way down. If both are missed it must be counted as two (2) faults.

g. In the Weaving Poles, after the dog has entered correctly, the dog fails to negotiate a gap. No further penalties will be incurred for the dog not negotiating any other gaps. Dog must continue after missing a gap. Repeating any part of the weaving poles will be judged as wrong course

h. Places feet on, or jumps on or over a tunnel that it should be negotiating

i. ~~h.~~ any obstacle is refused

**9.17~~5~~. Refusal of an obstacle**

It is the Judge's decision as to when a refusal to take an obstacle has occurred the obstacle must be re-attempted.

A refusal can only be called when the following conditions are met:

∙ The dog is on the take-off side of the obstacle

∙ The dog is on the approach side of the obstacle

∙ The dog is considered to be on approach to the obstacle. It is the Judge’s decision when the dog is considered to be on approach and generally includes the dog being within the last third of the distance to the next obstacle while moving towards the approach side of the obstacle.

∙ The refusal line does not ~~NOT~~ become active until the dog has started the approach to the obstacle. The refusal line is a line across the face and extending either side of approach side of the obstacle such that when the dog is considered to be on approach to the obstacle, a refusal occurs if they cross the refusal line without correctly negotiating the obstacle, unless otherwise described below

A refusal is called when:

a. ~~t~~The dog fails to make an attempt at an obstacle

b. ~~Approaching an obstacle~~ After being considered to be on approach to the obstacle it should be negotiating, the dog turns away, hesitates, deviates, or stops ~~within one (1) metre in front of the obstacle it should be negotiating~~.

c. Attempting the Broad Jump a dog does not enter between the two (2) front poles or does not attempt to jump the boards (i.e. walks across the planks).

d. Attempting the tunnel, any part of the dog crosses the refusal line into the tunnel and then comes back out.

e ~~d~~. Attempting the Dog Walk a dog fails to ascend the up ramp or comes off the obstacle before reaching the horizontal section, or while still on the ground next to the obstacle, goes past the approach contact area.

f ~~e~~. Attempting the Hurdles a dog fails to pass between the two uprights.

g ~~f~~. Attempting the Scramble a dog fails to ascend the up ramp or comes off the obstacle before the apex, or while still on the ground next to the obstacle, goes past the approach contact area..

h ~~g~~. Attempting the Seesaw a dog fails to ascend the plank or comes off the obstacle before the pivot point. While still on the ground next to the obstacle, goes past the approach contact area.

i ~~h~~. Attempting the Weaving Poles a dog runs past the first pole to the left of the Weaving Poles or past the second pole to the right of the Weaving Poles

**9.18~~6~~. Disqualification**

A dog will be disqualified if:

a. It accumulates three refusals.

b. It does not re-attempt a missed or refused obstacle.

c. It takes the wrong course.

d. It repeats any gap either missed or completed in the Weaving Poles. e. It fouls while under the control of the judge. This includes all bodily excretions excluding saliva.

f. In the Judge's opinion, the dog is out of control.

g. The Handler physically contacts the dog in a manner that assists it. h. The Handler touches the equipment to assist the dog or deliberately alters the position of any equipment in the ring without the judge's consent.

i. Any Handler carries food or wears or carries aids (balls, bumbags, toys, dummies etc.) into the Ring.

j. Any Handler ducks under or jumps over any obstacle, or steps (or goes) through the weavers whilst negotiating the course.

k. After the Judge has indicated that the Handler may start and the Handler has crossed the Starting Line in the direction of the first obstacle, the Handler returns across the Starting Line. The Handler cannot re-cross the Starting Line or return to the dog unless the dog has refused or performed the first obstacle (with or without fault). ~~Handlers may not cross the start line plane if the dog runs past the start line unless a refusal has occurred.~~

l. It performs an obstacle in any manner in which the judge feels the dog has clearly endangered itself, the handler, or anyone else.

m. the handler fails to obey a judge’s order

n. the handler physically assists the dog over the line at the start

o. The handler steps on or over the distance handling line in the open class during the challenge.

p. The handler in the opinion of the judge unduly delays starting the course or exiting the ring once finished

~~In the event that~~ If a dog is disqualified under items a, b, c, d, k, o the handler and dog will be permitted to complete the course.

**(QLD) Rationale**

9.17. (Refusal of an obstacle). There is a lot of variation in what judges consider to be “on approach” so I think this is an opportunity to try to bring more consistency into the rule interpretation by adding a dot point to clarify this.

9.17. The refusal line is not described anywhere in Rules and is completely open to various interpretations unless we make some attempt to define it. I think we should also include some diagrams to illustrate several refusal situations (similar to what NZ rules and UKA rules have) and the location of the refusal line.

9.17-b. Confusing wording. It was not clear if the dog needed to be within 1 m of the obstacle before any of these actions would be considered a refusal (e.g. turns away within 1m, or hesitates within 1m, or stops within 1m), or if it was only when it stopped within 1m and the others could be further away. I think remove the 1m rule which is confusing and unrealistic for different height and speed of dogs. Clarify that it is when the dog is considered to be “on approach”.

9.17-d. Add this rule to clarify how refusals of tunnels are judged. At the moment it is currently not described in the rules.

9.17-e. Add text to better clarify what constitutes a refusal for the contacts.

9.18-k. Replacing the deleted sentence below with this one to try to improve clarity. The original sentence was difficult to understand and appeared to contradict itself. Including clarification about the direction of crossing the start line so that this allows for push to back starts if the handler wants to. It also means that as soon as the dog has performed the first obstacle (with or without fault), the handler can cross the line (not just if there is a refusal).

**10. NOVICE AGILITY CLASS (14-16 OBSTACLES)**

There is no limit to the number of times an obstacle can be used, with the exception of the contact obstacles, Spread Hurdle, and Weaving Poles, which are not to be negotiated more than once.

MANDATORY

Broad Jump/s

Dog Walk

Hoop/s

Hurdle/s

Spread Hurdle

Scramble

Flexible Tunnel/s

Weaving Poles - 12

**11. EXCELLENT AGILITY CLASS (16-20 OBSTACLES)**

There is no limit to the number of times an obstacle can be used, with the exception of the contact obstacles and Weaving Poles, which are not to be negotiated more than once.

**MANDATORY**

Broad Jump/s

Dog Walk

Hoop/s

Hurdle/s

Spread Hurdle

Scramble

Seesaw

Flexible Tunnel/s

Weaving Poles-12

**12. MASTER AGILITY CLASS (20-24 OBSTACLES)**

All obstacles listed below must be performed. The Weaving Poles can only be negotiated once.

**MANDATORY**

Broad Jump/s

Dog Walk/s

Hoop/s

Hurdle/s

Spread Hurdle/s

Scramble/s

Seesaw/s

Flexible Tunnel/s

Weaving Poles-12

**13. ELITE AGILITY CLASS (22-28) OBSTACLES)**

It is expected that challenges should be greater than that for the Master Class

There is no limit to the number of times an obstacle can be re-negotiated in the Elite Agility Class.

All equipment is mandatory

All obstacles below must be performed

Whilst 12 weave poles are mandatory further repetitions can be broken down into smaller numbers of poles.

**MANDATORY Optional**

Broad Jump/s 4 to less than 12 weave poles

Dog Walk/s

Hoop/s

Hurdle/s

Spread Hurdle/s

Scramble/s

Seesaw/s

Flexible Tunnel/s

Weaving Poles-12

**14. OPEN AGILITY CLASS (16-20 OBSTACLES)**

There is no limit to the number of times an obstacle can be used, with the exception of the contact obstacles and Weaving Poles, which are not to be negotiated more than once.

**MANDATORY Optional**

Dog Walk Broad Jump/s

Hurdle/s Spread Hurdle/s

Scramble Hoop/s

Seesaw

Flexible Tunnel/s

Weaving Poles-12

**15. NOVICE JUMPING CLASS (14-16 OBSTACLES)**

There is no limit to the number of times an obstacle can be re- negotiated in the Novice Jumping class with the exception of the Spread Hurdle, which can only be negotiated once.

**MANDATORY**

Broad Jump/s

Hoop

Flexible Tunnel/s

Hurdle/s

Spread Hurdle

**16. EXCELLENT JUMPING CLASS (16-20 OBSTACLES)**

There is no limit to the number of times an obstacle can be re-negotiated in the Excellent Class.

**MANDATORY**

Broad Jump/s

Hoop

Flexible Tunnel/s

Hurdle/s

Spread Hurdle

**17. MASTER JUMPING CLASS (20-24 OBSTACLES)**

There is no limit to the number of times an obstacle can be re-negotiated in the Master Class.

**MANDATORY**

Broad Jump/s

Hoop

Flexible Tunnel/s

Hurdle/s

Spread Hurdle/s

**18. ELITE JUMPING CLASS (22-28 OBSTACLES)**

It is expected that challenges should be greater than that of the Master Class

There is no limit to the number of times an obstacle can be re-negotiated in the Elite Jumping Class.

All obstacles listed below must be performed.

**MANDATORY**

Broad Jump/s

Hoop/s

Flexible Tunnel/s

Hurdle/s

Spread Hurdle/s

**19. OPEN JUMPING CLASS (16-20 OBSTACLES)**

There is no limit to the number of times an obstacle can be re-negotiated in the Open Jumping Class.

All obstacles listed below must be performed.

**MANDATORY**

Broad Jump/s

Hoop/s

Flexible Tunnel/s

Hurdle/s

Spread Hurdle/s

**20. DISTINGUISHING FEATURES OF OPEN AGILITY AND OPEN JUMPING**

The Open Agility and Open Jumping Classes are only to be conducted with all height categories competing together on the same course and with the same Standard Course Time.

The Open Agility Class and the Open Jumping Class must be designed to at least Excellent Class standard and must contain a distance handling challenge:

The Distance Handling Challenge is one section of a course that requires the Handler to handle the dog from beyond a Distance Handling Line.

a. The Distance Handling Line is a line over which a Handler must not cross during the distance handling challenge. The challenge begins when the dog starts to perform the first obstacle in the challenge, and ends when the dog has completed the last obstacle in the challenge. If the challenge starts at the first obstacle the handler may cross the line and then leave the challenge zone before the dog starts without penalty, but if they are inside the challenge line when their dogs takes the first obstacle rule b) applies and they are to be disqualified.

b. A dog will be disqualified if the handler steps on or over the Distance Handling Line during the challenge.

c. The Distance Handling Line is to be between five (5) to seven (7) metres from to the centre of the obstacle at the furthest point of the challenge.

d. The number of obstacles to be used in the Distance Handling Challenge is to be three (3) to (five) 5.

e. The Obstacles used in the Distance Handling Challenge must be selected from Flexible Tunnel/s, Hurdle/s, Spread Hurdle, Scramble, or Broad Jump.

**(QLD) Proposed changes**

**10. Description of Agility and Jumpers Classes and associated obstacles**

**10.1 Special Jumps**

The special jumps include the Hoop, Broad Jump and Spread Jump. At least one of these need to be used in each Agility class, and at least two used in each Jumpers class described below.

**10.2. NOVICE AGILITY CLASS (14-16 OBSTACLES)**

There is no limit to the number of times an obstacle can be used, except for ~~with the exception of~~ the contact obstacles, Spread Hurdle, Hoop and Weaving Poles, which are not to be negotiated more than once.

**MANDATORY**

~~Broad Jump/s~~

Hurdles

Dog walk

Scramble

Flexible tunnel/s

Weaving poles (12)

**At least one of the following**

Hoop

Broad jump/s

~~Hurdle/s~~

Spread hurdle

~~Scramble~~

~~Flexible Tunnel/s~~

~~Weaving Poles - 12~~

**10.3~~1~~. EXCELLENT AGILITY CLASS (16-20 OBSTACLES)**

There is no limit to the number of times an obstacle can be used, ~~with the exception of~~ except for the contact obstacles, Hoop and Weaving Poles, which are not to be negotiated more than once.

**MANDATORY**

Hurdle/s

Dog walk

Scramble

Seesaw

Flexible tunnel/s

Weaving poles (12)

**At least one of the following:**

Hoop

Broad jump/s

Spread hurdle/s

~~Broad Jump/s~~

~~Dog Walk~~

~~Hoop/s~~

~~Hurdle/s~~

~~Spread Hurdle~~

~~Scramble~~

~~Seesaw~~

~~Flexible Tunnel/s~~

~~Weaving Poles-12~~

**10.4~~2~~. MASTER AGILITY CLASS (20-24 OBSTACLES)**

There is no limit to the number of times an obstacle can be used, except for the Hoop and Weaving Poles, which are not to be negotiated more than once.

~~All obstacles listed below must be performed. The Weaving Poles can only be negotiated once.~~

**MANDATORY**

Hurdle/s

Dog walk

Scramble

Seesaw

Flexible tunnel/s

Weaving poles (12)

**At least one of the following:**

Hoop

Broad jump/s

Spread hurdle/s

~~Broad Jump/s~~

~~Dog Walk/s~~

~~Hoop/s~~

~~Hurdle/s~~

~~Spread Hurdle/s~~

~~Scramble/s~~

~~Seesaw/s~~

~~Flexible Tunnel/s~~

~~Weaving Poles-12~~

**10.5~~3~~. ELITE AGILITY CLASS (22-28) OBSTACLES)**

It is expected that challenges should be greater than that for the Master Class

There is no limit to the number of times an obstacle can be re-negotiated in the Elite Agility Class, except for the Hoop that can only be negotiated once.

~~All equipment is mandatory~~

~~All obstacles below must be performed~~

Whilst 12 weave poles are mandatory further repetitions can be broken down into smaller numbers of poles.

**MANDATORY**

Hurdle/s

Dog walk

Scramble

Seesaw

Flexible tunnel/s

Weaving poles - 12

**At least one of the following:**

Hoop

Broad jump/s

Spread hurdle

**Optional**

4 to less than 12 weave poles

~~Broad Jump/s 4 to less than 12 weave poles~~

~~Dog Walk/s~~

~~Hoop/s~~

~~Hurdle/s~~

~~Spread Hurdle/s~~

~~Scramble/s~~

~~Seesaw/s~~

~~Flexible Tunnel/s~~

~~Weaving Poles-12~~

**10.6~~4~~. OPEN AGILITY CLASS (16-20 OBSTACLES)**

There is no limit to the number of times an obstacle can be used, ~~with the exception of~~ except for the contact obstacles, Hoop and Weaving Poles, which are not to be negotiated more than once.

**MANDATORY Optional**

Dog walk Broad jump/s

Hurdle/s Spread hurdle/s

Scramble Hoop

Seesaw

Flexible tunnel/s

Weaving poles-12

**10.7~~5~~. NOVICE JUMPING CLASS (14-16 OBSTACLES)**

There is no limit to the number of times an obstacle can be re- negotiated in the Novice Jumping class ~~with the exception of~~ except for the Spread Hurdle and Hoop, which can only be negotiated once.

**MANDATORY**

Hurdles

Flexible tunnel/s

**At least two of the following:**

Broad jump/s

Hoop

~~Flexible Tunnel/s~~

~~Hurdle/s~~

Spread hurdle

**10.8~~6~~. EXCELLENT JUMPING CLASS (16-20 OBSTACLES)**

There is no limit to the number of times an obstacle can be re-negotiated in the Excellent Class, except for the Hoop that can only be negotiated once.

**MANDATORY**

Hurdles

Flexible tunnel/s

**At least two of the following:**

Broad jump/s

Hoop

~~Flexible Tunnel/s~~

~~Hurdle/s~~

Spread hurdle/s

**10.9~~7~~. MASTER JUMPING CLASS (20-24 OBSTACLES)**

There is no limit to the number of times an obstacle can be re-negotiated in the Master Class, except for the Hoop that can only be negotiated once.

**MANDATORY**

Hurdles

Flexible tunnel/s

**At least two of the following:**

Broad jump/s

Hoop

~~Flexible Tunnel/s~~

~~Hurdle/s~~

Spread hurdle/s

**10.10~~8~~. ELITE JUMPING CLASS (22-28 OBSTACLES)**

It is expected that challenges should be greater than that of the Master Class

There is no limit to the number of times an obstacle can be re-negotiated in the Elite Jumping Class, except for the Hoop that can only be negotiated once.

~~All obstacles listed below must be performed.~~

**MANDATORY**

Hurdles

Flexible tunnel/s

**At least two of the following:**

Broad jump/s

Hoop/s

~~Flexible Tunnel/s~~

~~Hurdle/s~~

Spread hurdle/s

**10.11~~9~~. OPEN JUMPING CLASS (16-20 OBSTACLES)**

There is no limit to the number of times an obstacle can be re-negotiated in the Open Jumping Class, except for the Hoop that can only be negotiated once.

~~All obstacles listed below must be performed.~~

**MANDATORY**

Hurdles

Flexible tunnel/s

**At least two of the following:**

Broad jump/s

Hoop~~/s~~

~~Flexible Tunnel/s~~

~~Hurdle/s~~

Spread hurdle/s

**11~~20~~. DISTINGUISHING FEATURES OF OPEN AGILITY AND OPEN JUMPING**

The Open Agility and Open Jumping Classes are only to be conducted with all height categories competing together on the same course and with the same Standard Course Time.

The Open Agility Class and the Open Jumping Class must be designed to at least Excellent Class standard and must contain a distance handling challenge:

The Distance Handling Challenge is one section of a course that requires the Handler to handle the dog from beyond a Distance Handling Line.

a. The Distance Handling Line is a line over which a Handler must not cross during the distance handling challenge. The challenge begins when the dog starts to perform the first obstacle in the challenge, and ends when the dog has completed the last obstacle in the challenge. ~~If the challenge starts at the first obstacle the handler may cross the line and then leave the challenge zone before the dog starts without penalty, but if they are inside the challenge line when their dogs takes the first obstacle rule b) applies and they are to be disqualified.~~

b. A dog will be disqualified if the handler steps on or over the Distance Handling Line during the challenge.

c. The Distance Handling Line is to be between five (5) to seven (7) metres from to the centre of the obstacle at the furthest point of the challenge.

d. The number of obstacles to be used in the Distance Handling Challenge is to be three (3) to (five) 5.

e. The Obstacles used in the Distance Handling Challenge must be selected from Flexible Tunnel/s, Hurdle/s, Spread Hurdle, Scramble, or Broad Jump.

**(QLD) Rationale**

10. I suggest adding a heading for class descriptions to be above all the classes.

10.1. (Special Jumps). I propose adding the option to leave out two of the three special jumps from Agility classes and one from Jumpers classes. Course design can be restrictive In order to provide safe approaches to all three of these 'special jumps'. Where a good course design can not safely accommodate all three, this new rule would provide judges with flexibility to not use one (jumping) or two (agility). Agility also has the extra requirement for safe approaches to contacts, so is even more restrictive than Jumpers. If a special jump is omitted, it is most likely that the course design would be of adequate difficulty to compensate for the removal of a special jump challenge.

10.2. (Novice Agility ….). More and more clubs are using the Galican barn door style Hoop, which once hit and opened poses a significant risk of injury if attempted again, especially in the opposite direction. While this should be obvious to judges, safety criteria should be included in the Rules so mistakes don't happen. This one-use rule would apply to all Jumping and Agility classes. The other option would be to specify this rule only for swing-open style Hoops.

10.4. (Master Agility…). Remove this sentence “All obstacles listed below must be performed. The Weaving Poles can only be negotiated once.” It is not necessary to repeat this information which is covered in the first sentence and is obvious that all the items listed as Mandatory need to be performed.

11. (Distinguishing features of Open Agility and Open Jumping). I think the removed sentence is superfluous to the paragraph because it is just giving a specific example of what is described in the previous sentence. The person can be inside the challenge zone when the dog is approaching the first obstacle in the distance challenge no matter where the zone is located in the course (not just the start), but they must not be in there when the dog performs the first obstacle.

19. OPEN JUMPING CLASS (16-20 OBSTACLES)
There is no limit to the number of times an obstacle can be re-negotiated in the Open Jumping Class. All obstacles listed below must be performed.
MANDATORY
Broad Jump/s
Hoop/s
Flexible Tunnel/s
Hurdle/s
Spread Hurdle/s

QLD

19. OPEN JUMPING CLASS (16-20 OBSTACLES)
There is no limit to the number of times ~~an~~ a mandatory obstacle can be re-negotiated in the Open Jumping Class with the exception of the listed optional obstacles, which are not to be negotiated more than once each if used.
All mandatory obstacles and at least one of the optional obstacles listed below must be performed.
MANDATORY OPTIONAL
~~Broad Jump/s~~ Broad Jump/s
~~Hoop/s~~ Hoop/s
Flexible Tunnel/s
Hurdle/s
~~Spread Hurdle/s~~ Spread Hurdle/s

RATIONALE
To allow for safer course design and safe approach angles when using any of the 3 listed optional obstacles in the course.

**22. CONTACT AREAS**

|  |  |
| --- | --- |
| Dog Walk, Seesaw & Scramble  | 1100 mm |

**23. WEAVING POLES AND NUMBER OF OBSTACLES**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | **NOVICE**  | **EXCELLENT**  | **MASTER**  | **ELITE**  | **OPEN** |
| **Number of Weaving Poles** |
| **Agility**  | 12  | 12  | 12  | 12  | 12 |
| **Jumping**  | NIL  | NIL  | NIL  | NIL  | NIL |
| **Number of Obstacles** |
| **Agility / Jumping**  | 14-16  | 16-20  | 20-24  | 22-28  | 16-20 |

**24. STANDARD COURSE TIME (SCT)**

The Standard Course Time is determined by the Judge measuring the total length of the course (CL) he/she has set and dividing this figure by the Rate.

SCT= CL (metres) / Rate

Example if CL=120m, Rate = 2.0m/s

Then SCT= 120 / 2 = 60 seconds

20

**25. JUDGING CHART**

|  |  |
| --- | --- |
| **AGILITY TRIAL CONDUCTED BY**  | **DATE** |
| **JUDGE**  | **CLASS**  | **SCT** |
| **CAT** **NO** | **COURSE TIME** | **TIME** **FAULTS** | **COURSE FAULTS** | **PENALTY FAULTS** | **TOTAL FAULTS** |  | **QUALIFY PLACING** |
| **0**  | **1-5**  | **6-10**  | **11-15**  | **16-20**  | **21+** |
|  |  |  |  |  |  |  |  |  |  |  |  |  |
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**26. PLACINGS**

When working out placing’s the following is to be taken into account:

a. Clear rounds and fastest times.

b. Total faults, which are, course faults plus time faults plus penalty faults.

c. In cases where the total faults are the same, then the dog with the least course faults will be placed first. Except if that dog has Penalty faults. Any dog with penalty faults must not be considered for a placing due to the seriousness of their nature.

d. In cases where the total faults and the course faults are the same then the fastest dog will be placed first.

In the event of a Tied Score, (identical course faults and course times) the result shall be decided by a runoff.

**(QLD) Proposed changes**

**12 ~~21~~. READY REFERENCE GUIDE**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **HEIGHT CATEGORY**  | **200**  | **300**  | **400**  | **500**  | **600** |
| **DOG HEIGHTS** | **UP TO AND INCLUDING 270 MM** | **271 -365 MM INCLUSIVE** | **366-455 MM INCLUSIVE** | **456-545 MM INCLUSIVE** | **546 MM** **AND OVER** |
| Jump Heights  | 200 mm  | 300 mm  | 400 mm  | 500 mm  | 600 mm |
| Spread. Distance between bars  | 150 mm  | 225 mm  | 300 mm  | 375 mm  | 450 mm |
| Spread. Height of first bar  | 150 mm  | 225 mm  | 300 mm  | 375 mm  | 450 mm |
| Spread. Height of second bar  | 200 mm  | 300 mm  | 400 mm  | 500 mm  | 600 mm |
| Broad distance  | 400 mm  | 600 mm  | 800 mm  | 1000 mm  | 1200 mm |
| Broad. Width of Boards (mm)  | 100-150  | 100-150  | 100-200  | 100-200  | 100-200 |
| Broad Height of Boards (mm)  | 100+150  | 100+150  | 100+150 +200  | 100+150+200+ 250 | 100+150+ 200+250 |
| Broad. Number of boards  | 2  | 2  | 3  | 4  | 4 |

**~~22. CONTACT AREAS~~**

|  |  |
| --- | --- |
| ~~Dog Walk, Seesaw & Scramble~~  | ~~1100 mm~~ |

**~~23. WEAVING POLES AND NUMBER OF OBSTACLES~~**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | **~~NOVICE~~**  | **~~EXCELLENT~~**  | **~~MASTER~~**  | **~~ELITE~~**  | **~~OPEN~~** |
| **~~Number of Weaving Poles~~** |
| **~~Agility~~**  | ~~12~~  | ~~12~~  | ~~12~~  | ~~12~~  | ~~12~~ |
| **~~Jumping~~**  | ~~NIL~~  | ~~NIL~~  | ~~NIL~~  | ~~NIL~~  | ~~NIL~~ |
| **~~Number of Obstacles~~** |
| **~~Agility / Jumping~~**  | ~~14-16~~  | ~~16-20~~  | ~~20-24~~  | ~~22-28~~  | ~~16-20~~ |

**~~24. STANDARD COURSE TIME (SCT)~~**

~~The Standard Course Time is determined by the Judge measuring the total length of the course (CL) he/she has set and dividing this figure by the Rate.~~

~~SCT= CL (metres) / Rate~~

~~Example if CL=120m, Rate = 2.0m/s~~

~~Then SCT= 120 / 2 = 60 seconds~~

**13 ~~25~~. JUDGING CHART**

|  |  |
| --- | --- |
| **AGILITY TRIAL CONDUCTED BY**  | **DATE** |
| **JUDGE**  | **CLASS**  | **SCT** |
| **CAT** **NO** | **COURSE TIME** | **TIME** **FAULTS** | **COURSE FAULTS** | **PENALTY FAULTS** | **TOTAL FAULTS** |  | **QUALIFY PLACING** |
| **0**  | **1-5**  | **6-10**  | **11-15**  | **16-20**  | **21+** |
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 Refer to Rule 9.13 for Placing criteria.

**~~26. PLACINGS~~**

~~When working out placing’s the following is to be taken into account:~~

~~a. Clear rounds and fastest times.~~

~~b. Total faults, which are, course faults plus time faults plus penalty faults.~~

~~c. In cases where the total faults are the same, then the dog with the least course faults will be placed first. Except if that dog has Penalty faults. Any dog with penalty faults must not be considered for a placing due to the seriousness of their nature.~~

~~d. In cases where the total faults and the course faults are the same then the fastest dog will be placed first.~~

~~In the event of a Tied Score, (identical course faults and course times) the result shall be decided by a runoff.~~

**(QLD) Rationale**

22. (Contact Areas). Remove table. This is described in detail at new 6.5.1. It adds nothing to repeat it here and makes no sense to be by itself in a table when none of the other measurements of the contacts are listed here.

23. (Weaving poles…). Remove table. This Table seems redundant. The contents are clearly described and easily found in the text at 6.9 (Weaving Poles) and the description of the classes (10). I suggest moving the information about obstacle numbers into the Table at 9.8 as shown the proposed changes.

24. (Standard course time). Remove table. This is redundant. It is covered two times already in 2.4 (which I suggest is also removed) and 8.6 (Standard Course Time).

26. (Placings). Remove. This is repeated word for word at 9.11 (newly numbered 9.12 in this proposal), so is unnecessary here. Add footnote to Table 13.

=================================================================

21

**GAMES DEFINITIONS**

No refusals or any interpretation of refusals are to be used in games.

**1. Starting an obstacle:**

A dog starts an obstacle only when it places a paw on a ramp, any part of the dog’s body crosses the jump line between the uprights, jumps over or runs under or through a hurdle, or any part of the dog enters a tunnel or any part of the weave poles.

**2. Faulting an obstacle:**

**2.1.** A dog cannot be faulted until it ‘starts’ the obstacle – see ‘starting an obstacle’.

**2.2.** A fault will occur if an error is made whilst performing an obstacle after it has been started.

Example:

a. A dog that enters the weave poles at any point other than between the 1st and 2nd pole and is not scored for that attempt

b. If a dog places a paw on the dog walk, the retracts the paw or dismounts before making contact with the down colour has faulted the obstacle and not scored for that attempt

Refer to individual games rules for information regarding additional attempts.

**3. Placings:**

The dog with the highest qualifying score shall be the winner. Only qualifying scores can be placed. Affiliates may at its discretion place non-qualifying scores.

**4. Agility Games Champion**

A dog will be eligible for the title of Agility Games Champion when they have attained 10 Qualifying Rounds in each of Master Snooker, Master Gamblers and Master Strategic Pairs after the completion of the Master title in each category. A dog who has achieved the Agility Games Champion is eligible to have the prefix Ag Games Ch displayed before their name. All qualifications earned at any time shall account towards this title.

At least one qualification in each game must be obtained after 1 January 2021.

**(QLD) Proposed changes**

**1. Starting an obstacle:**

A dog starts an obstacle only when:

* any part of ~~it places~~ a paw touches ~~on~~ a contact ramp, or,
* any part of the dog’s body crosses the jump line between the hurdle uprights, the front poles of the broad jump or through the hoop, or,
* the dog jumps over or runs under or through a hurdle, broad jump or hoop, or,
* any part of the dog enters a tunnel or any part of the weave poles.

**2. Faulting an obstacle:**

**2.1.** A dog cannot be faulted until it ‘starts’ the obstacle – see ‘starting an obstacle’.

**2.2.** A fault will occur if an error is made whilst performing an obstacle after it has been started.

Example:

a. A dog that enters the weave poles at any point other than between the 1st and 2nd pole and is not scored for that attempt

b. If a dog places a paw on the dog walk, ~~the~~ then retracts the paw or dismounts before making contact with the down colour, then a ~~has~~ fault~~ed~~ is given and the obstacle ~~and~~  is not scored for that attempt.

Refer to individual games rules for information regarding additional attempts.

**3. Scoring of Contacts:**

Once a contact obstacle has been started, it is considered completed when any part of the dog’s paw touches the down contact area.

**4. Starting and Finishing:**

**4.1. Starting.** The Judge may nominate a line, or an obstacle in the course, where the Handler will position the dog to start. i.e. The start may be when the dog crosses a line or crosses the plane of an obstacle. Electronic timing gates may be used under the same conditions for Agility Trials

**4.2. Finishing:** The Judge may define the finish as a line across which a dog must pass or an obstacle which a dog must negotiate to finish. Electronic timing gates may be used under the same conditions for Agility Trials.

**5 ~~3~~. Placings:**

The dog with the highest qualifying score shall be the winner. Only qualifying scores can be placed. Affiliates may at its discretion place non-qualifying scores.

**6 ~~4~~. Agility Games Champion**

A dog will be eligible for the title of Agility Games Champion when they have attained 10 Qualifying Rounds in each of Master Snooker, Master Gamblers and Master Strategic Pairs after the completion of the Master title in each category. A dog who has achieved the Agility Games Champion is eligible to have the prefix Ag Games Ch displayed before their name. All qualifications earned at any time shall account towards this title.

At least one qualification in each game must be obtained after 1 January 2021.

**(QLD) Rationale**

1. (Starting an obstacle). Modified text and changed to dot points to improve clarity about what actions constitute starting an obstacle.

2.2-b. (Faulting an obstacle). Corrected incorrect word and modified to correct grammar and improve clarity.

3. (Scoring of Contacts). New rule. I don't think the criteria for when the contact is completed and scored is made clear anywhere else in the Games Rules and it applies to all games, so it's probably worth putting it up the front of the Rules so it's easier to interpret each of the three subsequent games rules.

4. (Starting and Finishing). New rule. Starting and Finishing is described in each of the three games rules and it makes sense to have it clearly described once up the front of the Games rules to make it easier to read the remainder.

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22

**SNOOKER**

This game is performed under the ANKC rules for the conduct of Agility and Jumping Trials.

**1. Starting the course**

The Handler may start anywhere along the start/finish line which exists right across the breadth of the course

**2. Introduction:**

Snooker is a two-part game of strategy and teamwork.

Each part is played and scored on a different basis. The parts are described below.

The judge will establish a time limit for Snooker. The course must be completed in within the SCT for a qualification

Points can only be earned within the allotted time.

When the judge/timekeeper signals, the handler must direct the dog to the designated finish to stop the time.

The judge/timekeeper may signal verbally or use a whistle or similar device to signal.

If any part of an obstacle is dislodged by the dog or handler then the obstacle becomes unavailable for further point accumulation in opening or closing sequence.

**(QLD) Proposed changes**

**SNOOKER**

This game is performed under the ANKC rules for the conduct of Agility and Jumping Trials.

**1. Starting the course**

The Handler may start anywhere along the start/finish line which may exists right across the breadth of the course, or on a designated obstacle as set by the judge.

**2. Introduction:**

Snooker is a two-part game consisting of Opening and Closing sequences and testing of strategy and teamwork.

Each part is played and scored on a different basis. The Opening and Closing sequences ~~parts~~ are described below.

The judge will establish a time limit for Snooker. The course must be completed in within the SCT for a qualification.

Points can only be earned within the allotted time.

When the judge/timekeeper signals, the handler must direct the dog to the designated finish to stop the time.

The judge/timekeeper may signal verbally or use a whistle or similar device to signal.

If any part of an obstacle is dislodged by the dog or handler, then the obstacle becomes unavailable for further point accumulation in opening or closing sequence.

**(QLD) Rationale**

1. (Starting the Course). The variation in start line options should be made clear here to align with new Rule 4 shown above.

2. (Introduction). Include reference to the Opening and Closing sequences here to make it easier for the reader to follow how this game works.

====================================

**3.2.** The number of red obstacles included in the course is determined in 14. Table 3 Red Obstacles.

**3.3.** If the dog faults a red obstacle by knocking down the bar, it cannot attempt a coloured obstacle. Instead, the dog must perform another red correctly. If a dog faults all but one (1) of the available red obstacles it will consequently only be eligible to perform a single coloured obstacle before attempting the closing sequence.

**(QLD) Proposed changes**

**3.2.** The number of red obstacles included in the course is determined in ~~14~~12. Table ~~3~~ 1 Red Obstacles.

**3.3.** If the dog faults a red obstacle by knocking down the bar, it cannot attempt a coloured obstacle. Instead, the dog must perform another red correctly. If a dog only successfully performs one of three attempted ~~faults all but one (1) of the available~~ red obstacles it will consequently only be eligible to perform a single coloured obstacle before attempting the closing sequence.

**(QLD) Rationale**

3.2. Change rule number and table number here to match edited rule 12 (see below).

3.3. Changing the text here improves clarity for the reader and starts to make it clear that only three red jumps can be attempted rather than saying “available” which is ambiguous.

**====================================**

**3.7.** Each red may be taken only once.

**3.8.** The Opening Sequence ends when the Team has performed or attempted 3 reds, and has performed or attempted the corresponding coloured obstacle after each successfully performed red.

**3.9.** When a dog starts an obstacle, it must perform that obstacle, not another before continuing. The obstacles must be correctly performed once started to score. The dog must proceed to another Red or the closing sequence if that was the last Red and no points will be awarded.

**3.10.** A dog that faults a ‘combination obstacle’ by faulting an obstacle comprising part of a ‘combination obstacle’, will gain no points for that obstacle but must complete the obstacle/’combination obstacle’ before attempting another. The dog should continue the opening sequence by performing another red. If the faulted coloured obstacle is the last obstacle in the opening sequence, the dog should start the closing sequence.

**3.11.** A dog cannot be faulted until it ‘starts’ the obstacle. Refer to definitions.

**3.12.** A fault will occur if an error is made on an obstacle after it has been started. Example, if a dog fails to weave a pole after starting correctly, the obstacle has been faulted and is not scored. Another ‘red’ must be attempted before continuing. In the case where the third ‘red’ has been attempted the dog must start the Closing Sequence. A faulted coloured obstacle in the Opening Sequence, fails to score for that attempt, however, the obstacle remains in play for additional scoring in the Opening and Closing Sequence unless the obstacle has been rendered unable to be performed

**3.13.** The dog should continue to perform the remaining parts of a faulted obstacle in the case of combination obstacle and long obstacles. This is primarily to ensure that a dog is not called off an obstacle at the risk of injury/safety or in an attempt to gain a time advantage. Handlers will be penalised if they call the dog off the dog walk regardless of their apparent purpose. All parts of a Combination obstacle must be completed, with or without fault.

**3.14.** Any performance that is considered unsafe will result in the dog and handler being disqualified.

**(QLD) Proposed changes**

**3.7.** Each red may be taken only once. Three, and only three red obstacles must be attempted before going to the Closing sequence.

**3.8.** The Opening Sequence ends when the Team has performed or attempted 3 reds, and has performed or attempted the corresponding coloured obstacle after each successfully performed red.

**3.9.** When a dog starts an obstacle, it must perform that obstacle, not another before continuing. To score, ~~Tt~~he obstacles must be correctly performed once started ~~to score. The dog must proceed to another Red or the closing sequence if that was the last Red and no points will be awarded.~~

**3.10.** A dog that faults a ‘combination obstacle’ by faulting any one of the comprising obstacles ~~comprising part of a ‘combination obstacle’~~, will gain no points for that combination obstacle but must complete the ~~obstacle/~~’combination obstacle’ before attempting another obstacle. The dog should continue the opening sequence by performing another red. If the faulted coloured obstacle (single obstacle or combination obstacle) is the last obstacle in the opening sequence, the dog should start the closing sequence.

**3.11.** A dog cannot be faulted until it ‘starts’ the obstacle. Refer to definitions.

**3.12.** A fault will occur if an error is made on an obstacle after it has been started. Example, if a dog fails to weave a pole after starting correctly or enters any other part of the weaves, the obstacle has been faulted and is not scored. Another ‘red’ obstacle (within the three permitted attempts) must be attempted before continuing. ~~In the case where the third ‘red’ has been attempted the dog must start the Closing Sequence.~~ A faulted coloured obstacle in the Opening Sequence, fails to score for that attempt, however, the obstacle remains in play for additional scoring in the Opening and Closing Sequence unless the obstacle has been rendered unable to be performed (e.g. a dropped bar).

**3.13.** The dog should continue to perform the remaining parts of a faulted obstacle in the case of combination obstacle and long obstacles (i.e. contact obstacles or weaves). This is primarily to ensure that a dog is not called off an obstacle at the risk of injury/safety or in an attempt to gain a time advantage. Handlers will be penalised if they call the dog off a contact obstacle ~~the dog walk~~ regardless of their apparent purpose. All parts of a Combination obstacle must be completed, with or without fault.

**3.14.** Any performance that is considered unsafe will result in the dog and handler being disqualified.

**(QLD) Rationale**

3.7. Adding the suggested sentence makes if very clear how many red obstacles must be attempted and the maximum number of these that can be attempted.

3.9. Change the order of the sentence to make it easier for the reader to understand. Remove the last sentence of the paragraph because it is currently quite confusing what it is trying to convey, and is not necessary to have it.

3.10. Change wording to improve clarity so it is clear that if any one obstacle is faulted in a “combination”, then no points will be allocated for the “combination”. The current wording sounds a bit like only the obstacle that was faulted in a combination would not score, so perhaps some score may be allocated for other parts?

3.12. Add text about entering any part of the weavers so that it matches what is described in Rule 1 (Starting an obstacle). Change suggested to make it clear that only three reds can be attempted. Remove sentence about going to the closing sequence as it is covered before.

3.13. It's not clear what "long obstacles" means here. I have clarified to be contacts or weaves. Also clarified in change to Rule 5-e. Otherwise, a tunnel could be considered to be a “long” obstacle. Include all contacts in the part about calling a dog off, not just the dog walk.

================================

24

**4. Combination obstacle: (not permitted in Novice Class)**

**4.1.** At the judge’s discretion, up to three (3) obstacles in Excellent and up to four (4) obstacles in Master can be combined to become one single coloured obstacle. This is called a combination obstacle. The combination obstacle must be performed in the order and direction specified by the judge. Once a dog has started a combination obstacle, all the obstacles in the combination must be performed, regardless of any fault earned on any of the obstacles.

**4.2.** One (1) combination of up to three (3) obstacles in Excellent and up to three (3) combinations of up to four (4) obstacles each in the Master classes

**(QLD) Proposed changes**

**4. Combination obstacle: (not permitted in Novice Class)**

**4.1.** At the judge’s discretion, ‘Combination obstacles’ can be formed by combining up to three (3) obstacles in Excellent and up to four (4) obstacles in Masters. ~~can be combined to become one single coloured obstacle. This is called a combination obstacle.~~ The combination obstacle must be performed in the order and direction specified by the judge and may be specified as bi-directional except for combination obstacles that include the see-saw. Once a dog has started a combination obstacle, all the obstacles in the combination must be performed, regardless of any fault earned on any of the obstacles.

**4.2.** One (1) combination of up to three (3) obstacles in Excellent and up to three (3) combinations of up to four (4) obstacles each in the Master classes

**(QLD) Rationale**

4.1. Change the wording in first sentence to improve clarity. It's not clear from the current wording if Combination obstacles must be unidirectional and Rule 10.1 says the judge can specify if an obstacle can be taken in both directions, but it's not clear that also includes Combination obstacles.

=========================================

**5. Cease of Scoring in opening sequence:**

During the opening, scoring will cease if any if the following occurs:

a. The dog starts a coloured obstacle without first successfully performing a red. b. The dog performs a red immediately after successfully performing another red. c. The dog performs a red that has already been performed.

d. The dog faults a coloured obstacle and then attempts to perform the same or another coloured obstacle.

e. The dog fails to complete a combination obstacle or contact obstacle. f. The dog fails to complete an obstacle to which it has been committed g. Cease of scoring will be signalled by the judge (using a whistle or similar) indicating the Handler should immediately attempt the closing sequence and finish.

Cease of scoring in the Opening Sequence – The dog must go to the first obstacle of the Closing sequence when:

a. The Third Red/Colour combination has been attempted/completed; or b. The Judge has indicated the cease of scoring in the opening sequence

**(QLD) Proposed changes**

**5. Cease of Scoring in opening sequence:**

During the ~~opening~~ Opening sequence, scoring will cease if ~~any if the following occurs~~:

1. The third red/colour combination has been attempted/ completed, or,

2. The Judge has indicated the cease of scoring in the opening sequence for any of the following reasons:

a. The dog starts a coloured obstacle without first successfully performing a red.

b. The dog performs a red immediately after successfully performing ~~another~~ a red.

c. The dog performs a red that has already been ~~performed~~ attempted successfully or unsuccessfully.

d. The dog faults a coloured obstacle and then attempts to perform the same or another coloured obstacle.

e. Once being committed to an obstacle, ~~The~~ the dog fails to complete ~~a~~ an attempt of combination obstacle, ~~or~~ contact obstacle or weaves. ~~f. The dog fails to complete an obstacle to which it has been committed g.~~

Cease of scoring will be signalled by the judge (using a whistle or similar) indicating the Handler should immediately attempt the closing sequence and finish.

~~Cease of scoring in the Opening Sequence – The dog must go to the first obstacle of the Closing sequence when:~~

~~a. The Third Red/Colour combination has been attempted/completed; or b. The Judge has indicated the cease of scoring in the opening sequence~~

**(QLD) Rationale**

5-2-c. I think it should be clear that if a dog runs through the uprights of a previously dropped Red, this is not permitted. By using “performed” as previously written, it may be interpreted as only reds that have been performed successfully rather any attempt on a red, successful or unsuccessful.

5-f. Removed because it is repetitive and can be easily combined into 5-2-e as suggested.

Rule 5-g was not a condition for ceasing scoring but rather a description of how that should be indicated by the judge.

The last sentence is repeating previous points, so is unnecessary and should be removed.

============================================================

**8. Scoring:**

Placings will be determined by ranking qualifying scores above non-qualifying scores.

1. The dog with the highest points will be ranked first

2. The dog with the next highest score will be ranked second etc.

3. The dog with the faster time will be ranked higher where dogs achieve equal point scores.

**8.1.** The judge will call out the point value of each obstacle correctly performed during the ‘Opening sequence’ and the ‘closing sequence’.

**8.2.** The dog must have reached the contact zone of contact obstacles within the allotted time to gain the points for that obstacle.

**8.3.** When the judge indicates a cease of scoring in the Opening sequence the dog cannot qualify

**(QLD) Proposed changes**

**8. Scoring:**

Placings will be determined by ranking qualifying scores above non-qualifying scores.

1. The dog with the highest points will be ranked first

2. The dog with the next highest score will be ranked second etc.

3. The dog with the faster time will be ranked higher where dogs achieve equal point scores.

**8.1.** The judge will call out the point value of each obstacle correctly performed during the ‘Opening sequence’ and the ‘closing sequence’.

**8.2.** The dog must have reached the contact zone of contact obstacles within the allotted time to gain the points for that obstacle.

**8.3.** When the judge indicates a cease of scoring in the Opening sequence as described in Rule 5-2, the dog cannot qualify

**(QLD) Rationale**

Rule 8.3. Adding this detail makes it easier for the reader to find and understand the conditions that can lead to ceasing of scoring in the Opening sequence. Note, it is newly numbered Rule 5-2 as described above.

==================================================

**10. The Course:**

**10.1.** The judge may specify that an obstacle can be taken in either direction.

**10.2.** Each obstacle is assigned a sequence number and corresponding value. A course will have at least three red jumps and may contain more.

**10.3.** Each number on course corresponds to a traditional colour (usually indicated on a flag/marker) for that number: 1 - red, 2 - yellow, 3 - green, 4 - brown, 5 - blue, 6 - pink, and 7 - black.

**10.4.** The judge assigns obstacles a colour and number based on the difficulty of performance or the distance from a certain point on the course.

**10.5.** All reds must be hurdles.

**10.6.** Once the Colour contact zone has been passed, the dog should complete the obstacle or be disqualified for unsafe performance

**(QLD) Proposed changes**

**10. The Course:**

**10.1.** The judge may specify that an obstacle (including Combination obstacles) can be taken in either direction.

**10.2.** Each obstacle is assigned a sequence number and corresponding value. A course will have 3 or 4 ~~at least three~~ red jumps ~~and may contain more~~.

**10.3.** Each number on course corresponds to a traditional colour (usually indicated on a flag/marker) for that number: 1 - red, 2 - yellow, 3 - green, 4 - brown, 5 - blue, 6 - pink, and 7 - black.

**10.4.** The judge assigns obstacles a colour and number based on the difficulty of performance or the distance from a certain point on the course.

**10.5.** All reds must be hurdles.

**10.6.** Once the Colour contact zone has been passed, the dog should complete the obstacle or be disqualified for unsafe performance

**(QLD) Rationale**

10.1. I think it’s worth making it clear that this rule also applies to Combination obstacles.

10.2. It’s ambiguous to have “and may contain more”. We can be specific which makes it easier for the reader.

==================================================

**12. Table 1. Qualification requirements for Snooker**

|  |
| --- |
| Snooker |
| Level  | Minimum Opening Sequence points  | Closing Sequence points |
| Novice  | 10  | 27 |
| Excellent  | 15  | 27 |
| Master  | 20  | 27 |

**(QLD) Proposed changes**

**12. Table 1. Summary of Snooker rules applying to red obstacles, and Opening and Closing points required for qualification ~~Qualification requirements for Snooker~~**

|  |  |  |  |
| --- | --- | --- | --- |
|  | Novice | Excellent | Master |
| Number of Red obstacles that can be on course | 3 or 4 | 3 or 4 | 3 or 4 |
| Obstacles per ‘Combination obstacle’ | Not allowed | 2 to 3 | 2 to 4 |
| Number of Combination obstacles | Not allowed | Up to 1 | Up to 3 |
| Minimum Opening points require | 10 | 15 | 20 |
| Closing points required | 27 | 27 | 27 |

|  |
| --- |
| ~~Snooker~~ |
| ~~Level~~  | ~~Minimum Opening Sequence points~~  | ~~Closing Sequence points~~ |
| ~~Novice~~  | ~~10~~  | ~~27~~ |
| ~~Excellent~~  | ~~15~~  | ~~27~~ |
| ~~Master~~  | ~~20~~  | ~~27~~ |

**(QLD) Rationale**

The information currently presented in Table 14 is not significant enough to be in its own table and can be moved into the suggested edits for Table 12 along with information about combination obstacles. Remove Table 14.

=======================================

**14. Table 3 Red Obstacles**

|  |  |
| --- | --- |
| Number of Red obstacles to be included in the course. | Maximum number of Red obstacles to be performed |
| Novice, Excellent and Master | Minimum 3 Maximum 4  | 3 |

**(QLD) Proposed changes**

**~~14. Table 3 Red Obstacles~~**

|  |  |
| --- | --- |
| ~~Number of Red obstacles to be included in the course.~~ | ~~Maximum number of Red obstacles to be performed~~ |
| ~~Novice, Excellent and Master~~ | ~~Minimum 3~~ ~~Maximum 4~~  | ~~3~~ |

**(QLD) Rationale**

Remove Table 14. Combine information into Table 12 as suggested.

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27

**GAMBLERS**

This game is performed under the ANKC Ltd rules for the conduct of Agility and Jumping Trials.

**1. Introduction:**

The gamblers game specifically showcases a dog’s willingness and skills to work at an appreciable distance from the handler.

Gamblers is a two (2) part game consisting of two (2) periods: A ‘Point Accumulation Period’ and a ‘Gamble Period’.

The objective of Gamblers is for the dog and handler team to accumulate as many points as possible in the 'Point Accumulation Period', then to perform a designated Gamble, within the ‘Gamble Period’. The Gamble consists of sequence of obstacles that requires the dog to work at a distance apart from the handler.

**1.1. Point Accumulation Period:**

The length of the 'Point Accumulation Period' is determined from the scoring table. The time begins when the dog performs the start as designated by the Judge. The handler is allowed to lead out. The dog earns points for each obstacle successfully performed. An obstacle can be negotiated any number of times but will only score points for two (2) correct negotiations.

The judge will call out the point value for each obstacle after it has been successfully completed. Scoring for the 'Point Accumulation Period' ends when the timekeeper signals. This signal announces the beginning of the ‘Gamble Period’.

The dog is not penalised for failing to negotiate an obstacle in the Point Accumulation Period.

**1.2. Gamble Period:**

The ‘Gamble Period’ begins on the signal which indicates the completion of the 'Point Accumulation Period'. During the ‘Gamble Period’ the dog is required to perform a series of obstacles, ‘The Gamble’, in a certain amount of time and in the direction and sequence indicated by the judge. The handler is required to remain behind the Gamble line. A further signal from the timekeeper indicates the end of the ‘Gamble Period’. The time is stopped when the dog crosses the finish line or performs the finish obstacle.

**1.3. Starting:**

The Judge may nominate a line, or an obstacle in the course, where the Handler will position the dog to start. i.e. The start may be when the dog crosses a line or crosses the plane of an obstacle. Electronic timing gates may be used under the same conditions for Agility Trials

**1.4. Finishing:**

The Judge may define the finish as a line across which a dog must pass or an obstacle which a dog must negotiate to finish. Electronic timing gates may be used under the same conditions for Agility Trials

The dog is not penalised for negotiating obstacles when moving from the end of the Point Accumulation Period to the start of the Gamble Period; however, the scores do not count.

30

If any part of an obstacle is dislodged by the dog or handler then the obstacle becomes unavailable for further point accumulation during the Point Accumulation and Gamble Periods

**(QLD) Proposed changes**

**GAMBLERS**

This game is performed under the ANKC Ltd rules for the conduct of Agility and Jumping Trials.

**1. Introduction:**

The gamblers game specifically showcases a dog’s willingness and skills to work at an appreciable distance from the handler.

Gamblers is a two (2) part game consisting of two (2) periods: A ‘Point Accumulation Period’ and a ‘Gamble Period’.

The objective of Gamblers is for the dog and handler team to accumulate as many points as possible in the 'Point Accumulation Period', then to perform a designated Gamble, within the time allocated for the ‘Gamble Period’. The Gamble consists of sequence of obstacles that requires the dog to work at a distance ~~apart~~ from the handler.

**1.1. Point Accumulation Period:**

The duration ~~length~~ of the 'Point Accumulation Period' is determined from the scoring table. The time begins when the dog performs the start as designated by the Judge. The handler is allowed to lead out. The dog earns points for each obstacle successfully performed. An obstacle can be negotiated any number of times but will only score points for two (2) correct negotiations.

The judge will call out the point value for each obstacle after it has been successfully completed. Scoring for the 'Point Accumulation Period' ends when the timekeeper signals. This signal announces the beginning of the ‘Gamble Period’.

The dog is not penalised for failing to negotiate an obstacle in the Point Accumulation Period unless it is considered unsafe performance of a contact obstacle as described in Rule 5-f below.

**1.2. Gamble Period:**

The ‘Gamble Period’ begins on the signal which indicates the completion of the 'Point Accumulation Period'. The duration of the Gamble Period is determined by the judge based on the total distance of the correctly completed sequence of Gamble obstacles and an appropriate rate of travel. During the ‘Gamble Period’ the dog is required to perform a series of obstacles, ‘The Gamble’, in a certain amount of time and in the direction and sequence indicated by the judge. The handler is required to remain behind the Gamble line. A further signal from the timekeeper indicates the end of the ‘Gamble Period’. As designated by the judge, ~~T~~the time is stopped when the dog crosses the finish line or performs the finish obstacle.

**~~1.3. Starting:~~**

~~The Judge may nominate a line, or an obstacle in the course, where the Handler will position the dog to start. i.e. The start may be when the dog crosses a line or crosses the plane of an obstacle. Electronic timing gates may be used under the same conditions for Agility Trials~~

**~~1.4. Finishing:~~**

~~The Judge may define the finish as a line across which a dog must pass or an obstacle which a dog must negotiate to finish. Electronic timing gates may be used under the same conditions for Agility Trials~~

The dog is not penalised for negotiating obstacles when moving from the end of the Point Accumulation Period to the start of the Gamble Period; however, the scores do not count.

If any part of an obstacle is dislodged by the dog or handler then the obstacle becomes unavailable for further point accumulation during the Point Accumulation and Gamble Periods

**(QLD) Rationale**

Rule 1.1. "Length" could be read as a measure of distance. Replacing with “duration” is more definitive.

Rule 1.2. I think we should describe how the Gamble Period is determined. I think it should be clear that this rule does not provide a choice for the handler about when time is stopped (currently it reads like that) and the judge will determine which of the two options is used.

Starting and finishing description is basically the same in each of the Games, so I have moved it to the start on the Games Definitions page. A further clarification on the option to use the long, course-wide line for Snooker is included in those Snooker Rules.

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CURRENT RULE

4.2. The Gamble Scoring Table

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | **Accumulation Period** |  |  | **Gamble** |
| Level | Time allowed for 'Point Accumulation Period' (sec) | Points to be gained in 'Point Accumulation Period' | Gamble distance (metres) | Number of obstacles required | Obstacle permitted in gamble. |
| Novice | 45 | 20 | 3 | 4 | Hurdles, Flexible Tunnel / s (2), Broad Jump (1) |
| Excellent | 45 | 25 | 5 | 4 to 5 | Hurdles, Flexible Tunnel / s (2), Hoop (1), Spread Hurdle (1), Broad Jump (1), Contact Obstacle (1) selected from Scramble or Dog Walk |
| Masters | 45 | 30 | 7 | 5 to 7 | Hurdles, Flexible Tunnel / s ( 2), 12 weave poles (1), Hoop (1), Spread Hurdle (1), Broad Jump (1). Contact Obstacle (1) selected from Scramble, Dog Walk or Seesaw |

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|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | **Accumulation Period** |  |  | **Gamble** |
| Level | Time allowed for 'Point Accumulation Period' (sec) | Points to be gained in 'Point Accumulation Period' | Gamble distance (metres) | Number of obstacles required | Obstacle permitted in gamble. |
| Novice | 30 | 14 | 3 | 4 | Hurdles, Flexible Tunnel / s (2)Broad Jump (1) |
| 35 | 16 |
| 40 | 18 |
| 45 | 20 |
| Excellent | 30 | 16 | 5 | 4 to 5 | Hurdles, Flexible Tunnel / s (2), Hoop (1), Spread Hurdle (1), Broad Jump (1), Contact Obstacle (1) selected from Scramble or Dog Walk |
| 35 | 19 |
| 40 | 22 |
| 45 | 25 |
| Masters | 30 | 20 | 7 | 5 to 7 | Hurdles, Flexible Tunnel / s ( 2), 12 weave poles (1), Hoop (1), Spread Hurdle (1), Broad Jump (1). Contact Obstacle (1) selected from Scramble, Dog Walk or Seesaw |
| 35 | 23 |
| 40 | 27 |
| 45 | 30 |

GAMBLERS

RATIONALE Having a long opening sequence time of 45seconds to run Gamblers can be quite off putting to clubs given the time to run the classes, if each dog will be in the ring for at least 1 minute and with big entries means long judging time and some clubs have time restrictions if running under lights. The possibility to reduce the P.A.P. will mean shorter judging time for the class to be completed in overall, less time for the judge officiating and hopefully encourage more clubs to hold games more.

**4.2. The Gamble Scoring Table**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | **Accumulation Period**  |  |  | **Gamble** |
| Level  | Time allowed for 'Point Accumulation Period' (sec) | Points to be gained in 'Point Accumulation Period' | Gamble distance (metres) | Number of obstacles required | Obstacle permitted in gamble.  |
| Novice  | 45  | 20  | 3  | 4  | Hurdles, Flexible Tunnel / s (2), Broad Jump (1). |
| Excellent  | 45  | 25  | 5  | 4 to 5  | Hurdles, Flexible Tunnel / s (2),Hoop (1), Spread Hurdle (1), Broad Jump (1), Contact Obstacle (1) selected from Scramble or Dog Walk, |
| Master  | 45  | 30  | 7  | 5 to 7  | Hurdles, Flexible Tunnel / s ( 2), 12 weave poles (1), Hoop (1), Spread Hurdle (1), Broad Jump (1). Contact Obstacle (1) selected from Scramble, Dog Walk or Seesaw |

**(QLD) Proposed changes**

**4.2. The Gamble Scoring Table**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | **Accumulation Period**  |  |  | **Gamble** |
| Level  | Time allowed for 'Point Accumulation Period' (sec) | Points to be gained in 'Point Accumulation Period' | Gamble distance for at least one obstacle (metres) | Number of obstacles required | Obstacles permitted in gamble.  |
| Novice  | 45  | 20  | 3  | 4  | Hurdles, Flexible Tunnel / s (2), Broad Jump (1). |
| Excellent  | 45  | 25  | 5  | 4 to 5  | Hurdles, Flexible Tunnel / s (2),Hoop (1), Spread Hurdle (1), Broad Jump (1), Contact Obstacle (1) selected from Scramble or Dog Walk, |
| Master  | 45  | 30  | 7  | 5 to 7  | Hurdles, Flexible Tunnel / s ( 2), 12 weave poles (1), Hoop (1), Spread Hurdle (1), Broad Jump (1). Contact Obstacle (1) selected from Scramble, Dog Walk or Seesaw |

**(QLD) Rationale**

Include clarification that the gamble distance listed is for at least one obstacle and does not apply to all gamble obstacles. I have seen a judge interpret this as distance for all obstacles and it made the Masters Gamble not only very difficult but potentially dangerous with contacts included in Gamble.

Make “Obstacle” plural to “Obstacles” in the column description for Gamble so it is clear that more than one type of obstacle is permitted in Gamble.

=================================================

**4.3. Gamble Faults:**

The obstacles must be correctly performed once started the dog may attempt the

obstacle again during the Point Accumulation Period, however, if this occurs during the Gamble no points will be awarded and the dog will proceed to the finish line to record a time.

A Gamble fault will be incurred if:

a. The dog exceeds the ‘Gamble Period’.

b. The dog faults an obstacle in the Gamble sequence.

c. The dog negotiates an obstacle out of order.

d. The dog negotiates an obstacle in the wrong direction.

e. The handler steps on or over the Gamble line/s after the signal has been sounded for the completion of the Point Accumulation Period.

**4.4.** Having commenced the Gamble, the dog also negotiates any obstacle that is not a designated obstacle of the Gamble. If the handler is inside the gamble zone when the signal sounds there will be no penalty so long as (1) the handler immediately moves outside the gamble zone, and (2) the dog only starts to perform the first obstacle in the gamble after the handler is outside the gamble zone.

Note: When a fault occurs in the Gamble Sequence, scoring will cease however the dog will retain all points scored up to that point.

**(QLD) Proposed changes**

**4.3. Gamble Faults:**

The obstacles must be correctly performed once started. If an obstacle is faulted, the dog may attempt the obstacle again during the Point Accumulation Period. ~~,~~ ~~h~~However, if a fault ~~this~~ occurs during the Gamble no points will be awarded for that, or subsequent obstacles, and the dog will proceed to the finish line to record a time.

A Gamble fault will be incurred if:

a. The dog exceeds the ‘Gamble Period’.

b. The dog faults an obstacle in the Gamble sequence.

c. The dog negotiates an obstacle out of order.

d. The dog negotiates an obstacle in the wrong direction.

e. The handler steps on or over the Gamble line/s after the signal has been sounded for the completion of the Point Accumulation Period.

f. Having commenced the Gamble, the dog also negotiates any obstacle that is not a designated obstacle of the Gamble.

**4.4.** ~~Having commenced the Gamble, the dog also negotiates any obstacle that is not a designated obstacle of the Gamble.~~ If the handler is inside the gamble zone when the signal sounds there will be no penalty so long as (1) the handler immediately moves outside the gamble zone, and (2) the dog only starts to perform the first obstacle in the gamble after the handler is outside the gamble zone.

~~Note:~~ When a fault occurs in the Gamble Sequence, scoring will cease however the dog will retain all points scored up to that point.

**(QLD) Rationale**

Rule 4.3. The start of this rule is currently poorly worded and confusing. Suggested edits to improve clarity.

The current sentence at the start of Rule 4.4 makes no sense in that position and appears to be an additional dot point as part of 4.3. Now added as point 4.3-f.

=============================================

**5. General Rules:**

The dog and handler will be disqualified if the judge considers any performance during the game is unsafe.

a. The Handler is not permitted to jump over, duck under or run through any obstacle, the penalty will be disqualification.

b. Back-to-back performance of obstacles is permitted during the 'Point Accumulation Period'.

c. The Seesaw must only be negotiated in the correct direction.

d. The dog must have reached the contact zone of a contact obstacle when the 'Point Accumulation Period' expires to gain points for that obstacle.

e. The course must be completed in within the SCT for a qualification

f. Once the Colour contact zone has been passed, the dog should complete the obstacle or be disqualified for unsafe performance

**(QLD) Proposed changes**

**5. General Rules:**

a. The dog and handler will be disqualified if the judge considers any performance during the game is unsafe.

~~a.~~ b. The Handler is not permitted to jump over, duck under or run through any obstacle, the penalty will be disqualification.

~~b.~~ c. Back-to-back performance of obstacles is permitted during the 'Point Accumulation Period'.

~~c.~~ d. The Seesaw must only be negotiated in the correct direction.

~~d.~~ e. The dog must have reached the contact zone of a contact obstacle when the 'Point Accumulation Period' expires to gain points for that obstacle.

~~e.~~ f. The course must be completed ~~in~~ within the SCT for a qualification

~~f.~~ g. Once all four paws of the dog have passed the ~~C~~colour contact zone ~~has been passed~~, the dog should attempt to complete the obstacle or be disqualified for unsafe performance

**(QLD) Rationale**

There doesn’t appear to be logical reason why the first sentence is not a dot point like all the other points listed. I have made this point (a) and re-ordered the other points accordingly.

Rule 5-g (previously 5-f). I think it should be better described what it means to be past the contact zone. This currently not described in the rules and for consistency in judging, it is better to have it described here.

============================================

**7. Equipment:**

Equipment for the event will include the following as indicated;

Hurdles Scramble Dog walk

Spread Hurdle Broad Jump Flexible tunnel

Weave poles Hoop Seesaw (not to be used in Novice)

**(QLD) Proposed changes**

**7. Equipment:**

Equipment for the event will be selected from ~~include~~ the following list, but must include at least two contact obstacles, at least one section of weavers, and at least one of the special jumps (Spread, Broad and / or Hoop) ~~as indicated~~;

Hurdles Scramble Dog walk

Spread Hurdle Broad Jump Flexible tunnel

Weave poles Hoop Seesaw (not to be used in Novice)

**(QLD) Rationale**

This proposed change should still ensure enough scoring obstacles are include in a course but provide some flexibility for the judge to omit some obstacles to provide safer course layouts, particularly in smaller course spaces.

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**STRATEGIC PAIRS**

This game is performed under the ANKC Ltd rules for the conduct of Agility and Jumping Trials.

**1. Introduction:**

Strategic Pairs is a pair’s relay; two dog-and-handler teams are on the course at the same time.

It is conducted on a single course with 20 to 25 sequentially numbered obstacles.

One dog of the pair may compete in the next height above or below their classification. Both dogs of the pair may compete in the next height above or below their classification providing that one dog is jumping above and one below their measured height class.

Teams are free to move anywhere on course as they see fit. The teams can switch as many times as is necessary or is strategically planned. They can switch at any time, regardless of faults

The team not performing the current “active” obstacle is not judged, but may cause disqualification of both teams if the judge considers a performance to be unsafe or the team incurs the appropriate penalty

A whistle or similar device will be used to signal faults or maximum course time.

**(QLD) Proposed changes**

**1. Introduction:**

Strategic Pairs is a pair’s relay; two dog-and-handler teams are on the course at the same time.

It is conducted on a single course with 20 to 25 sequentially numbered obstacles.

One dog of the pair may compete in the next height above or below their classification. Both dogs of the pair may compete ~~in the next height above or below~~ outside their classification height providing that one dog is jumping above and one below their measured height class.

Teams are free to move anywhere on course as they see fit. The teams can switch as many times as is necessary or is strategically planned. They can switch at any time, regardless of faults

The team not performing the current “active” obstacle is not judged, but may cause disqualification of both teams if the judge considers a performance to be unsafe or the team incurs the appropriate penalty

A whistle or similar device will be used to signal faults or maximum course time.

**(QLD) Rationale**

The original wording of the third sentence initially suggests that both dogs can compete above, or below their classified height. I think using "outside" makes this sentence flow better to the clarification in the second half of the sentence.

=====================================================

**4. Penalties:**

There are no off-course penalties with exception of Rule 7.2.

Obstacle must be correctly performed once started.

The whistle will be sounded to signal a fault thus forcing a Team exchange. A penalty will not be recorded if the active team correctly performs the obstacle. Both teams will be disqualified if:

a. The judge considers any performance on the course is unsafe.

b. The rules are breached warranting a disqualification.

c. A team completes the course without successfully performing an obstacle. d. The Maximum Course time is exceeded.

e. The handlers use any method other than natural voice to communicate with each other during the competition.

f. The handler interferes with any obstacle.

Once a contact obstacle has been started, the dog should complete the obstacle or be disqualified for unsafe performance.

**(QLD) Proposed changes**

**4. Penalties:**

There are no off-course penalties with exception of Rule 7.2.

Obstacle must be correctly performed once started.

The whistle will be sounded to signal a fault thus forcing a Team exchange. A penalty will not be recorded if the active team correctly performs the obstacle. Both teams will be disqualified if:

a. The judge considers any performance on the course is unsafe.

b. The rules are breached warranting a disqualification.

c. A team completes the course without successfully performing an obstacle. d. The Maximum Course time is exceeded.

e. The handlers use any method other than natural voice to communicate with each other during the competition.

f. The handler interferes with any obstacle.

Once ~~a contact obstacle has been started,~~ all four paws of the dog have passed the colour contact zone, the dog should attempt to complete the obstacle or be disqualified for unsafe performance. If a contact obstacle is started but the dog jumps off before passing the contact colour zone, this is a fault and a change of dogs for that obstacle.

**(QLD) Rationale**

I think it should be better described what it means to be past the contact zone.

Rule 4 says “Once a contact obstacle has been started, the dog should complete the obstacle or be disqualified for unsafe performance”, BUT at Rule 7.3 it says “Once the Colour contact zone has been passed, the dog should complete the obstacle or be disqualified for unsafe performance”. I think the sentence at Rule 4 should be changed to align with Rule 7.3 as shown in suggested edits.

=================================================

**6. Equipment:**

Equipment for the event will include the following as indicated;

Hurdles Scramble

Dog walk Seesaw (not to be used in Novice) Spread Hurdle Broad Jump

Flexible tunnel Weave poles

Hoop

**(QLD) Proposed changes**

**6. Equipment:**

As described for Gamblers but without the option for shorter sections of weavers (i.e. the weavers must be included as the full 12-pole section).

~~Equipment for the event will include the following as indicated;~~

~~Hurdles Scramble~~

~~Dog walk Seesaw (not to be used in Novice) Spread Hurdle Broad Jump~~

~~Flexible tunnel Weave poles~~

~~Hoop~~

**(QLD) Rationale**

This proposed change should still ensure enough challenges will be included with diversity of obstacles but provide some flexibility for the judge to omit some obstacles to provide safer course layouts, particularly in smaller course spaces.

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**8. Timing:**

Electronic timing gates may be used under the same conditions for Agility Trials

**8.1.** After the handlers have taken their positions on the course and the order has been given to start, timing starts as the active team crosses the Start line.

**8.2.** Timing will finish when the active team crosses the finish line.

**8.3.** Timing will also finish if the Maximum Course time has been exceeded.

**9. Qualifying:**

**9.1.** Both teams must participate.

**9.2.** There must be a minimum of two (2) strategic exchanges.

**9.3.** Both teams must run at least one segment of the course.

**9.4.** All obstacles must be performed correctly within the SCT.

**9.5.** Fallen bars are not to be reset, but the alternate team’s dog must run between the uprights.

**9.6.** No disqualification penalties have been incurred.

**9.7.** No penalties have been incurred for Misbehaviour and/or reprimands.

**(QLD) Proposed changes**

**8. Timing:**

Electronic timing gates may be used under the same conditions for Agility Trials

**8.1.** After the handlers have taken their positions on the course and the order has been given to start, timing starts as the active ~~team~~ dog crosses the Start line.

**8.2.** Timing will finish when the active ~~team~~ dog crosses the finish line.

**8.3.** Timing will also finish if the Maximum Course time has been exceeded.

**9. Qualifying:**

**9.1.** Both teams must participate.

**9.2.** There must be a minimum of two (2) strategic exchanges of dogs performing the active obstacles.

**~~9.3.~~** ~~Both teams must run at least one segment of the course.~~

**9.3 4.** All obstacles must be performed correctly within the SCT.

**9.4 ~~5~~.** Fallen bars are not to be reset, but the alternate team’s dog must run between the uprights.

**9.5 ~~6~~.** No disqualification penalties have been incurred.

**9.6 ~~7~~.** No penalties have been incurred for Misbehaviour and/or reprimands.

**(QLD) Rationale**

Rule 8.1. The judge is only judging the active dog, not the handler also. The “team” (handler and dog) is not crossing the Start line to start timing, only the dog is activating timing when crossing the start line. Remove “team” as it reduces clarity and could make it confusing to interpret.

Current point 9.3 seems redundant and says the same thing as 9.2. I have removed and re-numbered the rest.

================================================