**DOGS NSW Agility Committee Submission**

**for ANKC Agility, Games, & Team Rules Review 2024**

**NSW RULE REVIEW 2024**

Below please find the submitted proposed changes for the Rules Review. As a number of submissions were about the same rule, the rule has been included once (in black) and the proposed additions / changes (blue) with items to be deleted in (red) and rationale (red) for each proposed change as follows.

***Original Rule***

**1.1. Agility is a dog competition open to all dogs.**

The aim of this competition is for a Handler to direct his dog around a course of different obstacles to assess and enhance the ability of the dog and Handler to work as a team. It is an educational and sporting activity intended to improve the dog’s integration into society. The sport requires a good rapport between dog and Handler, which results in perfect teamwork. Whilst speed of the dog is to be desired, steadiness of work is essential to a faultless performance of the course.

**(NSW) Proposed Changes: 1.1. Agility is a dog competition open to all dogs.**

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The aim of this competition is for a Handler to direct his dog around a course of different obstacles to assess and enhance the ability of the dog and Handler to work as a team. It is an educational and sporting activity intended to improve the dog’s integration into society. The sport requires a good rapport between dog and Handler, which results in perfect teamwork. Whilst speed of the dog is to be desired, ~~steadiness~~ accuracy of work is essential to a faultless performance of the course.

**(NSW) Rationale: 1.1. Agility is a dog competition open to all dogs**

The word steadiness implies a slow performance, which is not the nature of modern agility competition. Accuracy is a better word to describe an ideal performance.

***Original Rule***

**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.

**(NSW) Proposed Changes: 1.4. Any person making an entry in an Agility Trial**

**1.4. Any person making an entry in an Agility Trial**

1.4.1 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.

1.4.2 The only exclusion criteria for entering the trial is that a judge cannot judge a dog which they own. There are no exclusion criteria based on relationships or familiarity with judge (e.g. family, friends, students are all permitted to enter the trial under the nominated judge).

**(NSW) Rationale: 1.4. Any person making an entry in an Agility Trial**

Agility has specific rules which need to be followed when judging. These rules are objective and outlined clearly so that subjectivity when judging is minimised. A judge’s ability to be objective and perform their duties effectively is expected with the role. In the unlikely event that their judgement is questioned then this can be followed up through the same process

as any other concerns regarding their ability to perform their role by lodging a complaint through their state body as per guidelines.

***Original Rule***

**3.1. Classes**

Classes are defined as Novice, Excellent, Master, Elite and Open and any other class that the ANKC determines. Qualifications up to and including the date of closing of entry, shall count as eligibility to compete in any Class. At the discretion of the Trial Secretary, a competitor who completes the necessary passes to a title and has applied for that title, after the closing of entry, may request and be transferred to the next higher class.

The following Class description applies to Agility, Jumping and Games

1. NOVICE CLASS: For dogs that are not eligible for the Novice title.
2. EXCELLENT CLASS: For dogs that have qualified and applied for the Novice title and are not eligible for the Excellent title.
3. MASTER CLASS: For dogs that have qualified and applied for the Excellent title or Master title.
4. ELITE CLASS: For dogs that have qualified and applied for the Master title or Elite Title. (Note: There is no Elite in games)
5. OPEN CLASS: Open to all dogs. (Note: There is no Open class in Games.)

Note: where an affiliate offers both Master and Elite classes at an event, a dog may not be entered in both classes.

**(NSW) Proposed Changes: 3.1. Classes (OPTION 2)**

**3.1. Classes**

Classes are defined as Novice, Excellent, Master~~, Elite~~ and Open and any other class that the ANKC determines. Qualifications up to and including the date of closing of entry, shall count as eligibility to compete in any Class. At the discretion of the Trial Secretary, a competitor who completes the necessary passes to a title and has applied for that title, after the closing of entry, may request and be transferred to the next higher class.

The following Class description applies to Agility, Jumping and Games

1. NOVICE CLASS: For dogs that are not eligible for the Novice title.
2. EXCELLENT CLASS: For dogs that have qualified and applied for the Novice title and are not eligible for the Excellent title.
3. MASTER CLASS: For dogs that have qualified and applied for the Excellent title or Master title.
4. ~~ELITE CLASS: For dogs that have qualified and applied for the Master title or Elite Title. (Note: There is no Elite in games)~~
5. OPEN CLASS: Open to all dogs. (Note: There is no Open class in Games.)

~~Note: where an affiliate offers both Master and Elite classes at an event, a dog may not be entered in both classes.~~

**(NSW) Rationale: 3.1. Classes**

The purpose of introducing the elite class was to provide opportunities for handlers who spend most of their time in master to advance beyond this class and to reduce the bottleneck which occurs in the master class, where dogs can enter it young and stay in there for many years with no chance of progression. Having elite as an optional class has not been a successful approach. We believe that Elite should either become a mandatory class – the class after master or it should be removed altogether, having it as on optional class has been difficult for both trial organisers, judges, and competitors.

NOTE: If it is agreed to remove Elite as a class – all references to Elite within the rules will need to be removed.

***Original Rule***

**3.2.3.** Agility Champion (commencing 1st January 2021)

A dog will be eligible for the title of Agility Champion 200, 300, 400, 500, 600 when they have attained 1000 points, these can only be gathered at the completion of the Masters title by competing in either the Master or Elite in each category of which 10 points from Agility and 10 points from Jumping must be after 1st January 2021.

To achieve the title, at least 500 points must be earned from qualifying runs only in each of Agility and Jumping, from the Master or Elite Classes.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Points are awarded as follows: Agility and Jumping | 1st Place Qualifying score | 2nd Place Qualifying score | 3rd Place Qualifying score | Qualifying score |
| Master | 25 | 20 | 15 | 10 |
| Elite | 30 | 25 | 20 | 15 |

**(NSW) Proposed Changes: 3.2.3.**

**3.2.3.** Agility Champion (commencing 1st January 2021)

1) Agility Champion (~~commencing 1st January 2021~~) (commencing-insert rule change date)

A dog will be eligible for the title of Agility Champion 200, 300, 400, 500, 600 when they have attained ~~1000~~ 500 points, these can only be gathered at the completion of the Masters title by competing in either the Master or Elite in ~~each~~ this category of which 10 points from Agility and 10 points from Jumping must be after ~~1st January 2021~~ (insert rule change date). ~~To achieve the title, at least 500 points must be earned from qualifying runs only in each of Agility and Jumping, from the Master or Elite Classes.~~

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Points are awarded as follows: Agility ~~and Jumping~~ | 1st Place Qualifying score | 2nd Place Qualifying score | 3rd Place Qualifying score | Qualifying score |
| Master | 25 | 20 | 15 | 10 |
| Elite | 30 | 25 | 20 | 15 |

**(NSW) Rationale: 3.2.3.** Agility Champion

Agility and jumping are different events and excellence in each should be recognised separately.

***New Rule***

**(NSW) Proposed Changes: 3.2.3.**

**3.2.3.** Agility Champion (commencing 1st January 2021)

2) Jumping Champion (commencing- insert rule change date)

A dog will be eligible for the title of Jumping Champion 200, 300, 400, 500, 600 when they have attained 500 points, these can only be gathered at the completion of the Masters title by competing in either the Master or Elite in this category of which 10 points from Agility and 10 points from Jumping must be after (insert rule change date).

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Points are awarded as follows: ~~Agility and~~ Jumping | 1st Place Qualifying score | 2nd Place Qualifying score | 3rd Place Qualifying score | Qualifying score |
| Master | 25 | 20 | 15 | 10 |
| Elite | 30 | 25 | 20 | 15 |

**(NSW) Rationale: 3.2.3.** Jumping Champion

Agility and jumping are different events and excellence in each should be recognised separately.

***New Rule***

**(NSW) Proposed Changes: 3.2.3.**

**3.2.3.** Agility Champion (commencing 1st January 2021)

3) Dual Champion (commencing-insert rule change date) A dog will be eligible for the title of Dual Champion 200, 300, 400, 500, 600 when they have attained their Agility Championship and Jumping Championship. At least one pass in each agility and jumping must be achieved after (insert rule change date).

**(NSW) Rationale: 3.2.3.** Dual Champion

Agility and jumping are different events and excellence in each should be recognised separately.

***New Rule***

**(NSW) Proposed Changes: 3.2.3.**

**3.2.3.** Agility Champion (commencing 1st January 2021)

4) Grand Champion (commencing- insert rule change date) A dog will be eligible for the title of Grand Champion 200, 300, 400, 500, 600 when they have attained their Dual Championship and their Games Championship.

**(NSW) Rationale: 3.2.3.** Grand Champion

This title would reward versatility and excellence across all aspects of the sport of agility.

***Original Rule***

**3.3. Decisions**

Decisions of the Committee conducting the Agility Trial shall be subject to appeal to the Canine Control.

The Rules of the Canine Control shall apply to all Trials and to any Affiliate conducting the Trial. In the event of any inconsistency the Canine Control rules shall prevail.

Anyone taking part in an Agility Trial who openly impugns the actions or decisions of the Judge shall render themselves liable to be debarred from further participation in the trial and may be ordered from the grounds and further dealt with at the discretion of the Canine Control.

Photographic Review

Photographic review of the dog running courses will not be accepted.

**(NSW) Proposed Changes: 3.3 Decisions**

**3.3. Decisions**

Decisions of the Committee conducting the Agility Trial shall be subject to appeal to the Canine Control.

The Rules of the Canine Control shall apply to all Trials and to any Affiliate conducting the Trial. In the event of any inconsistency the Canine Control rules shall prevail.

Anyone taking part in an Agility Trial who openly impugns the actions or decisions of the Judge shall render themselves liable to be debarred from further participation in the trial and may be ordered from the grounds and further dealt with at the discretion of the Canine Control.

**3.3.1.** Photographic Review

Requests for Photographic review of ~~the~~ a dog running courses by any handler or spectator will not be accepted.

**(NSW) Rationale: 3.3 and 3.3.1:**

Photographic review should not be acceptable from any participant or spectator. The rule should be clarified for all participants in the sport.

***Original Rule***

**3.4. Rings**

The Ring shall be a minimum of 800 square metres except with the approval of the Canine Control. Each ring will have separate entry and exit points with a minimum of a three (3) metres corridor between the rings where practicable.

A second rope may be erected outside the ring at a distance of approximately two (2) metres.

Recommend that inside the Ring shall be an area of 10m x 6m before the first obstacle, the ‘entry area’ and an area of 10m x 6m after the last obstacle, the ‘exit area’. Only the dog and handler about to start the course shall be permitted in the entry area. Only the dog and handler finishing the course are permitted in the exit area.

Recommend that the ring have a clear space for entry and exit to the ring of at least 5 metres long by 2 metres wide. Dogs waiting to enter the ring can be assembled and separated from the general trial area in this entry trial area. A maximum of 3 teams may be assembled in this area at any time.

No bunting in the form of “flags on ropes” is to be placed on ring ropes. However, where a second rope is used, bunting may be placed on that rope. Barrier mesh or similar is to be distinguished from bunting and can be placed on ring ropes.

**(NSW) Proposed changes: 3.4. Rings**

**3.4. Rings**

The Ring shall be a minimum of ~~800~~ 900 square metres except with the approval of the Canine Control. Each ring will have separate entry and exit points with a minimum of a three (3) metres corridor between the rings where practicable.

A second rope may be erected outside the ring at a distance of approximately two (2) metres.

Recommend that the ring entry and exit be separated by at least 10m where possible. There should be at least 6m from the ring-rope to the first obstacle (along the dog’s path) and there should be 6m from the last obstacle to the ring rope (along the dog’s path). ~~inside the Ring shall be an area of 10m x 6m before the first obstacle, the ‘entry area’ and an area of 10m x 6m after the last obstacle, the ‘exit area’~~. Only the dog and handler about to start the course shall be permitted in the entry area. Only the dog and handler finishing the course are permitted in the exit ~~area~~.

Recommend that the ring have a clear space for entry and exit to the ring of at least 5 metres long by 2 metres wide. Dogs waiting to enter the ring can be assembled and separated from the general trial area in this entry trial area. A maximum of 3 teams may be assembled in this area at any time.

No bunting in the form of “flags on ropes” is to be placed on ring ropes. However, where a second rope is used, bunting may be placed on that rope. Barrier mesh or similar is to be distinguished from bunting and can be placed on ring ropes.

**(NSW) Rationale: 3.4. Rings**

Additional room required for course design due to increasing maximum course length and the straight approach needed for contacts, tyre, spread and broad. This equates to a ring size of 30m x 30m approx. as well as other variations.

Due to changes in course design, dogs do not always jump away from the first ring rope after the first obstacle. Having to leave entry and exit areas is no longer appropriate, however, it is important to make sure dogs have adequate space to take off from first obstacle and land from last obstacle. 6m along the dog’s path will allow for this.

***Original Rule***

**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.

**(NSW) Proposed Changes 4.2. Scheduling**

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In Games, the affiliate ~~has the option of~~ will ~~scheduling~~ schedule 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.

**(NSW) Rationale: 4.2. Scheduling**

All dogs should have the right to compete within their own class, no matter the type of agility, excluding Open classes. All dogs should have the opportunity to earn a title and championship based on their merit within their height class. This should not be withheld for the sake of the cost of a Ribbon or Prize. These issues can be solved in other ways. Let’s make Agility fair for all dogs.

***Original Rule***

**4.3. Height Card**

Prior to a dog competing in a trial for the first time, an Official Height Card, signed by TWO (ANKC) Agility Judges or other persons approved by the Canine Control specifying the height or the height category of the dog must be obtained. The height of the dog is to be measured at the highest point of the withers no more than two months before that trial. The Height Card is valid for the life of the dog if they are over 2 years old or the dog is measured at the 600 Height Category. If the dog is under 2 years old a temporary height card will be issued and the dog will be required to be remeasured when the dog is 2 years of age. A permanent Height Card would then be issued. Any pass cards issued to the dog during the period of the temporary height card will remain valid.

**(NSW) Proposed Changes: 4.3. Height Card**

**4.3. Height Card**

Prior to a dog competing in a trial for the first time, an Official Height Card, signed by TWO (ANKC) Agility Judges or other persons approved by the Canine Control specifying the height or the height category of the dog must be obtained. The height of the dog is to be measured at the highest point of the withers no more than two months before that trial. The Height Card is valid for the life of the dog ~~if they are over 2 years old or the dog is measured at the 600 Height Category~~. if it meets any of the following criteria:

* The dog is over 2 years old.
* The dog is measured into the 600 Height Category.
* The dog is at least 20mm below the height cut off for the next class above.

~~If the dog is under 2 years old~~ If the dog doesn’t meet the above criteria it will be issued a temporary height card and the dog will be required to be remeasured when the dog is 2 years of age. A permanent Height Card would then be issued. Any pass cards issued to the dog during the period of the temporary height card will remain valid.

**(NSW) Rationale: 4.3. Height Card**

The aim of this change is to reduce the number of dogs needing to be remeasured as judges time at a trial is already limited.

Dogs are unlikely to grow more than 20mm from the age of 16 months until 24 months, so dogs not within this gap at the top of their height class won’t benefit from additional measure.

***Original Rule***

**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 |

The Judge may check at random the height of the dog by requesting to sight the dog’s Official Height Card and/or utilize an ANKC approved measuring device on a hard level surface.

This includes the use of measuring hoops.

The dog will be required to compete under this rule in all classes in which it is entered during the current competition.

The handler may challenge the measurement for future competitions undertaking the formal measurement process conducted by authorised persons as specified in the ANKC Rules for the conduct of Agility Trials and obtaining an official Height of Shoulder Card duly signed at that measurement.

**(NSW) Proposed Changes: 4.5. Measuring Dogs**

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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 |

A deviation of +/- 5mm is to be allowed.

The Judge may check at random the height of the dog by requesting to sight the dog’s Official Height Card and/or utilize an ANKC approved measuring device on a hard level surface.

This includes the use of measuring hoops.

The dog will be required to compete under this rule in all classes in which it is entered during the current competition.

The handler may challenge the measurement for future competitions undertaking the formal measurement process conducted by authorised persons as specified in the ANKC Rules for the conduct of Agility Trials and obtaining an official Height of Shoulder Card duly signed at that measurement.

**(NSW) Rationale: 4.5. Measuring Dogs**

Measuring a dog to the exact millimetre is impossible.

***Original Rule***

**4.6 Bitches in Oestrum**

Bitches in Oestrum or showing a coloured discharge of any sort must not be permitted to compete in trials or to be within the precincts of the trial.

**(NSW) Proposed Changes: 4.6. Bitches in Oestrum**

**4.6 Bitches in Oestrum**

Bitches in Oestrum or showing a coloured discharge of any sort must not be permitted to compete in trials or to be within the precincts of the trial. Except for National Trials, State Titles and State Dog of the Year events where they may compete. Bitches in oestrum will run at the end of their height class and start on a mat. At these trials an exercise area will be set aside for bitches in oestrum to use, when outside of this area and not actively competing, bitches in oestrum must be wearing pants or crated while within the precincts of the trial.

**(NSW) Rationale: 4.6. Bitches in Oestrum**

1. To bring Australia more in line with overseas agility competition where Bitches in Oestrum are allowed to compete at big events for example FCI nationals.

2. As agility becomes more competitive there are increasing numbers of bitches kept entire with competitors breeding to produce high quality performance dogs. It is then appropriate to include these in big competitions to prove themselves as superior breeding stock at State and National level.

3. Large National and State level trials are already very distracting environments, unlike quieter local trials competitors come prepared to run under greater distractions.

4. Studies are showing health benefits to keeping dogs and bitches entire rather than desexing, the sport should not be discouraging people from making this decision in the best interest to the health of their bitch.

5. Bitch pants will make any Bitches in Oestrum easily identifiable to other handlers while being moved around the grounds or lining up for their run and keep them from dripping around the rings.

6. A designated exercise area will allow handlers to toilet, warm up and cool down their bitches. People who have concerns about their dogs being distracted can keep well away from this area.

7. Many agility trials are already held near, in some cases next to a breed show where Bitches in Oestrus are being shown, or on grounds where Bitches in Oestrus have been shown or exercised on within the past few days. Competing in the vicinity to Bitches in Oestrus isn’t a new challenge for many trialling dogs.

***Original Rule***

**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 |

**(NSW) Proposed Changes 6.2. Broad Jump**

**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 | ~~400~~ 350mm | 2 | 100 and 150mm | 100 - 150mm |
| 300 | ~~600~~ 500mm | 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 |

Dogs should be able to see the boards correctly without a large gap between the boards. Boards should not be fixed nor have any construction such as a bar underneath each segment that might pose a safety risk to any dog if the piece is toppled over. Broad segments should not be fixed to the ground.

**(NSW) Rationale: 6.2. Broad Jump**

The broad is a piece of equipment that gives inconsistent skill test across the heights. There is a gap that is present for the 300 height dogs which is not consistent across any of the other heights. This is an unfair application of the equipment, and should be addressed.

***Original Rule***

**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.

**(NSW) Proposed Changes: 6.4. Hoop**

**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.

The hoop should not hang or move in a swinging motion other than when forced open to break away from the dog. The hoop should not be fully framed and should not have a bar that is above the hoop.

**(NSW) Rationale: 6.4. Hoop**

Obstacles should not be designed in a way that is a safety risk for a dog. Hanging and framed hoops present a considerable safety risk to the dog due to the nature of the design, where the hoop is not fixed and can move with the wind.

***Original Rule***

**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.

1. A Handler may enter the ring (with the dog on lead) whilst the previous dog is completing its run.
2. 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.
3. A dog shall not be physically touched after the Judge has indicated that they may go.
4. 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.
5. 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.

**(NSW) Proposed changes: 7.2. Entering and Exiting the Ring**

**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 (if appointed by the affiliate club), or may be placed ~~on the ground behind~~ in a designated nearby receptacle. The steward will remove items after the dog/handler team commences their run by placing them near the ring exit. In the event that the affiliate club cannot appoint a ‘lead’ steward then 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. Note: The use of ‘lead’ stewards, must be announced prior to commencement of judging and must be consistent for all classes at the trial.

1. A Handler may enter the ring (with the dog on lead) whilst the previous dog is completing its run.
2. The only items that a dog can wear whilst running the course are:
3. 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
4. Ribbons or bands to keep the hair away from the face.
5. A dog shall not be physically touched after the Judge has indicated that they may go.
6. 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.
7. 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.

**Option B**

1. Where an exit area is defined with a chute or gated off area, handlers may put the dog on lead in this area while rewarding the dog. Handler and dog teams should not leave this area until the dog is on lead.
2. The exit area of the ring, or chute, should be a clear space to allow the exiting handler and dog the ability to put the lead on the dog and reward the dog in this area. All other dogs should keep this area clear for exiting handler and dog teams.

e g. 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.

**(NSW) Rationale: 7.2. Entering and Exiting the Ring**

Placing leads on the ground behind has been removed because it is creating repetitive bending over by the steward which should be minimised.

Some smaller clubs having difficulty finding helpers to steward. Having the option to have one less steward if needed could make it more sustainable for smaller clubs to run trials. It is important that competitors know what to expect with ‘leads’ at the beginning of the trial and that this is consistent for all classes and doesn’t change.

**(NSW) Rationale :7.2. Entering and Exiting the Ring – Option B**

With the number of trial participants increasing, it is only fair to all dogs exiting the ring that may be in an emotionally heightened or excited state, to have a clear path to their reward, and given space to have their lead put on.

To avoid dogs running out of the ring, a screened off exit area would be a best practice inclusion.

***Original 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.

**(NSW) Proposed changes: 8.1. Course Inspection**

**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~~ At the discretion of the judge, handlers may be divided into ‘split walks’ to eliminate large numbers on course inspection. It is suggested that splits not occur within heights as it may create advantage/disadvantage within a height category.

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.

**(NSW) Rationale: 8.1. Course Inspection**

The judge should be the person responsible for determining if a split walk is required (which they will do in consultation with trial secretary/manager). If split walks occur within a height class (i.e. 200, 300, 400, 1⁄2 500 heights followed by other 1⁄2 500 and 600) then the second group gets the advantage of seeing how the course runs before getting to walk. In the case of 600s it doesn’t matter as much as they all get the same advantage. The 500s are competing against each other and some of them have the advantage.

***Original Rule***

**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.

**(NSW) Proposed changes: 8.14. Stewards**

**8.14. Stewards**

Rudeness or aggression towards any stewards will not be tolerated and competitors may be disqualified and/or removed from competition 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.

Lead Steward: To escort handler/dog teams into the ring, to move leads and other items from the entry to exit of the ring and to advise scribe of exhibitor number.

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.

**(NSW) Rationale: 8.14. Stewards**

Significant incidents of misbehaviour by a competitor may warrant a more significant penalty than a disqualification. Also, the behaviour may occur by a competitor who is not entered in the class but penalty may still need to be applied.

***Original 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.

**(NSW) Proposed changes: 9.3. A Tunnel under the Scramble or Dog Walk**

**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~~ is permitted in all classes.

In the novice class, only one of the contacts (either the scramble or dog walk) can have a single tunnel positioned under it. There are no restrictions in the other classes.

**(NSW) Rationale: 9.3. A Tunnel under the Scramble or Dog Walk**

By allowing novice courses to have a tunnel under either the dog walk or the scramble, judges will be able to use the ring space more efficiently and allow more creativity in course design.

***Original Rule***

**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.

**(NSW) Proposed Changes: 9.5. Obstacles are to be numbered in sequential order**

**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. Number markers with numbers marked on both sides may be used, permitting the number marked on the back side is at least half the height of the other in order to help the handler identify the obstacle from the opposite side when walking the course. They must be manufactured so as not to cause injury if contacted by the Handler or dog.

**(NSW) Rationale: 9.5. Obstacles are to be numbered in sequential order**

The proposed change to allow lettering on both sides of number markers, with the backside lettering, aims to enhance visibility for the handlers when walking the course and to help them find their way if they’ve lost track. The smaller number creates a clear differentiation between that and the number indicating the direction the obstacle should be taken.

This change aligns with the evolving needs of participants, the offering of numbers that are manufactured and used across the world. Currently these numbers are used in competitions within our state and this rule aligns us to what is already being put to use with benefit to the handlers.

***Original 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 |
| 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 |

**(NSW) Proposed changes: 9.7. Distance between obstacles**

**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. When all heights are competing on the same course then this distance is to be a minimum of ~~five~~ six (~~5~~ 6) metres to a maximum of ~~ten~~ nine (~~10~~ 9) 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 will 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~~ |

**(NSW) Rationale: 9.7. Distance between obstacles**

Information that we have about take-off and landing in dogs indicates that some large striding dogs will take off and land up to 3m from jump. 5m distance in a straight line is not enough room to bounce jump between obstacles safely. Increase to 6m minimum would allow this. Also, courses are getting progressively longer and 10m distances between obstacles is contributing to this and is unnecessary. Suggested change to 9m would be adequate and prevent excessive distances in courses.

Now that running contacts is becoming more frequently seen in the sport, turning off the contact to a tunnel with a short distance of 4m is no longer safe. Suggested remove this paragraph.

Table with separate heights is not necessary as it is repetitive. Suggested it is removed.

***Original Rule***

**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 |

**(NSW) Proposed changes: 9.7.1.** Maximum course length for Agility and Jumping

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

|  |  |  |
| --- | --- | --- |
| Class | ~~Maximum Course Length~~ Agility | Jumping |
| Novice | 180 metres | 170 metres |
| Excellent / Open | 200 metres | 190 metres |
| Masters | 220 metres | 210 metres |
| Elite | 240 metres | 230 metres |

**(NSW) Rationale: 9.7.1.** Maximum course length for Agility and Jumping

Suggested change in table for maximum course length. Agility courses will be longer due to the nature of equipment used (i.e. contacts and weaves), therefore jumping courses do not need the same maximum length as agility courses. Suggest having different maximum lengths for jumping and agility to reflect this.

***Original Rule***

**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.

**(NSW) Proposed changes: 9.9. Scoring**

**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~~

**(NSW) Rationale: 9.9. Scoring**

No longer required by many State/Territory bodies.

***Original Rule***

**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.

**(NSW) Proposed changes: 9.10.3. Penalty Faults**

**~~9.10.3. Penalty Faults~~**

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

**(NSW) Rationale: 9.10.3. Penalty Faults**

Penalty faults should not exist. It is a contradiction to **9.11.c Placings** where it is stated *“Any dog with penalty faults must not be considered for a placing due to the seriousness of their nature.”* If a penalty fault cannot be considered for a placing, then it should just be an automatic DQ. Penalty faults don’t make sense if they affect placings.

***Original Rule***

**9.11. Placings**

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.

**(NSW) Proposed changes: 9.11. Placings**

**9.11. Placings**

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.~~

**(NSW) Rationale: 9.11. Placings**

If penalty faults are excluded in the rule change, this rule will require updating.

***Original Rule***

**9.14. Course faults**

Five faults will be incurred if the dog

1. 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.
2. Misses the contact area of the Dog Walk on the way down.
3. Any part of an obstacle including the hoop is dislodged by the dog or the Handler whilst negotiating that obstacle.
4. Misses the contact area on the Scramble on the way down.
5. Leaves the plank of the Seesaw before it has touched the ground.
6. 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.
7. 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
8. any obstacle is refused

**(NSW) Proposed Changes: 9.14. Course faults**

**9.14. Course faults**

Five faults will be incurred if the dog:

1. 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 (having entered correctly), while negotiating the Broad Jump. Dogs clipping boards to be penalised only when boards are displaced.
2. Misses the contact area of the Dog Walk on the way down.
3. Any part of an obstacle including the hoop is dislodged by the dog or the Handler whilst negotiating that obstacle.
4. Misses the contact area on the Scramble on the way down.
5. Leaves the plank of the Seesaw before it has touched the ground.
6. 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.
7. 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 on this attempt. ~~Dog must continue after missing a gap. Repeating any part of the weaving poles will be judged as wrong course.~~
8. Places paws on, or jumps on or moved a tunnel that it should be negotiating.
9. any obstacle is refused. (Note: h. becomes i.)

**(NSW) Rationale: 9.14. Course faults**

**:** missing in first line. Clarifies the distinction between this phrase and the one for Broad Jumps in Refusals (9.15c). Full stop missing at the end.

We want to fault behaviour that is not desirable when negotiating the course. This provides some clarity around interaction with the tunnel that should incur a penalty.

To move us more in line with international agility organisations where weaves must be fully completed to continue the course without disqualification.

To award dogs who eventually complete the weaves above those that skip past them.

For better training as some dogs learn if they take a short cut and skip out of the weaves early they can be self-rewarded by taking the next obstacle.

To put a limit on the number of times a dog can re-attempt the weaves so that the ring is not held up for too long.

***Original Rule***

**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:

* 1. The dog is on the take-off side of the obstacle,
  2. The dog is on the approach side of the obstacle,
  3. The refusal line does NOT become active until the dog has started the approach to the obstacle.

A refusal is called when:

1. The dog fails to make an attempt at an obstacle,
2. Approaching an obstacle turns away, hesitates, deviates or stops within one (1) metre in front of the obstacle it should be negotiating.
3. Attempting the Broad Jump a dog does not enter between the two (2) front poles or does not attempt to jump the boards.
4. Attempting the Dog Walk a dog fails to ascend the up ramp or comes off the obstacle before reaching the horizontal section.
5. Attempting the Hurdles a dog fails to pass between the two uprights.
6. Attempting the Scramble a dog fails to ascend the up ramp or comes off the obstacle before the apex.
7. Attempting the Seesaw a dog fails to ascend the plank or comes off the obstacle before the pivot point.
8. 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

**(NSW) Proposed Changes: 9.15. Refusal of an obstacle**

**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~~. 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:

1. The dog is on the take-off side of the obstacle.
2. The dog is on the approach side of the obstacle
3. The refusal line does NOT become active until the dog has started the approach to the obstacle.

A refusal is called when:

1. ~~the~~ The dog fails to make an attempt at an obstacle .
2. Approaching an obstacle the dog shall be faulted with a refusal if the dog stops in front of or turns away from the obstacle within the take-off area or the dog enters the take-off area and leaves the take-off area without negotiating the obstacle. Each attempt to negotiate an obstacle must be judged. ~~turns away, hesitates, deviates or stops within one (1) metre in front of the obstacle it should be negotiating.~~
3. Attempting the Broad Jump a dog does not enter between the two (2) front poles or does not attempt to jump the boards
4. Attempting the Dog Walk a dog fails to ascend the up ramp or comes off the obstacle before reaching the horizontal section.
5. Attempting the Hurdles a dog fails to pass between the two uprights.
6. Attempting the Scramble a dog fails to ascend the up ramp or comes off the obstacle before the apex.
7. Attempting the Seesaw a dog fails to ascend the plank or comes off the obstacle before the pivot point.
8. 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. Attempting a tunnel the dog touches the inside of the tunnel, or enters the tunnel (partially or fully), and then turns/backs out and exits through the entry point.

**(NSW)Rationale: 9.15. Refusal of an obstacle**

Adding some punctuation to the first line enhances the meaning. Capital T required in place of lower-case t.

Part (a) covers “run bys” of an obstacle. This leaves a way for part (b) to be made simpler. Removing the 1metre distances gives the judge more scope to deal with different size dogs and different jump styles.

Removing hesitating – too hard to define... some dogs always hesitate before taking off – it is their jumping style. I think the part (a) covers this too – “fails to make an attempt....”

If the dog remains stationary, then it remains the first attempt- if he moves away and retries- a second attempt has started.

This needs clarification as to whether it is refusal or a fault. It is a special case and needs to be defined separately as are the contacts and weavers.

**Option B**

**(NSW) Proposed changes: 9.15. Refusing an obstacle**

**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 considered on approach to the obstacle. The judge determines when the dog is ‘on approach’ and takes into consideration the dog’s focus on and movement towards the next 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:

1. The dog fails to make an attempt at an obstacle.
2. Once on approach to the obstacle, the dog ~~Approaching an obstacle~~ turns away, hesitates, deviates or stops ~~within one (1) metre in front of the obstacle it should be negotiating~~.
3. 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 boards)
4. Attempting the Dog Walk a dog fails to ascend the up ramp or comes off the obstacle before reaching the horizontal section.
5. Attempting the Hurdles a dog fails to pass between the two uprights.
6. Attempting the Scramble a dog fails to ascend the up ramp or comes off the obstacle before the apex.
7. Attempting the Seesaw a dog fails to ascend the plank or comes off the obstacle before the pivot point.
8. 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. Attempting the Tunnel any part of the dog enters the tunnel and then comes back out the same entrance.

**(NSW) Rationale: 9.15. Refusing an obstacle**

There is variation in how judge’s judge a refusal. More clarity around how judges determine when a dog is ‘on approach’ may help handlers understand that it is a judge’s decision and what judges are looking at when making that decision. The section on a refusal line was removed as it is not mentioned anywhere else, and we do not use this when judging.

b. clarification by include ‘on approach’ and removal of 1m as distance is not an equitable method of determining a refusal for dogs of various heights/length (particularly when some dogs are taking off up to 3m from obstacle they are obviously on approach when they are more than 1m away.

***Original Rule***

**9.16. Disqualification**

A dog will be disqualified if:

1. It accumulates three refusals.
2. It does not re-attempt a missed or refused obstacle.
3. It takes the wrong course.
4. It repeats any gap either missed or completed in the Weaving Poles.
5. It fouls while under the control of the judge. This includes all bodily excretions excluding saliva.
6. In the Judge's opinion, the dog is out of control.
7. The Handler physically contacts the dog in a manner that assists it.
8. 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.
9. Any Handler carries food or wears or carries aids (balls, bumbags, toys, dummies etc.) into the Ring.
10. Any Handler ducks under or jumps over any obstacle, or steps (or goes) through the weavers whilst negotiating the course.
11. 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.
12. It performs an obstacle in any manner in which the judge feels the dog has clearly endangered itself, the handler, or anyone else.
13. The handler fails to obey a judge’s order.
14. The handler physically assists the dog over the line at the start.
15. The handler steps on or over the distance handling line in the open class during the challenge.
16. The handler in the opinion of the judge unduly delays starting the course or exiting the ring once finished.

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

**(NSW) Proposed Changes 9.16. Disqualification**

A dog will be disqualified if:

1. It accumulates three refusals or faults in any combination. For example: 2 refusals and a fault = DQ. In other words, 3 errors on course, regardless of whether they are a fault or refusal (or a combination of both) will result in a DQ.
2. It does not re-attempt a missed or refused obstacle.
3. It takes the wrong course.
4. ~~It repeats any gap either missed or completed in the Weaving Poles~~. It fails to complete the entire set of Weaving Poles before continuing the course. Or fails to complete the weaving poles within 3 attempts.
5. It fouls while under the control of the judge. This includes all bodily excretions excluding saliva.
6. In the Judge's opinion, the dog is out of control.
7. The Handler physically contacts the dog in a manner that assists it.
8. 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.
9. Any Handler carries food or wears or carries aids (balls, bumbags, toys, dummies etc.) into the Ring.
10. Any Handler ducks under or jumps over any obstacle, or steps (or goes) through the weavers whilst negotiating the course.
11. 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.
12. It performs an obstacle in any manner in which the judge feels the dog has clearly endangered itself, the handler, or anyone else.
13. The handler fails to obey a judge’s order.
14. The handler physically assists the dog over the line at the start.
15. The handler steps on or over the distance handling line in the open class during the challenge.
16. The handler in the opinion of the judge unduly delays starting the course or exiting the ring once finished.
17. In the event that the dog is disqualified under items a, b, c, d, k, o, the handler and dog will be permitted to complete the course.

**(NSW) Rationale: 9.16. Disqualification**

It makes judging a little easier and will reduce judge’s fatigue. Is there really any point of allowing numerous faults and only 3 refusals? The proposed rule would still allow 2 faults, 2 refusals or 1 of each for placings – so this would not affect the ability to have 1st, 2nd & 3rd placings. It would be a rare occurrence if multiple handlers ended with the same course time and number of faults.

To move us more in line with international agility organisations where weaves must be fully completed to continue the course without disqualification.

To award dogs who eventually complete the weaves above those that skip past them.

For better training as some dogs learn if they take a short cut and skip out of the weaves early, they can be self-rewarded by taking the next obstacle.

To put a limit on the number of times a dog can re-attempt the weaves so that the ring is not held up for too long.

***Original Rule***

**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/s

Scramble

Flexible Tunnels

Weaving Poles – 12

**(NSW) Proposed changes: 10. NOVICE AGILITY CLASS (14-16 OBSTACLES)** NOVICE AGILITY CLASS (14-16 OBSTACLES)

**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, Hoop 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

At least one of the following special jumps – Broad jump, Hoop, Spread Hurdle

**(NSW) Rationale: 10. 11. 12. 13. 14. Changes to all agility classes**

* Hoop to be negotiated only once as it is unsafe to try and repeat it if broken.
* Removal of plural ‘s’ with broad jump, hoop, spread hurdle and contacts – clubs are usually only providing one per ring.
* Course design can be restrictive in order to provide safe approaches to all three ‘special jumps’ when you are also trying to provide straight approaches to contacts. Although we do not want to lose these types of jumps, we can make some optional to allow for more creativity in course design. Where a good course design cannot safely accommodate all three, this new rule would provide judges with flexibility of omitting up to two special jumps in agility if needed. It will also assist judges by making nesting easier between classes.
* Reduce maximum number of obstacles in master to 22 and elite to 24 to come in line with now having a maximum course length. It is no longer practical to have courses with more than 22 obstacles in master and 24 in elite. Reducing the maximum number of obstacles in these classes will make it less likely for judges to exceed the maximum course length.
* Elite Agility – no need to reference course design as that information will go in judges’ guidelines. Other comments are not in the other classes and not required. If elite is to be the next compulsory class above masters, remove the splitting up of weave poles in sections as this is difficulty for clubs to cater for judges’ equipment requirements and would keep the weave pole requirements consistent across all the agility classes.
* Open Agility – adding in having at least 1 of the special jumps will create consistency across all the agility classes with regards to the inclusion of special jumps.

***Original Rule***

**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/s

Scramble

Flexible Tunnels

Weaving Poles – 12

**(NSW) Proposed changes: 11. EXCELLENT AGILITY CLASS (16-20 OBSTACLES)**

**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, Hoop 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

At least one of the following special jumps – Broad jump, Hoop, Spread Hurdle

**(NSW) Rationale: 10. 11. 12. 13. 14. Changes to all agility classes**

* Hoop to be negotiated only once as it is unsafe to try and repeat it if broken.
* Removal of plural ‘s’ with broad jump, hoop, spread hurdle and contacts – clubs are usually only providing one per ring.
* Course design can be restrictive in order to provide safe approaches to all three ‘special jumps’ when you are also trying to provide straight approaches to contacts. Although we do not want to lose these types of jumps, we can make some optional to allow for more creativity in course design. Where a good course design cannot safely accommodate all three, this new rule would provide judges with flexibility of omitting up to two special jumps in agility if needed. It will also assist judges by making nesting easier between classes.
* Reduce maximum number of obstacles in master to 22 and elite to 24 to come in line with now having a maximum course length. It is no longer practical to have courses with more than 22 obstacles in master and 24 in elite. Reducing the maximum number of obstacles in these classes will make it less likely for judges to exceed the maximum course length.
* Elite Agility – no need to reference course design as that information will go in judges’ guidelines. Other comments are not in the other classes and not required. If elite is to be the next compulsory class above masters, remove the splitting up of weave poles in sections as this is difficulty for clubs to cater for judges’ equipment requirements and would keep the weave pole requirements consistent across all the agility classes.
* Open Agility – adding in having at least 1 of the special jumps will create consistency across all the agility classes with regards to the inclusion of special jumps.

***Original Rule***

**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

Hoop/s

Hurdle/s

Spread Hurdle/s

Scramble

Flexible Tunnels

Weaving Poles – 12

**(NSW) Proposed changes: 12. MASTER AGILITY CLASS (20-24 OBSTACLES)**

**12. MASTER AGILITY CLASS (20-22 ~~24~~ OBSTACLES)**

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

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

**MANDATORY**

~~Broad Jump/s~~

Dog Walk/s

~~Hoop/s~~

Hurdle/s

~~Spread Hurdle~~

Scramble/s

Seesaw/s

Flexible Tunnel/s

Weaving Poles – 12

At least one of the following special jumps – Broad jump, Hoop, Spread Hurdle

**(NSW) Rationale: 10. 11. 12. 13. 14. Changes to all agility classes**

* Hoop to be negotiated only once as it is unsafe to try and repeat it if broken.
* Removal of plural ‘s’ with broad jump, hoop, spread hurdle and contacts – clubs are usually only providing one per ring.
* Course design can be restrictive in order to provide safe approaches to all three ‘special jumps’ when you are also trying to provide straight approaches to contacts. Although we do not want to lose these types of jumps, we can make some optional to allow for more creativity in course design. Where a good course design cannot safely accommodate all three, this new rule would provide judges with flexibility of omitting up to two special jumps in agility if needed. It will also assist judges by making nesting easier between classes.
* Reduce maximum number of obstacles in master to 22 and elite to 24 to come in line with now having a maximum course length. It is no longer practical to have courses with more than 22 obstacles in master and 24 in elite. Reducing the maximum number of obstacles in these classes will make it less likely for judges to exceed the maximum course length.
* Elite Agility – no need to reference course design as that information will go in judges’ guidelines. Other comments are not in the other classes and not required. If elite is to be the next compulsory class above masters, remove the splitting up of weave poles in sections as this is difficulty for clubs to cater for judges’ equipment requirements and would keep the weave pole requirements consistent across all the agility classes.
* Open Agility – adding in having at least 1 of the special jumps will create consistency across all the agility classes with regards to the inclusion of special jumps.

***Original Rule***

**13. ELITE AGILITY CLASS (20-28 OBSTACLES)**

It is expected that challenges should be greater than that for the Elite 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

Hoop/s

Hurdle/s

Spread Hurdle/s

Scramble

Flexible Tunnels

Weaving Poles – 12

**(NSW) Proposed changes: 13. ELITE AGILITY CLASS (20-28 OBSTACLES)**

**~~13. ELITE AGILITY CLASS (20-28 OBSTACLES)~~**

~~It is expected that challenges should be greater than that for the Elite 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~~

~~Hoop/s~~

~~Hurdle/s~~

~~Spread Hurdle/s~~

~~Scramble~~

~~Flexible Tunnels~~

~~Weaving Poles – 12~~

**(NSW) Rationale: 13. ELITE AGILITY CLASS (20-24 OBSTACLES)**

If the Elite class will be removed – then this section/table will need to be removed from the rules.

**Option B**

**(NSW) Proposed changes: 13. ELITE AGILITY CLASS (22-28 OBSTACLES)**

**13. ELITE AGILITY CLASS (22-~~28~~ 24 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 which 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 Optional**

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

Dog Walk

~~Hoop/s~~

Hurdle/s

~~Spread Hurdle~~

Scramble

Flexible Tunnels

Weaving Poles – 12

At least one of the following special jumps – Broad jump, Hoop, Spread Hurdle.

**(NSW) Rationale: 10. 11. 12. 13. 14. Changes to all agility classes**

* Hoop to be negotiated only once as it is unsafe to try and repeat it if broken.
* Removal of plural ‘s’ with broad jump, hoop, spread hurdle and contacts – clubs are usually only providing one per ring.
* Course design can be restrictive in order to provide safe approaches to all three ‘special jumps’ when you are also trying to provide straight approaches to contacts. Although we do not want to lose these types of jumps, we can make some optional to allow for more creativity in course design. Where a good course design cannot safely accommodate all three, this new rule would provide judges with flexibility of omitting up to two special jumps in agility if needed. It will also assist judges by making nesting easier between classes.
* Reduce maximum number of obstacles in master to 22 and elite to 24 to come in line with now having a maximum course length. It is no longer practical to have courses with more than 22 obstacles in master and 24 in elite. Reducing the maximum number of obstacles in these classes will make it less likely for judges to exceed the maximum course length.
* Elite Agility – no need to reference course design as that information will go in judges’ guidelines. Other comments are not in the other classes and not required. If elite is to be the next compulsory class above masters, remove the splitting up of weave poles in sections as this is difficulty for clubs to cater for judges’ equipment requirements and would keep the weave pole requirements consistent across all the agility classes.
* Open Agility – adding in having at least 1 of the special jumps will create consistency across all the agility classes with regards to the inclusion of special jumps.

***Original Rule***

**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

Flexible Tunnels

Weaving Poles – 12

**(NSW) Proposed changes: 14. OPEN AGILITY CLASS (16-20 OBSTACLES)**

**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, 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/s~~

Flexible Tunnels

Weaving Poles – 12

At least one of the following special jumps – Broad jump, Hoop, Spread Hurdle

**(NSW) Rationale: 10. 11. 12. 13. 14. Changes to all agility classes**

* Hoop to be negotiated only once as it is unsafe to try and repeat it if broken.
* Removal of plural ‘s’ with broad jump, hoop, spread hurdle and contacts – clubs are usually only providing one per ring.
* Course design can be restrictive in order to provide safe approaches to all three ‘special jumps’ when you are also trying to provide straight approaches to contacts. Although we do not want to lose these types of jumps, we can make some optional to allow for more creativity in course design. Where a good course design cannot safely accommodate all three, this new rule would provide judges with flexibility of omitting up to two special jumps in agility if needed. It will also assist judges by making nesting easier between classes.
* Reduce maximum number of obstacles in master to 22 and elite to 24 to come in line with now having a maximum course length. It is no longer practical to have courses with more than 22 obstacles in master and 24 in elite. Reducing the maximum number of obstacles in these classes will make it less likely for judges to exceed the maximum course length.
* Elite Agility – no need to reference course design as that information will go in judges’ guidelines. Other comments are not in the other classes and not required. If elite is to be the next compulsory class above masters, remove the splitting up of weave poles in sections as this is difficulty for clubs to cater for judges’ equipment requirements and would keep the weave pole requirements consistent across all the agility classes.
* Open Agility – adding in having at least 1 of the special jumps will create consistency across all the agility classes with regards to the inclusion of special jumps.

***Original Rule***

**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

**(NSW) Proposed changes: 15. NOVICE JUMPING CLASS (14-16 OBSTACLES)**

**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 and Hoop, which can only be negotiated once.

**MANDATORY**

~~Broad Jump/s~~

~~Hoop~~

Flexible Tunnel/s

Hurdle/s

~~Spread Hurdle~~

At least two of the following special jumps – Broad jump, Hoop, Spread Hurdle

**(NSW) Rationale: 15. 16. 17. 18. 19. Changes to all jumping classes**

* Hoop to be negotiated only once as it is unsafe to try and repeat it if broken.
* Removal of plural ‘s’ with broad jump, hoop, and spread hurdle– clubs are usually only providing one per ring.
* Course design can be restrictive in order to provide safe approaches to all three ‘special jumps’. Although we do not want to lose these types of jumps, we can make one optional to allow for more creativity in course design. Where a good course design cannot safely accommodate all three, this new rule would provide judges with flexibility of omitting one of the special jumps if needed. It will also assist judges by making nesting easier between classes.
* Reduce maximum number of obstacles in master to 22 and elite to 24 to come in line with now having a maximum course length. It is no longer practical to have courses with more than 22 obstacles in master and 24 in elite. Reducing the maximum number of obstacles in these classes will make it less likely for judges to exceed the maximum course length.
* Elite Jumping – no need to reference course design as that information will go in judges’ guidelines. Other comments are not in the other classes and not required.

***Original Rule***

**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

**(NSW) Proposed changes: 16. EXCELLENT JUMPING CLASS (16-20 OBSTACLES)**

**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 Jumping Class with the exception of the Hoop, which can only be negotiated once.

**MANDATORY**

~~Broad Jump/s~~

~~Hoop~~

Flexible Tunnel/s

Hurdle/s

~~Spread Hurdle~~

At least two of the following special jumps – Broad jump, Hoop, Spread Hurdle

**(NSW) Rationale: 15. 16. 17. 18. 19. Changes to all jumping classes**

* Hoop to be negotiated only once as it is unsafe to try and repeat it if broken.
* Removal of plural ‘s’ with broad jump, hoop, and spread hurdle– clubs are usually only providing one per ring.
* Course design can be restrictive in order to provide safe approaches to all three ‘special jumps’. Although we do not want to lose these types of jumps, we can make one optional to allow for more creativity in course design. Where a good course design cannot safely accommodate all three, this new rule would provide judges with flexibility of omitting one of the special jumps if needed. It will also assist judges by making nesting easier between classes.
* Reduce maximum number of obstacles in master to 22 and elite to 24 to come in line with now having a maximum course length. It is no longer practical to have courses with more than 22 obstacles in master and 24 in elite. Reducing the maximum number of obstacles in these classes will make it less likely for judges to exceed the maximum course length.
* Elite Jumping – no need to reference course design as that information will go in judges’ guidelines. Other comments are not in the other classes and not required.

***Original Rule***

**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

**(NSW) Proposed changes: 17. MASTER JUMPING CLASS (20-24OBSTACLES)**

**17. MASTER JUMPING CLASS (20 - ~~24~~ 22 OBSTACLES).**

There is no limit to the number of times an obstacle can be re-negotiated in the Master Jumping Class with the exception of the Hoop, which can only be negotiated once.

**MANDATORY**

~~Broad Jump/s~~

~~Hoop~~

Flexible Tunnel/s

Hurdle/s

~~Spread Hurdle~~

At least two of the following special jumps – Broad jump, Hoop, Spread Hurdle

**(NSW) Rationale: 15. 16. 17. 18. 19. Changes to all jumping classes**

* Hoop to be negotiated only once as it is unsafe to try and repeat it if broken.
* Removal of plural ‘s’ with broad jump, hoop, and spread hurdle– clubs are usually only providing one per ring.
* Course design can be restrictive in order to provide safe approaches to all three ‘special jumps’. Although we do not want to lose these types of jumps, we can make one optional to allow for more creativity in course design. Where a good course design cannot safely accommodate all three, this new rule would provide judges with flexibility of omitting one of the special jumps if needed. It will also assist judges by making nesting easier between classes.
* Reduce maximum number of obstacles in master to 22 and elite to 24 to come in line with now having a maximum course length. It is no longer practical to have courses with more than 22 obstacles in master and 24 in elite. Reducing the maximum number of obstacles in these classes will make it less likely for judges to exceed the maximum course length.
* Elite Jumping – no need to reference course design as that information will go in judges’ guidelines. Other comments are not in the other classes and not required.

***Original Rule***

**18. ELITE JUMPING CLASS (20-28 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

Flexible Tunnel/s

Hurdle/s

Spread Hurdle

**(NSW) Proposed changes: 18. ELITE JUMPING CLASS (20-28 OBSTACLES).**

**~~18. ELITE JUMPING CLASS (20-28 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~~

~~Flexible Tunnel/s~~

~~Hurdle/s~~

~~Spread Hurdle~~

**(NSW) Rationale: 18. ELITE JUMPING CLASS (20-28 OBSTACLES)**

If the Elite class will be removed – then this section/table will need to be removed from the rules.

**Option B**

**(NSW) Proposed changes: 18. ELITE JUMPING CLASS (20-28 OBSTACLES).**

**18. ELITE JUMPING CLASS (20-~~28~~ 24 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~~ with the exception of the Hoop which can only be negotiated once.

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

**MANDATORY**

~~Broad Jump/s~~

~~Hoop~~

Flexible Tunnel/s

Hurdle/s

~~Spread Hurdle~~

At least two of the following special jumps – Broad jump, Hoop, Spread Hurdle

**(NSW) Rationale: 15. 16. 17. 18. 19. Changes to all jumping classes**

* Hoop to be negotiated only once as it is unsafe to try and repeat it if broken.
* Removal of plural ‘s’ with broad jump, hoop, and spread hurdle– clubs are usually only providing one per ring.
* Course design can be restrictive in order to provide safe approaches to all three ‘special jumps’. Although we do not want to lose these types of jumps, we can make one optional to allow for more creativity in course design. Where a good course design cannot safely accommodate all three, this new rule would provide judges with flexibility of omitting one of the special jumps if needed. It will also assist judges by making nesting easier between classes.
* Reduce maximum number of obstacles in master to 22 and elite to 24 to come in line with now having a maximum course length. It is no longer practical to have courses with more than 22 obstacles in master and 24 in elite. Reducing the maximum number of obstacles in these classes will make it less likely for judges to exceed the maximum course length.
* Elite Jumping – no need to reference course design as that information will go in judges’ guidelines. Other comments are not in the other classes and not required.

***Original Rule***

**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

**(NSW) Proposed changes: 19. OPEN JUMPING CLASS (16-20 OBSTACLES)**

**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 with the exception of the Hoop, which can only be negotiated once.

~~All obstacles below must be performed.~~

**MANDATORY**

~~Broad Jump/s~~

~~Hoop~~

Flexible Tunnel/s

Hurdle/s

~~Spread Hurdle~~

At least two of the following special jumps – Broad jump, Hoop, Spread Hurdle

**(NSW) Rationale: 15. 16. 17. 18. 19. Changes to all jumping classes**

* Hoop to be negotiated only once as it is unsafe to try and repeat it if broken.
* Removal of plural ‘s’ with broad jump, hoop, and spread hurdle– clubs are usually only providing one per ring.
* Course design can be restrictive in order to provide safe approaches to all three ‘special jumps’. Although we do not want to lose these types of jumps, we can make one optional to allow for more creativity in course design. Where a good course design cannot safely accommodate all three, this new rule would provide judges with flexibility of omitting one of the special jumps if needed. It will also assist judges by making nesting easier between classes.
* Reduce maximum number of obstacles in master to 22 and elite to 24 to come in line with now having a maximum course length. It is no longer practical to have courses with more than 22 obstacles in master and 24 in elite. Reducing the maximum number of obstacles in these classes will make it less likely for judges to exceed the maximum course length.
* Elite Jumping – no need to reference course design as that information will go in judges’ guidelines. Other comments are not in the other classes and not required.

***Original Rule***

**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.

1. 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.
2. A dog will be disqualified if the handler steps on or over the Distance Handling Line during the challenge.
3. 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.
4. The number of obstacles to be used in the Distance Handling Challenge is to be three (3) to (five) 5.
5. The Obstacles used in the Distance Handling Challenge must be selected from Flexible Tunnel/s, Hurdle/s, Spread Hurdle, Scramble, or Broad Jump.

**(NSW) Proposed Changes: 20. DISTINGUISHING FEATURES OF OPEN AGILITY AND OPEN JUMPING**

**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.

1. 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 dog takes the first obstacle rule b) applies and they are to be disqualified.
2. A dog will be disqualified if the handler steps on or over the Distance Handling Line during the challenge.
3. The Distance Handling Line is to be between five (5) to seven (7) metres from ~~to~~ the centre of the approach side of the obstacle at the furthest point of the challenge.
4. The number of obstacles to be used in the Distance Handling Challenge is to be three (3) to (five) 5.
5. The Obstacles used in the Distance Handling Challenge must be selected from Flexible Tunnel/s, Hurdle/s, Spread Hurdle, Scramble, or Broad Jump.

**(NSW) Rationale: 20 DISTINGUISHING FEATURES OF AOPEN AGILITY AND OPEN JUMPING**

Remove the word “to” as it is not needed. In a. remove the s from dogs.

There is some confusion in the case of tunnels – is it the centre of the tunnel’s length or the centre of the approach face.

***Original Rule***

**GAMES RULES**

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.

**(NSW) Proposed changes: Games Definitions**

**GAMES RULES**

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

**(NSW) Rationale: Games Definitions 1. Starting an Obstacle**

Removal of the sentence about refusals as it has created confusion among judges because the game fault rule contradicts it - quite a few of the game faults would also be considered refusals. Hopefully, removing this sentence will clarify.

The additions are only to provide further clarification regarding the starting of all obstacles and remove grey areas.

***Original Rule***

**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.

**(NSW) Proposed Changes: 4. Agility Games Champion**

**4. Agility Games Champion**

A dog will be eligible for the title of Agility Games Champion when they have attained ~~10~~ 6 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~~. (insert rule change date)

**(NSW) Rationale: Agility Games Champion**

Not enough games are offered at trials throughout the year to make this title achievable in a dog's agility career. By the time they achieve their Masters Title in each of Strategic Pairs, Snooker and Gamblers, they are getting on in years and then to be required to get another 10 in each game makes it almost impossible with the few games offered by clubs in NSW. Six (6) Qualifying Rounds in each game would be more appropriate.

***Original Rule***

**SNOOKER 3. Opening Sequence**

**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.

**(NSW) Proposed changes: 3. Opening Sequence**

**SNOOKER 3. Opening Sequence**

**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.

**(NSW) Rationale: 3. Opening Sequence**

Changing the text here improves clarity for the reader and makes it clearer that only three red jumps can be attempted rather than saying “available” which is ambiguous and may imply four.

***Original Rule***

**SNOOKER 3. Opening Sequence**

**3.4.** A dog that faults all red obstacles will not receive any points for the opening sequence and will go directly to the closing sequence.

**(NSW) Proposed changes: 3.4**

**SNOOKER 3. Opening Sequence**

**3.4.** A dog that faults ~~all~~ three red obstacles will not receive any points for the opening sequence and will go directly to the closing sequence.

**(NSW) Rationale: 3.4.**

This further clarifies that only 3 reds can be attempted not 4 – which is implied by the word ‘all’

***Original Rule***

**SNOOKER 3. Opening Sequence**

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

**(NSW) Proposed changes: 3.7.**

**SNOOKER 3. Opening Sequence**

**3.7.** Each red may ~~be taken~~ only be attempted once. Only three red obstacles can be attempted before going to the closing sequence. When four red obstacles are made available on courses it is to give the team options.

**(NSW) Rationale: 3.7.**

Altering the sentence and adding an additional sentence helps clarify the number of reds that can be attempted in the opening sequence. There has been some confusion regarding how the fourth jump can be used.

***Original Rule***

**SNOOKER 3. Opening Sequence**

**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.

&

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

**(NSW) Proposed changes: 3.9 & 3.11**

**SNOOKER 3. Opening Sequence**

**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. ~~3.11~~ A dog cannot be faulted until it ‘starts’ an obstacle (refer to the definition – points 1 and 2) . Once faulted, no score is awarded for that obstacle. The dog must now proceed to the next obstacle. If another attempt is made at the same obstacle, then that is considered back-to- back performance of a coloured obstacle and the dog must go straight to the closing sequence. ~~The dog must proceed to another Red or the closing sequence if that was the l Red and no points will be awarded~~.

**(NSW) Rationale: 3.9. 3.11.**

3.9 and 3.11 rules made more sense combined. There has been some confusion in the past about whether the dog must correctly perform the obstacle or not before moving on. These changes make it clear that after the obstacle has been faulted the dog must move on and if a second attempt is made on a faulted obstacle, then that is the end of the opening sequence.

NOTE: if 3.11 is combined with 3.9 then each of the following numbers will need to move up by one i.e. 3.12 to 3.11, and so forth.

***Original Rule***

**SNOOKER 3. Opening Sequence**

**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

**(NSW) Proposed changes: 3.12.**

**SNOOKER 3. Opening Sequence**

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’ 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).

**(NSW) Rationale: 3.12.**

Additional information added about weaves, so it doesn’t contradict what was described in the games definitions. Example added at the end for further clarity.

***Original Rule***

**SNOOKER 3. Opening Sequence**

**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.

**(NSW) Proposed changes: 3.13.**

**SNOOKER 3. Opening Sequence**

The dog should continue to perform the remaining parts of a faulted obstacle in the case of combination obstacles and ~~long~~ contact 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~~ a contact obstacle regardless of their apparent purpose. All parts of a Combination obstacle must be completed, with or without fault.

**(NSW) Rationale: 3.13.**

Added in the term ‘contact’ to clarify what was meant by long obstacle. Also, changed dog walk to contact because all contact obstacles are unsafe to call dogs off – not just the dog walk.

***Original Rule***

**SNOOKER 3. Opening Sequence**

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

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

1. The dog starts a coloured obstacle without first successfully performing a red.
2. The dog performs a red immediately after successfully performing another red.
3. The dog performs a red that has already been performed.
4. The dog faults a coloured obstacle and then attempts to perform the same or another
5. coloured obstacle.
6. The dog fails to complete a combination obstacle or contact obstacle.
7. The dog fails to complete an obstacle to which it has been committed
8. 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:

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

**(NSW) Proposed changes: 5. Cease of Scoring in opening sequence**

**SNOOKER 3. Opening Sequence**

During the 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:
3. The dog starts a coloured obstacle without first successfully performing a red.
4. The dog ~~performs~~ attempts a red immediately after successfully performing ~~another~~ a red.
5. The dog ~~performs~~ attempts a red that has already been ~~performed~~ attempted.
6. The dog faults a coloured obstacle and then attempts to perform the same or another coloured obstacle.
7. Once started an obstacle, ~~The~~ the dog fails to attempt ~~complete~~ all of the obstacles in a combination obstacle or contact obstacle.
8. 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:~~

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

**(NSW) Rationale: 5. Cease of Scoring in opening sequence**

5-2-c. 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. 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.

***Original Rule***

**6. Closing Sequence**

6.3. At the close of the scoring period, the dog must be directed to the finish line to stop the clock. Failure to do so will result in a Disqualification.

**(NSW) Proposed changes: 6. Closing Sequence**

**6. Closing Sequence**

6.3. At the close of the scoring period, the dog must be directed to the finish line to stop the clock. If the dog does not stop the clock before the end of the allocated course time, then the team cannot qualify. Failure to ~~do so~~ stop the clock will result in a Disqualification.

**(NSW) Rationale: 6. Closing Sequence**

If the judge chooses to have a finishing line, rather than timing gates on the last obstacle, it is difficult to determine if the last obstacle would have been completed before the SCT lapsed. The course needs to be successfully completed within the allotted time.

***Original Rule***

**9. Equipment**

Equipment for the event will be selected from the following equipment:

Hurdles Scramble

Dog walk Seesaw (Not to be used in novice)

Spread hurdle Broad Jump

Flexible tunnel Weave Poles

Hoop

The hurdles used as red jumps are to be clearly identified.

**(NSW) Proposed changes: 9. Equipment**

***Original Rule***

Equipment for the event will be selected from the following equipment:

Hurdles Scramble

Dog walk Seesaw (Not to be used in novice)

Spread hurdle Broad Jump

Flexible tunnel/s Weave Poles

~~Hoop~~

The hurdles used as red jumps are to be clearly identified.

**(NSW) Rationale: 9. Equipment**

Adding ‘s’ plural to tunnel to clarify that more than one tunnel can be used.  
Remove hoop from list of available equipment as if it is broken and a handler does not realise and comes back to reattempt, it cannot be done safely.

***Original Rule***

**10. The Course**

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

**(NSW) Proposed changes: 10. The Course**

**10. The Course**

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

**(NSW) Rationale: 10. The Course**

10.1. Clarification that it also applies to combination obstacles.

***Original Rule***

**10. The Course**

**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.

**(NSW) Proposed changes: 10. The Course**

**10. The Course**

**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~~.

**(NSW) Rationale: 10. The Course**

10.2. The phrase ‘may contain more’ is ambiguous. Clarification of specific details needed.

***Original Rule***

**GAMBLERS**

**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 | 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 Tunnels/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 Tunnels/s (2), Hoop (1), Spread Hurdle (1), Broad Jump (1), Contact obstacle (1) selected from Scramble or Dog Walk or Seesaw |

**(NSW) Proposed changes: 4.2. The Gamble Scoring Table**

**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) – for at least 1 (one) obstacle. | 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 Tunnels/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 Tunnels/s (2), ~~Hoop (1)~~, Spread Hurdle (1), Broad Jump (1), Contact obstacle (1) selected from Scramble or Dog Walk or Seesaw |

**(NSW) Rationale: 4.2. The Gamble Scoring Table**

Clarification that the distance in the gamble is for at least one obstacle but does not apply to all. This allows for flexibility in the course design with varying distances used for each of the obstacles in the gamble as long as at least one is at the specified distance.

Hoop has been removed as we are also recommending it is removed from the available equipment list – see rationale for rule 7.

***Original Rule***

**GAMBLERS**

**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)

**(NSW) Proposed changes: 7. Equipment**

**7. Equipment**

Equipment for the event will include the following as indicated:

Hurdles Scramble Dog Walk

Spread Hurdle Broad Jump Flexible Tunnel/s

Weave Poles ~~Hoop~~ Seesaw (not to be used in Novice)

**(NSW) Rationale: 7. Equipment**

Adding ‘s’ plural to tunnel to clarify that more than one tunnel can be used.  
Remove hoop from list of available equipment as if it is broken and a handler does not realise and comes back to reattempt, it cannot be done safely.

***Original Rule***

**STRATEGIC PAIRS**

**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

**(NSW) Proposed changes: 6. Equipment**

**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/s Weave Poles

~~Hoop~~

**(NSW) Rationale: 6. Equipment**

Adding ‘s’ plural to tunnel to clarify that more than one tunnel can be used.

Removal of hoop as it cannot be safely renegotiated by another dog if it is broken.

At times, pairs can become quite ‘chaotic’ with handlers and dogs coming backwards and forwards fixing mistakes that the other team has made. The use of the seesaw can be a major safety hazard if it has multiple dogs and handlers in the area trying to fix mistakes. There is enough of a challenge in master and excellent classes with 2 contacts without the need to risk safety by including the seesaw.

***New Rule***

**(NSW) General Proposal:**

**The rules in themselves need to be re-adjusted, edited and numbered consistently throughout the entire document.**