**Section 1. INTRODUCTION**

**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.

**(ACT) Proposed Change**

**General statement suggesting changes that impact numerous parts of the Rule Book.**

All rules and regulations should be written in gender neutral language e.g. remove reference to “his/her" and replace with “their”. For example,

**1.1 Agility is ~~a dog competition open to all dogs~~ an athletic, sporting competition for both dogs and handlers.**

The aim of this competition is for a Handler to direct ~~his~~ their 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.

## (ACT) Rationale 1.1

Agility is the only sport that proclaims this sport is ‘open to all dogs’. The phrase ‘open to all dogs’ is being interpreted in a number of ways that were not the intention when the Agility Rules were formulated. At that time, Associate dogs were not permitted to enter various competitions such as Obedience and agility wished to ensure that all ANKC members were permitted to enter agility trials. As the time for delineating between Full and Associate dogs has passed there is no need for this opening statement in the agility rules. We need to acknowledge that the sport of agility now requires more speed and stamina from both dogs and handlers than was required when this statement was formulated. We should be clear to members by being upfront about the physicality required as agility is an athletic sport for both dogs and handlers.

Some agility competitions are not open to all dogs such as competitions restricted to specific breeds. Other sports have breed specific entries but they don’t proclaim in their rules that the sport is open to all dogs.

Remove gendered language from rules and use neutral pronouns instead.

**(NSW) Proposed Change 1.1.**

## 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~~ 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.

**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 Change 1.4**

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.**

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.

**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.

**(QLD) Proposed Change 1.4**

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

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

**(QLD) Rationale: 1.4.**

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

**Section 2. DEFINITIONS**

## 2.1 Canine Control

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

## Affiliate

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

## 2.3 Contact Area

A contact area is an area of a different colour to the body of an obstacle on each end.

## 2.4 Standard Course Time (SCT)

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

## 2.5 Starting and Finishing Lines

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

## 2.6 Wrong Course

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

**(ACT) Proposed Change/s**

**Change any reference to ANKC to Dogs Australia, for example:**

## 2.1 Canine Control

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

**GB note: ANKC appears in 1.3 / 2.1 / 3. / 3.1 / 4.3 / 4.5 x2 / 5.1 / Snooker, Gamblers & Strat Pairs intros**

**(QLD) Proposed Change 2.3 2.4 2.5 2.6**

## 2.1 Canine Control

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

## 2.2 Affiliate

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

## ~~2.3 Contact Area~~

~~A contact area is an area of a different colour to the body of an obstacle on each end.~~

## ~~2.4 Standard Course Time (SCT)~~

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

## ~~2.5 Starting and Finishing Lines~~

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

## ~~2.6 Wrong Course~~

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

**(QLD) Rationale 2.3 2.4 2.5 2.6**

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

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

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

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

**(SA) Proposed Change 2.6**

## ~~2.6 Wrong Course~~

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

**(SA) Rationale 2.6**

This section of the sentence is redundant as the dog would be negotiating an obstacle out of the numbered order.

**Section 3. AGILITY TRIALS**

Agility Trials are open to dogs registered with the Canine Control of either sex and 18 months of age or over. The scheduling of an event or events and classes shall be subject to approval of the Canine Control.

Events are Agility, Jumping, Games and any other activity that the ANKC determines. The following Games are approved: Snooker, Gamblers and Strategic Pairs. The affiliate must schedule Master, Excellent and Novice at an event. The Elite and Open classes for Agility and Jumping are optional. All scheduled classes will be conducted with one round only. All references to Agility to include Jumping and other Events.

**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.

**3.1.1 Not for Competition**

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

**(NSW) Proposed Change 3.1**

**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**

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.

**(QLD) Proposed Change 3.1.1**

**3.1.1 Not for Competition**

Not for Competition (NFC) runs are permitted during a trial. Individual affiliate clubs decide which classes handlers will be allowed to run NFC in and advertise such at the time of entry.

**(QLD) Rationale 3.1.1**

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

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

**(VIC) Proposed Change 3.1.1**

**3.1.1 Not for Competition**

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

A competitor may choose to run NFC in any class which they have entered at an Australian ANKC Agility Trial (excluding Snooker, Gamblers, Strategic Pairs and major competitions such as State Trials, National Trials and Royal Shows).   
  
A competitor may only enter a dog in a class and at the jump height they are eligible to compete in.

The handler must inform the Judge, after entering the ring but before the run starts, that they are running NFC. This can be done in accordance with the Judge’s instructions or, if no instructions are given, by indicating to the Judge the run is NFC by the handler crossing their arms at the wrist in front of their face (making an X) or by showing a toy.

The Judge and ring stewards shall perform their normal duties; however, no scoring shall be recorded for an NFC entry.

The Judge shall ensure that the conduct of the handler and dog is appropriate and safe. At the Judge’s discretion, a dog not under control or obviously not capable of executing any obstacle may be asked to leave the ring.

During NFC runs handlers may use non‐audible toys in the ring. The toy must not be thrown in any way that causes it to leave the handler’s person. Release of the toy to the dog’s mouth is acceptable. A handler who is running NFC may not use the toy/training aid within 5‐ metre of the ring (note, this does not include tugging on a lead which is permitted under the Agility Rules).

A handler running NFC will be given time in the ring up to the Standard Course Time (SCT). Timing for NFC will start when the dog is on the ground with the lead removed and the Judge either commences timing on their own timing device or indicates to the scribe to start timing. Competitors will be instructed, at the Judge’s briefing, of the method used to indicate when SCT has been reached (e.g., whistle, buzzer etc.). At the end of the SCT, the handler shall promptly remove their dog from the ring. Not leaving the ring immediately when directed may result in the handler being disqualified for the remainder of the trial.

Handlers running NFC are not required to complete the whole course and are not required to start the course at the first obstacle or end the course at the last obstacle. If a handler running NFC is attempting a sequence of obstacles, the obstacles must be taken in the numerical order as set by the Judge. If a handler running NFC wishes to repeat an obstacle, or sequence of obstacles, they may do so provided they make a safe approach to the obstacle or the first obstacle in that sequence.  
  
(**Vic) Rationale 3.1.1**

There has been too much controversy around NFC runs in the past. Including a more detailed rule in the ANKC rules will make the procedure uniform for every State.

**(WA) Proposed Change 3. & 3.1**

Agility Trials are open to dogs registered with the Canine Control of either sex and 18 months of age or over. The scheduling of an event or events and classes shall be subject to approval of the Canine Control.

Events are Agility, Jumping, Games and any other activity that the ANKC determines. The following Games are approved: Snooker, Gamblers and Strategic Pairs. The affiliate must schedule Master, Excellent, ~~and~~ Novice and Rookie at an event. The ~~Elite and~~ Open classes for Agility and Jumping are optional. All scheduled classes will be conducted with one round only. All references to Agility to include Jumping and other Events.

**3.1 Classes**

Classes are defined as Rookie, 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. ROOKIE CLASS: For dogs that are not eligible for the Novice title and have not competed in the Novice class. (Note: There is no Rookie class in Games.)
2. NOVICE CLASS: For dogs that are not eligible for the Novice title. A dog may enter and compete in the Novice class without having gained a Rookie title. A dog may not be entered in both Rookie and Novice classes at an event.
3. EXCELLENT CLASS: For dogs that have qualified and applied for the Novice title and are not eligible for the Excellent title.
4. MASTER CLASS: For dogs that have qualified and applied for the Excellent title or Master title.
5. ~~ELITE CLASS: For dogs that have qualified and applied for the Master title or Elite Title. (Note: There is no Elite in games)~~
6. 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.~~

**(WA) Rationale 3 & 3.1**

This is a two-part proposal:

1. Include an entry level class “Rookie” structured at a lower level than Novice to encourage new handlers into the sport. The class is not mandatory and competitors may enter straight into the Novice class if they wish which may suit more experienced handlers. Class has a title associated with it. Considered to be a good place for juniors and brand new competitors to start. The title “Rookie” is just a suggestion for discussion, there may be a more suitable title for the class.
2. Remove the Elite class – the take up of this class has been poor and numbers entered in the class are low.

**3.2 Titles**

**3.2.2** The Canine Control will receive application for the use of the relevant title letters after the name of each dog, when the dog has gained a qualification certificate at the following specified number of Trials under the specified number of Judges.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Class | Novice | Excellent | Master | Elite | Open |
|  | AD / JD | ADX / JDX | ADM / JDM | ADE / JDE | ADO / JDO |
| Number of Certificates | 5 | 6 | 7 | 7 | 6 |
| Number of Judges | 3 | 3 | 3 | 3 | 3 |

**(SA) Proposed Change 3.2.2 Titles**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Class | Novice | Excellent | Master | Elite | Open |
|  | AD / JD | ADX / JDX | ADM / JDM | ADE / JDE | ADO / JDO |
| Number of Certificates | ~~5~~ 3 | 6 | 7 | 7 | 6 |
| Number of Judges | ~~3~~ 2 | 3 | 3 | 3 | 3 |

**(SA) Rationale 3.2.2**

It is the members view that the number of certificates required for an AD/JD title reduce to 3 from the existing 5. This is to ensure that competitors don’t get discouraged and subsequently leave the sport if it takes a number of attempts.

The members are not suggesting amending excellent, masters, elite, or open qualifications passes because as the levels increase in difficulty, the more experience one gets, the more successful they will become in the higher levels.

As mentioned previously, novice is to encourage handlers into the sport of agility and if the qualifications passes are decreased and the chances of getting first titles increase, more handlers will compete in the higher levels.

**(VIC) Proposed Change 3.2.2 Titles**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Class | Novice | Excellent | Master | Elite | Open |
|  | AD / JD | ADX / JDX | ADM / JDM | ADE / JDE | ADO / JDO |
| Number of Certificates | 5 | 6 | 7 | ~~7~~ 5 | 6 |
| Number of Judges | 3 | 3 | 3 | 3 | 3 |

**(VIC) Rationale 3.2.2**

I believe that currently there is a vast difference between Masters Jumping courses being set – this means that a JDM title can be obtained with very different experiences. There needs to be more variety for a dog to be able to obtain the Masters Title.  
In regards to Elite however, this class is not offered on a regular basis – so it is unfair for dogs to have to wait years to collect enough cards if the class is only offered once or twice per year within their region.

**(WA) Proposed Change 3.2.2 Titles**

**3.2.2** The Canine Control will receive application for the use of the relevant title letters after the name of each dog, when the dog has gained a qualification certificate at the following specified number of Trials under the specified number of Judges.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Class | Rookie | Novice | Excellent | Master | ~~Elite~~ | Open |
|  | ADR / JDR | AD / JD | ADX / JDX | ADM / JDM | ~~ADE / JDE~~ | ADO / JDO |
| Number of Certificates | 4 | 5 | 6 | 7 | ~~7~~ | 6 |
| Number of Judges | 2 | 3 | 3 | 3 | ~~3~~ | 3 |

**(WA) Rationale 3.2.2**

Table changes if Elite is removed and Rookie is approved.

**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 Change 3.2.3 Titles**

**3.2.3.** 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 |

**3.2.3.** Jumping Champion (~~commencing 1st January 2021~~) (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 ~~each~~ 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:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 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.

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.

**(NSW) Proposed Change New Titles Grand Champion**

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.

**(SA) Proposed Change 3.2.3 Titles**

**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. A JDO and ADO title must also be attained before a dog is eligible for Agility Champion 200/300/400/500 or 600. Competitors currently in the process of their Agility Champion point accumulation are not impacted by the change of the rule.

Points are awarded as follows:

**(SA) Rationale 3.2.2**

Open agility and jumping skills are not currently recognised in any champion category and are thus undervalued. A champion of the sport should have these skills.

**(VIC) Proposed Change 3.2.3 Titles**

**3.2.3.Championship Titles**

**3.2.3.1. Agility Champion (commencing 1st Jan 2026)**

A dog will be eligible for the title of Agility 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 each category of which 10 points from Agility and 10 points from Jumping must be after 1st January 2026. To achieve the title, at least 500 points must be earned from qualifying runs only in Agility, 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 |

Where classes are not scheduled in separate height categories points will be awarded as if they were.

Suggested title ACH500 (A) or ACH500

**3.2.3.2. Proposal of new Title - Jumping Champion**

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 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 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 |

Where classes are not scheduled in separate height categories points will be awarded as if they were.

Suggested ACH500(J) or JCH500

**(VIC) Rationale 3.2.3.1 & 3.2.3.2**

Rationale: Agility and Jumping are separate classes and titles within Dogs Australia and a require a totally different skillset and far greater amount of equipment to have access to in order to train a dog to Masters and beyond level. (For example, this would be comparable to only being able to obtain an Obedience Champion title if the dog achieved a certain level and Qualifying scores in Obedience AND Rally – which are two separate ANKC sports that require different skillsets). Separating the Agility and Jumping Championship titles also allows dogs who may not be able to physically compete in Agility an opportunity to achieve a Championship title in solely jumping. The same goes for competitors who may live regionally or not have regular access to agility contact equipment at local clubs to still be able to attain a Jumping Champion title.

**(VIC) Proposed New Title 3.2.3.3 Titles – Agility Grand Champion**

**3.2.3.3. Proposal of new Title – Agility Grand Champion**

A dog will be eligible for the title of Agility Grand Champion 200, 300, 400, 500, 600 when they have attained Agility Champion, Jumping Champion, Open Jumping and Open Agility titles. This title will supersede the Agility Champion and Jumping Champion on the dog’s Dogs Australia Certified Pedigree once applied for.

Suggested title AGrCH

**(VIC) Rationale 3.2.3.3**

Rationale: There is currently no Grand Champion title for Agility and the current arrangement for ‘Agility Champion’ does not require competitive teams to enter Open classes. Having the Grand Champion title will provide a higher-level title to work toward attaining and showcase the versatility in a dog to achieve greater distance handling skills whilst in turn, also encouraging more competitors to enter the Open classes.

**(WA) Proposed Change 3.2.3 Titles**

**3.2.3.** Agility Champion (commencing 1st January 2026)

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 ~~eithe~~r the Master class ~~or Elite in each category~~ of which 10 points from Agility ~~and 10 points from Jumping~~ must be gained after 1st January 2026.

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~~ Class~~es~~.

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~~ |

**3.2.~~3~~.** Jumping Champion (commencing 1st January 2026)

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 the Master class of which 10 points from Jumping must be gained after 1st January 2026.

To achieve the title, at least 500 points must be earned from qualifying runs only in Jumping, from the Master Class.

Points are awarded as follows:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Jumping | 1st Place Qualifying Score | 2nd Place Qualifying Score | 3rd Place Qualifying Score | Qualifying Score |
| Master | 25 | 20 | 15 | 10 |

**New clause – Grand Agility Champion**

For a dog that has achieved both Agility Champion and Jumping Champion titles.

**New clause – Supreme Agility Champion**

A dog that has attained its Grand Agility Champion title and achieved ten (10) first places in Master Agility and ten (10) first places in Master Jumping won after the dog has attained its Grand Agility Champion title. Two wins in Master Agility and Master Jumping must be attained after 1 January 2026.

**(WA) Rationale 3.2.3 and two new clause numbers**

Differentiate Agility and Jumping dogs allowing them be recognised in separate Champion titles and then recognise the dogs that have achieved both Champion titles with a Grand Champion title.

The Supreme Champion title to recognise a dog with excellence in both Agility and Jumping and is not based on any places except first place.

Current Agility Champion titles to be converted to Grand Agility Champion as they have already met the criteria for the Grand Agility Champion title.

**New clause – National Agility Champion**

A title given to a dog that has won an open (not a restricted event) National Agility Trial in its height in the Master class in either Agility or Jumping.

**(WA) Rationale new clause – National Agility Champion**

To recognise a dog that has beaten all others to be the National Champion. Other sports award this title for National wins (Retrieving).

**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 Change 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.

**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 & handler about to start the course shall be permitted in the entry area. Only the dog & 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 Change 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.

**(SA) Proposed change 3.4**

**3.4 Rings**

The Ring shall be a minimum of ~~800~~ 1200 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 & handler about to start the course shall be permitted in the entry area. Only the dog & 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.

**(SA) Rationale 3.4 Rings**

With the increase in maximum distances and the inclusion of the Elite Class it is believed the current minimum ring size makes the courses too cramped. And safety of the dog is paramount.

**(WA) Proposed Change 3.4 Rings**

**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. 4

~~Recommend that~~ Inside the Ring there 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’ except with the approval of the Canine Control. Only the dog & handler about to start the course shall be permitted in the entry area. Only the dog & 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.

**(WA) Rationale 3.4 Rings**

Remove the words “Recommend that” from the third paragraph to mandate a clear area allowing 6m before the first obstacle and after the last obstacle to ensure that dogs remain in the ring for the entirety of their round. This is a safety issue.

Allow approval from the Canine Control to change this where approval has been given for small rings at specific events ie: Royal shows etc

**Section 4. EXHIBITS REQUIREMENTS**

**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 change 4.2**

**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~~ 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.

**(QLD) Proposed change 4.2**

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

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

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

**(WA) Proposed change 4.2**

**4.2 Scheduling**

Affiliates are to schedule Rookie, Novice, Excellent, Master and Open ~~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~~.

**(WA) Rationale 4.2**

This is a two-part proposal:

1. Include “Rookie” class into scheduling and remove “Elite” class assuming that those proposals are approved
2. Australia is the only country in the world that still allows Agility trials to be run where the little dogs must beat the big dogs. WA has proven that even small country trials can be run in separate heights with no adverse impact on the trial running costs.   
     
   Also listed in the Introduction of our Rule Book are the Overall Objectives for our Sport -  
   • To encourage a graded progression through the sport.  
   • To encourage new participants and new ideas and the continuance of Agility as a unique canine discipline.  
   • To encourage an increased level of fitness for dog and Handler.  
   • To encourage safe and pleasant competition for all.  
     
   Graded progression is not limited to attaining titles - it also includes measuring oneself and one's dog against LIKE sizes and breeds/crossbreeds - separate heights allows this to happen across both the spectrums of "GRADED progression"  
   - "Encourage new participants" that includes owners of all dogs”

"Encourage increased level of fitness" it is not encouraging when you have fit handlers and their fit small dogs running their hearts out and never seeing a top three placement.  
- It's more pleasant for the owners of the little dogs that start out and the experienced ones to receive a fair and equal playing field.

**4.3 Height Cards**

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 change 4.3 Height Cards**

**4.3 Height Cards**

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 cutoff for the next class above.

If the dog ~~is under 2 years old a~~ doesn’t meet the above criteria it wlll be issued with 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) 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.

**(NT) Proposed change 4.3**

**4.3 Height Cards**

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~~ elbow 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.

**(NT) Rational 4.3 Height Cards**

Measuring dogs to the withers puts dogs with deeper bodies and shorter legs at a disadvantage. Measuring to the elbow and working out new measurements would make it much fairer.

**(SA) Proposed change 4.3 Height Cards – Proposal 1**

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~~ at no earlier than 16 months old. 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.

**(SA) Rational 4.3 Height Cards – Proposal 1**

A dog should be able to be measured close to when it is eligible to enter a trial so that the handler can ensure that they are training the dog on the correct height as early as possible, however not have pressure to enter a dog in a trial before they believe they are ready to enter. If the dog is measured at no earlier than 16 months, then people can still have their dog measured 2 months before the dog is eligible to compete (as the current rule would allow) and at an age when most dogs have reached their full height. If they have had the dog measured before 2 years old but have not entered a trial, they should still be required to re-measure at 2 years old before they enter a trial

**(SA) Rational 4.3 Height Cards – Proposal 2**

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. With the exception of the chondrodystrophic dogs which are characterised by their short legs in comparison to their body size and length which can nominate to compete in the height category below that which they have been measured. 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.

**(SA) Rational 4.3** Height Cards – Proposal 2

* Chondrodystrophic dogs are dwarf breeds ; the most recognised breeds are the Welsh Corgi Cardigan, Welsh Corgi Pembroke, Dachshund & Basset Hound.
* Dogs that exhibit Achondroplasia (dwarfism) may jump 100mm lower than they would jump as determined by their wither measurement.
* These breeds are typically short legged with long bodies with a heavier weight to height ratio. ie: the corgi is a medium sized dog on short legs; The name corgi is derived from the Welsh words cor and ci, meaning "dwarf" and "dog", respectively.
* To consider the safety/welfare of the dwarf dog, specifically the Welsh Corgi Cardigan and Welsh Corgi Pembroke (known working /cattle dog) as the heavier of the true dwarf breeds.
* An acceptance of a preferred jump height for the dwarf breeds would support longevity in the sport.
* As an example, the breed height standard for the Pembroke Corgi is 250 – 300mm straddles the 270mm measure to jump 200mm.
* A dog with a greater weight ratio to height (250 -300mm) jumping greater than 200mm has a higher potential of shoulder and spine injuries. Literature confirms that “when keeping a Chondrodystrophic dog healthy, you need to keep their diet, exercise, SPINAL STRESS and routine veterinary exams in mind.”
* A dog of sound conformation is very capable of successfully competing in a sport that will support consideration of their dwarf structure.
* There are many Welsh Corgis Cardigan and Pembrokes that successfully compete in the sport of agility overseas where their dwarf structure is recognised and are offered a preferred jump height.
* NADAC Australia and Agility Dog Association of Australia, although not ANKC/Dogs Australia, consider preferred jump heights for the breeds, why not Dogs Australia?
* An option to seek an exemption for a preferred jump height should be available for those dogs that have been crossed with a recognised dwarf breed. ie: a dog that weighs more than 2.5 times of its height.

**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 utilise 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.

**(ACT) Proposed change 4.5**

**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~~ 299 mm |
| 300 | ~~271~~ 300 mm up to and including ~~365~~ 399 mm |
| 400 | ~~366~~ 400 mm up to and including ~~455~~ 499 mm |
| 500 | ~~456~~ 500 mm up to and including ~~545~~ 599 mm |
| 600 | ~~546~~ 600 mm and over |

**(ACT) Rational 4.5** Measuring Dogs

The current height categories have no valid rationale for their selection.

There are many rumours which explain why the categories were set but there is no scientific support for these categories.

We pride ourselves on attempting to ensure agility is a safe and pleasant competition (witness the efforts to ensure the equipment is safe for all dogs).

However, to be safe for all dogs and allow them to enjoy a trialling career which lessens the chance of injury, NO DOG should jump higher than its measured height.

*2. The overall objectives of Agility Trials are: .........*

*d. To encourage safe and pleasant competition for all.*

The proposed height categories ensure that no dog would be jumping higher than its measured height and are thus far safer to all dogs and reflects the overall objectives of Agility Trials set out in the Rules.

**(NSW) Proposed change 4.5 Measuring Dogs**

**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 |

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 utilise 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) Rational 4.5 Measuring Dogs**

Measuring a dog to the exact millimetre is impossible.

**(NT) Proposed change 4.5 Measuring Dogs**

**4.5 Measuring Dogs**

The height of the dog at the ~~withers~~ elbow is to be measured as follows:

Height Category

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

**(NT) Rational 4.5 Measuring Dogs**

Can’t use hoops to measure elbows.

Jumping at a height that is lower than or equal to the dog’s withers promotes longevity in the sport for dogs. It is safer for dogs and enables them to participate in the sport longer. This change would reflect recent changes in international programs such as AKC and UKI.

**(QLD) Proposed change 4.5 Measuring Dogs – Option 1**

**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~~ 299 mm |
| 300 | ~~271~~ 300 mm up to and including ~~365~~ 399 mm |
| 400 | ~~366~~ 400 mm up to and including ~~455~~ 499 mm |
| 500 | ~~456~~ 500 mm up to and including ~~545~~ 599 mm |
| 600 | ~~546~~ 600 mm and over |

**(QLD) Rational 4.5 Measuring Dogs – Option 1**

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

**(QLD) Proposed change 4.5 Measuring Dogs – Option 2**

**4.5 Measuring Dogs**

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

Height Category

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

**(QLD) Rational 4.5 Measuring Dogs – Option 2**

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

**(QLD) Proposed change 4.5 Measuring Dogs – Option 3**

**4.5 Measuring Dogs**

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

Height Category

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

**(QLD) Rational 4.5 Measuring Dogs – Option 3**

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

**(WA) Proposed change 4.5 Measuring Dogs**

**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 200 mm |
| 300 | 201 mm up to and including 300 mm |
| 400 | 301 mm up to and including 400 mm |
| 500 | 401 mm up to and including 500 mm |
| 600 | 501 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 utilise 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.

The handler may nominate their dog to compete in a height one above their measured height, once they have nominated the higher height the dog cannot compete in its measured height until the dog has attained eight (8) years of age.

**(WA) Rational 4.5 Measuring Dogs**

The proposal ensures that dogs do not jump a height higher than their own height at shoulder. The sport is now a very fast paced sport with a significant amount of strain being placed on dog’s shoulders and spines by take-off and landing when jumping and tight turns.

Dogs compete in the sport for many years and we are keen to reduce risks of injuries and promote longevity in the sport.

The proposal also gives the handler some flexibility to nominate a higher height for the dog to compete in with some restrictions.

**(ACT) Proposed new Clause (Measuring Dogs) 4.5.1**

4.5.1 Where a dog measures within 10 mm of a cut off the handler can elect to jump down a height if it is close to the low cut-off for a category, or jump up a height if it is close to the high cut-off for a category. If the dog is over 2 years old this election applies for the life of the dog.

**(ACT) Rationale Proposed new Clause (Measuring Dogs) 4.5.1**

Until we can get a way to measure dogs that is accurate and reliable then there will always be a margin of error in the measurement and dogs right on the cut-off will be disadvantagedthen we will always have dogs close to a cut-off. This proposal would allow the handlers of these dogs to have the option to jump up or down but it must be for the life of the dog. Note that height cards will need to be changed to record the dog’s jump height election (if applicable).

**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 change 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.

**Section 5. EQUIPMENT**

**5.3 Suitability of Obstacles**

All ring equipment necessary for the proper conduct of a Trial shall be provided by the Affiliate conducting the Trial, and must be approved by the Judge.

All equipment shall be made of suitable materials, be of sturdy and safe construction and of light colour unless otherwise specified in the description of that particular piece of equipment. There should be no sharp edges or protrusions that may cause injury.

The judge has the option to remove mandatory obstacles which in their opinion may cause a safety concern or are unfit for competition. When a mandatory obstacle is not used it must be reported in writing within 7 (seven) days to the controlling body.

Octopus straps are not to be used for tie downs for equipment.

**(SA) Proposed change 5.3 Suitability of Obstacles**

All ring equipment necessary for the proper conduct of a Trial shall be provided by the Affiliate conducting the Trial, and must be approved by the Judge.

All equipment shall be made of suitable materials, be of sturdy and safe construction and of light colour unless otherwise specified in the description of that particular piece of equipment. There should be no sharp edges or protrusions that may cause injury.

The judge has the option to remove mandatory obstacles which in their opinion may cause a safety concern or are unfit for competition. When a mandatory obstacle is not used it must be ~~reported in writing within 7 (seven) days to the controlling body~~ Reported to the Control representative on the day.

Octopus straps are not to be used for tie downs for equipment.

**(SA) Rationale change 5.3 Suitability of Obstacles**

The reporting on the day eases the judge’s responsibility and prevents them forgetting to make a report.

**5.3 Suitability of Obstacles**

All ring equipment necessary for the proper conduct of a Trial shall be provided by the Affiliate conducting the Trial, and must be approved by the Judge.

All equipment shall be made of suitable materials, be of sturdy and safe construction and of light colour unless otherwise specified in the description of that particular piece of equipment. There should be no sharp edges or protrusions that may cause injury.

The judge has the option to remove mandatory obstacles which in their opinion may cause a safety concern or are unfit for competition. When a mandatory obstacle is not used it must be reported in writing within 7 (seven) days to the controlling body.

Octopus straps are not to be used for tie downs for equipment

**(VIC) Proposed change 5.3 Suitability of Obstacles**

All ring equipment necessary for the proper conduct of a Trial shall be provided by the Affiliate conducting the Trial, and must be approved by the Judge.

All equipment shall be made of suitable materials, be of sturdy and safe construction and of ~~light~~ a colour suitable for the obstacle and the dog’s vision unless otherwise specified in the description of that particular piece of equipment. There should be no sharp edges or protrusions that may cause injury.

The judge has the option to remove mandatory obstacles which in their opinion may cause a safety concern or are unfit for competition. When a mandatory obstacle is not used it must be reported in writing within 7 (seven) days to the controlling body.

**(VIC) Rationale 5.3**

There is now information available that indicates that obstacles being of ‘light’ colour not be advantageous to the dog being able to see it better. Colours such as black and blue are highly visible to the dog and in some circumstances may be easier for the dog to see depending on the grounds, lighting conditions etc.

**5.4 Deviation – Max - Min**

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

**(QLD) Proposed change 5.4 Deviation – Max – Min**

**5.4 Deviation – Max - Min**

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

**(QLD) Rationale change 5.4 Deviation – Max – Min**

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

**5.5 Judging Chart**

A properly compiled Judging Chart, as described in these Rules, shall be provided for the Judge officiating at a Trial. The Judge shall sign each chart signifying that in good faith the recorded details are an accurate reflection of the results as compiled by the Scribe and Time Keeper.

**(ACT) Proposed change 5.5 Judging Chart**

A properly compiled Judging Chart, as described in these Rules, shall be provided for the Judge officiating at a Trial. The judge ~~shall sign~~ may request to sight/sign each chart signifying that in good faith the recorded details are an accurate reflection of the results as compiled by the Scribe and Time Keeper. Where electronic scribing is used, the judge may view a downloaded results report.

### **(ACT) Rational 5.5 Judging Chart**

Many clubs use online platforms to print catalogue/entry numbers, record results and print qualification cards. This means paper score/judging charts are not often used. The Regulations need to be updated to include current practices.

**(SA) Proposed change 5.5 Judging Chart**

A properly compiled Judging Chart, as described in these Rules, shall be provided for the Judge officiating at a Trial. The Judge and the scribe shall sign each chart signifying that in good faith the recorded details are an accurate reflection of the results as compiled by the Scribe and Time Keeper.

### **(SA) Rational 5.5 Judging Chart**

The inclusion of the Scribe would assist if there are any queries about the score sheet. It would also be able to assist if there were any mistakes recorded on the sheet.

**Section 6. OBSTACLES**

**(QLD) Proposed change to reorder / renumber Obstacles**

6.1 Hurdles

6.2 Spread Hurdle

6.3 Broad Jump

6.4 Hoop

6.5 Dog Walk

6.5.1 Contact Area

6.5.2 Contact Surface

6.6 Scramble (A-frame)

6.7 Seesaw

6.8 Flexible Tunnel

6.9 Weaving Poles

**(QLD) Rational to renumber Obstacles**

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

**6.1 Surface**

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

**(QLD) Proposed changes 6.1 Surface**

**6. OBSTACLES**

**~~6.1. Surface~~**

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

**(QLD) Rational 6.1 Surface**

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

**6.2 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 |

**(ACT) Proposed change 6.2 Broad Jump**

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

**(ACT) Rational 6.2 Broad Jump**

The above provisions where included in the last Rule change and probably no longer apply to current competing dogs in Agility classes.

Clubs have had plenty of time to update equipment to comply with these rules

**(NSW) Proposed change 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) Rational 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.

**(QLD) Proposed change 6.2 Broad Jump – Proposal 1**

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

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Height Category** | **Jump Distance** | **Number of Boards** | **Board Heights** | **Width of Boards** |
| 150 | 300mm | 2 | 100 and 150mm | 100 – 150mm |
| 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 |

**(QLD) Rational 6.2 Broad Jump – Proposal 1**

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

Rationale as stated previously – amended her for consistency. 150 heights are suggested based on standard equipment configuration.

**(QLD) Proposed change 6.2 Broad Jump – Proposal 2**

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

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

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

**(QLD) Rational 6.2 Broad Jump – Proposal 2**

what guidelines apply to equipment made or purchased before 1 Jan 2021? None? Something should be put here for older equipment.

**(SA) Proposed change 6.2 Broad Jump**

The Broad Jump consists of two (2) to four (4) separate boards. All boards of the broad jump must be the same colour 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~~ must be built to telescope. Broad jumps can only be completed in one direction. 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:

**(SA) Rational 6.2 Broad Jump**

This will allow the dog better sight of the boards if they are being jumped from either direction. Standardising of equipment to ensure dogs are able to view and extend a jump with safety. Larger dogs (500/600) have the maximum length and if a non telescopic broad jump is used they are not able to determine the length and therefore are not able to jump with extension resulting in faults.

**(VIC) Proposed Change 6.2**

**6.2 Broad Jump**

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

Each section 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) sections 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:

**(VIC) Rationale 6.2**

It may be easier for the dog (particularly smaller dogs) to see this obstacle as separate pieces (rather than one flat board) if the boards could be painted different colours. OR if sections of the broad could contain different colours which could assist the dog seeing the direction the obstacle should be negotiated. Ie painted with a V or vertical strips.

**6.3 Dog Walk**

The Dog Walk consists of three (3) connected planks; one plank angled up from the ground to the end of an elevated horizontal plank and the other angled from the other end, down to the ground and must be a light and visible colour i.e. white or a pale colour. This obstacle must not have cleats fitted to the planks.

The length of each plank shall be 3500 mm. The width shall be a minimum of 300 mm to a maximum of 330 mm. The horizontal plank is to be set 1200 mm off the ground. From the grounded end of the planks, there will be a contact area of 1100 mm a different colour to the remainder of the obstacle. This contact area is to be coloured on all visible sides.:

**(QLD) Proposed change 6.3 Dog Walk**

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

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

**(QLD) Proposed move of Contact Area from 2.3 to a subsection of the DW 6.?.1**

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

**(QLD) Proposed move of Surface from 6.1 to ”Contact Surface” a subsection of the DW 6.?.2**

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

**(QLD) Rational 6.3 Dog Walk**

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

**(WA) Proposed change 6.3 Dog Walk**

The Dog Walk consists of three (3) connected planks; one plank angled up from the ground to the end of an elevated horizontal plank and the other angled from the other end, down to the ground and must be a light and visible colour i.e. white or a pale colour. This obstacle must not have cleats fitted to the planks.

The length of each plank shall be 3500 mm. The width shall be a minimum of 300 mm to a maximum of 330 mm. The horizontal plank is to be set ~~1200~~ 1000 mm off the ground. From the grounded end of the planks, there will be a contact area of 1100 mm a different colour to the remainder of the obstacle. This contact area is to be coloured on all visible sides.:

**(WA) Rational 6.3 Dog Walk**

The challenge of this obstacle should not be dominated by the height. The challenge should be in the dog being able to balance on a narrow plank whilst moving at speed in a safe manner (that's why we have contact zones - to keep the obstacle performance as safe as possible).

With the increasing popularity of training running contacts and in general the increased speed at which dogs are currently moving over this obstacle reducing the height is one way to reduce the impact of errors on this obstacle.

This change for most modern manufactured dog walks would not be difficult as most dog walks are adjustable these days. Having this obstacle at 1m height is still a significant enough height challenge for dogs and doesn't require a major overhaul of equipment.

**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 Change 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.

**(Vic) Proposed Change 6.4**

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 barn door 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.

As of the 1st January 2026, all hoops must comply with this rule.

**(Vic) Rationale 6.4**

There are still many clubs who are not complying with the above rule and do not have breakaway or padded hoops.

**6.5 Hurdles**

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

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

Hurdle cups are not to have sharp edges

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

**(QLD) Proposed Change 6.5. Hurdles – Proposal 1**

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

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

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

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

**(QLD) Proposed Rationale 6.5 Hurdles – Proposal 1**

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

**(QLD) Proposed Change 6.5. Hurdles – Proposal 2**

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

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

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

Hurdle cups are not to have sharp edges

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

**(QLD) Proposed Rationale 6.5 Hurdles – Proposal 2**

To improve safety of older style, non-winged Spread Hurdles, it is good to have the option to add wings and I think this should be described in Rules to improve consistency if used.

**(SA) Proposed Change 6.5. Hurdles**

Hurdles consist of two (2) uprights, which support a bar or other centre section. The

base support projection from the side of the hurdle must be a maximum length of 300 mm.

Hurdles are to be adjustable for each height category. The uprights, which may be winged, are to be a minimum of 1000 mm and a maximum of 1200mm high. The distance between the uprights is to be between 1200 and 1500 mm. Bars of 1500 mm length are to be used for 500 and 600 dog’s if the expected direction of travel a slice is likely. Bars are to be made of any material that is unlikely to injure if they are displaced. The bar is to be a between 30 to 50 mm in diameter, and be in contrasting colours in alternate sections.

Nails or spikes are not to be used to support the bars. All centre sections of Hurdles,

whether bar or other, must be able to be dislodged if hit hard enough in EITHER direction. Uprights should have only one cup each for each height level.

Hurdle cups are not to have sharp edges. Stick in the ground hurdles should not be used in any circumstance. Clubs have until 1 January 2027 to upgrade their hurdles to comply with this rule amendment. Any new equipment purchased or made after 1 January 2026 must comply with rule amendment.

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

**(SA) Proposed Rationale 6.5 Hurdles**

The 1200 mm length bar does not give enough room for a large dog to slice safely. Bars which are too large for the cups are easily dislodged. The construction of the stick in the ground hurdles makes them less stable and they often slant outwards or twist, which means that when the bars are placed higher they are often only just on the cups. Therefore, they are dislodged much more easily than when placed on lower heights. Multiple cups create a hazard for dogs.

Consistency of equipment, safe approach to hurdles and decreasing the pressure on all dog’s body bending and flexibility. Wing jumps are a safe insurance is dislodged and deem not risk of harm to bar if dislodged. Allowing the extension of bars on difficult approaches such as a slice decreases the stress impact on large dogs’ athletic ability. Hurdles can be clearly viewed by all dogs of all heights.

**(WA) Proposed change 6.5 Hurdles**

**6.5 Hurdles**

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

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

The only hurdle cups that are to remain on the jump uprights are the cups for the height being jumped, all other cups must be removed from the uprights. Hurdle cups are not to have sharp edges

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

**(WA) Rational 6.5**

Hurdle cups have the potential to cause injury to dogs slicing or wrapping the jump, the proposal is to remove all cups not required for the current height being jumped.

We acknowledge that this may add some time to height changes but the priority is the safety of the dogs.

**6.6 Spread Hurdle**

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

As of the 1st July 2021, all spread hurdles must comply with this rule.

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

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

**(ACT) Proposed Change 6.6 Spread Hurdle**

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

~~As of the 1st July 2021, all spread hurdles must comply with this rule.~~

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

**(ACT Rational 6.6 Spread Hurdle**

The above provisions where included in the last Rule change and probably no longer apply to current competing dogs in Agility classes.

Clubs have had plenty of time to update equipment to comply with these rules

**(QLD) Proposed Change 6.6 Spread Hurdle – Proposal 1**

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

~~As of the 1st July 2021, all spread hurdles must comply with this rule.~~

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

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

**(QLD Rational 6.6 Spread Hurdle – Proposal 1**

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

Rationale as stated previously – amended her for consistency. 150 heights are suggested based on standard equipment configuration.

**(QLD) Proposed Change 6.6 Spread Hurdle – Proposal 2**

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

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

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

**(QLD Rational 6.6 Spread Hurdle - 2**

To improve safety of older style, non-winged Spread Hurdles, it is good to have the option to add wings and I think this should be described in Rules to improve consistency if used.

**6.7 Scramble**

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

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

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

From the grounded end of the planks, there will be a contact area of 1100 mm a different colour to the remainder of the obstacle. This contact area is to be coloured on all visible sides

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

**(ACT) Proposed change 6.7 Scramble**

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

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

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

From the grounded end of the planks, there will be a contact area of 1100 mm a different colour to the remainder of the obstacle. This contact area is to be coloured on all visible sides

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

**(ACT) Rational 6.7 Scramble**

The above provisions where included in the last Rule change and probably no longer apply to current competing dogs in Agility classes.

Clubs have had plenty of time now to update equipment to comply with these rules

**(QLD) Proposed change 6.7 Scramble**

**6.7 Scramble (A-frame)**

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

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

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

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

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

**(QLD) Rational 6.7 Scramble**

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

**(SA) Proposed change 6.7 Scramble**

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

The length of each plank is to be 2400 mm and the minimum width is to be 900 mm.

~~Existing 2500 mm planks are acceptable providing the angle at the apex is the same as a 2400 mm plank. All Scrambles made after 1st July 2006 are to be made in accordance with the 2400 mm standard.~~

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

From the grounded end of the planks, there will be a contact area of 1100 mm a different colour to the remainder of the obstacle. This contact area is to be coloured on all visible sides.

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

**(SA) Rational 6.7 Scramble**

2006 is 18 years ago. Clubs have had a significant time in which to update equipment. Dogs who have been taught to stride over the Scramble may miss contacts with a 2500 mm plank.

**6.8 Seesaw**

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

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

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

Contact areas 1100 mm from both ends of the plank are to be visible on all sides and will be a different colour to the remainder of the obstacle. The obstacle must be stable. The plank is to be designed to return to the original position once the dog has alighted.

**(QLD) Proposed change 6.8 Seesaw**

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

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

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

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

**(QLD) Rational 6.8 Seesaw**

Not provided

**6.9 Flexible Tunnel**

The Flexible Tunnel is an open opaque flexible concertina type tube. It is to measure approximately 600 mm inside diameter and be a minimum of three (3) metres to a maximum of eight (8) metres long. The tunnel is to be flexible so that one bends can be shaped. If using a tunnel which is less than four (4) metres long it can only be set in a straight line. It must be secured so that it will not move whilst in use.

The securing method must not reduce or affect the height / shape of the tunnel.

**(QLD) Proposed change 6.9 Flexible Tunnel – Proposal 1**

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

**(QLD) Rational 6.9 Flexible Tunnel – Proposal 1**

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

**(QLD) Proposed change 6.9 Flexible Tunnel – Proposal 2**

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

**(QLD) Rational 6.9 Flexible Tunnel – Proposal 2**

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

**(QLD) Proposed change 6.9 Flexible Tunnel – Proposal 3**

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

The securing method must not reduce or affect the height / shape of the tunnel.

**(QLD) Rational 6.9 Flexible Tunnel – Proposal 3**

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

**(SA) Proposed change 6.9 Flexible Tunnel**

The Flexible Tunnel is an open opaque flexible concertina type tube. It is to measure approximately 600 mm inside diameter and be a minimum of four (4) metres to a maximum of ~~eight (8)~~ seven (7) metres long. The tunnel is to be flexible so that one bend can be shaped. Tight “U turn” bends must not be used; thus the ends of the tunnel should not be closer than 4 metres apart. ~~If using a tunnel which is less than four (4) metres long it can only be set in a straight line.~~ It must be secured to minimize movement whilst in use.

The securing method must not reduce or affect the height / shape of the tunnel. Where tunnel bags are used, the tunnel bag should weigh at least 10 kg, and a set should be used for each 1 m of tunnel to prevent movement as the dogs negotiate the tunnel.

**(SA) Rational 6.9 Flexible Tunnel**

Tunnels are one of the most common obstacles in which dogs are injured. Placement of tunnel bags to be at ever metre of the tunnel to ensure a safe secure tunnel for all dog heights. Tunnels should not move at any time. The proposed rule increases safety.

**(VIC) Proposed change 6.9 Flexible Tunnel**

The Flexible Tunnel is an open opaque flexible concertina type tube. It is to measure approximately 600 mm inside diameter and be a minimum of three (3) metres to a maximum of eight (8) metres long. The tunnel is to be flexible so that one bend can be shaped. If using a tunnel which is less than four (4) metres long it can only be set in a straight line. It must be secured ~~to minimize movement whilst in use.~~ with at least 1 set of tunnel bags per 1m of tunnel length to minimize movement whilst in use,

Definition: 1 set of tunnel bags is; 1 bag per side of the tunnel that connects together over the top of the tunnel

Refer to below table for minimum individual tunnel length requirements

|  |  |
| --- | --- |
| Tunnel Length (metres) | Number of tunnel bag sets |
| 3 metre tunnel | 4x sets of tunnel bags |
| 4 metre tunnel | 5x sets of tunnel bags |
| 5 metre tunnel | 6x sets of tunnel bags |
| 6 metre tunnel | 7x sets of tunnel bags |
| 7 metre tunnel | 8x sets of tunnel bags |
| 8 metre tunnel | 9x sets of tunnel bags |

The securing method must not reduce or affect the height / shape of the tunnel.

Tunnels must be stretched as best possible to ensure minimal bunching

**(VIC) Rationale 6.9 Flexible Tunnel**

Tunnels should be secured so the tunnel has minimal movement whilst the dog is inside to prevent injuring the dog.

Tunnels should not be used bunched up to make them shorter, this creates a trip hazard inside the tunnel for the dog.

**(WA) Proposed change 6.9 Flexible Tunnel**

**6.9 Flexible Tunnel**

The Flexible Tunnel is an open opaque flexible concertina type tube. It is to measure approximately 600 mm inside diameter and be a minimum of three (3) metres to a maximum of eight (8) metres long. The tunnel is to be flexible so that one bends can be shaped. If using a tunnel which is less than four (4) metres long it can only be set in a straight line. It must be secured so that it will not move whilst in use.

The securing method must not reduce or affect the height / shape of the tunnel. A recommended number of tunnel bags is one bag per metre length of the tunnel plus one set. e.g. a five-metre tunnel would have five sets of bags plus one set, so six sets of bags for a five-metre tunnel.

**(WA) Rational 6.9 Flexible Tunnel**

The recommendation for calculating how many bags per tunnel is to ensure the safe anchoring of the tunnel while it is being performed at speed.

**6.10 Weaving Poles**

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

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

**(QLD) Proposed change 6.10 Weaving Poles**

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

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

**(QLD) Rational 6.10 Weaving Poles**

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

**(SA) Proposed change 6.10 Weaving Poles**

There will be twelve (12) Weaving Poles for all classes that have Weaving Poles. The

poles are to be set vertically in a straight line 600 mm apart (centre to centre) without

any 10% variation. They are to be a minimum of 1000 mm to a maximum of 1200 mm without any 10% variation in height and a minimum of ~~20 mm~~ 25 mm to a maximum of 32 mm in diameter. No bar is to be fixed along the top of the poles. The Weaving Poles must be made of a lightweight and flexible material, e.g. similar to PVC, allowing the dog to flex the poles as it is weaving. The base of the pole may be rigid to a maximum height from the ground of 200 mm.

The Weaving Poles will have a flat metal bar along the centre with metal legs ~~extending laterally~~ attached to the base of each pole on the opposite side to the dog’s path; the legs and bar must be fixed and secured ~~where possible, with a non-slip surface~~ by ‘flat’ headed fixtures or tape. The legs must be offset to the dog's correct path. Pegs to be fitted into holes drilled into metal base. No pegs are allowed in the dog's correct path. The start and finish to the bar may have an extension no greater than 5 cm and these will be secured in the same way as the legs.

This must occur with all new Weaving sets and otherwise by 2030.

**(SA) Rational 6.10 Weaving Poles**

These are safety considerations. Many weavers are currently flexible, fast large dogs get caught up in the poles. Many bases are light and flexible and move or lift off the ground when dogs negotiate the weaving poles therefore harm to dog can potentially happen.

**Section 7. HANDLER REQUIREMENTS**

**7.1 Calls**

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

**(QLD) Proposed change 7.1 Calls**

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

**(QLD) Rational 7.1 Calls**

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

**7.2 Entering and Exiting the Ring**

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.

**(ACT) Proposed change 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. Trials may operate with or without a Steward designated to manage Handler items (the lead Steward). The lead and harness or head collar must be removed, the collar may be removed and all items handed to a Steward or securely stored on the Handler. Even if a trial is operating with a lead Steward, the Handler may choose to store the collar/lead on their person. If this is the case, the Handler must notify the Steward before the run begins that they are storing the items on their person. If the collar/lead falls to the ground during the run, then the Handler will be disqualified. Alternatively, items may be placed on the ground behind or in a provided nearby receptacle. The lead steward will remove items after the dog/handler team commences their run.

**(ACT) Rational 7.2 Entering and Exiting the Ring**

The removal of the lead steward during the COVID rule changes meant that Handlers were required to store their collars/leads securely on their person during agility runs. This meant that smaller trials could operate without the need for a lead steward if members were notified that the trial would not have a lead steward.

It was observed during the COVID rule change that there was no impact on the flow of the trial by allowing the Handler to store their lead securely before the run began. It enabled faster leashing of the dog at the end of the run as the handler wasn’t searching for where the lead was. It is safer when handlers can quickly get their dog back on lead at the end of the run.

Additionally with this rule change, this provides the flexibility for trial managers to determine staffing requirements and whether a lead Steward is required for smaller trials.

**(NSW) Proposed change 7.2 Entering and Exiting the Ring – Option A**

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:
   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 change 7.2 Entering and Exiting the Ring – 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 - Option A**

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.

**(NT) Proposed change 7.2 Entering and Exiting the Ring**

On the Ring Steward’s call of the dog's catalogue number, the Handler will enter the ring via the

entry point, with the dog on lead either carried or walked and follow the Lead Steward's and/or

Judge's instructions. The lead and harness or head collar must be removed. The collar may be

Removed ~~and all items handed to a Steward or may be placed on the ground behind or in a provided nearby receptacle.~~ At the discretion of the affiliate club, a Lead Steward may be provided to take the lead and other items from the Handler, which should be removed and all items handed to a the Lead

Steward or may be placed on the ground behind or in a provided nearby receptacle, or as directed by the Judge. The steward will remove items after the dog/handler team commences their run. The lead and/or flat collar may, alternatively, be carried on the Handler’s person (not in their hand) for the duration of the run. If the lead or related items fall to the ground before the end of the run in a manner that is deemed to have assisted the dog, or that pose a safety hazard, this will result in a disqualification. Leads are not to act as toys or will be judged in accordance with Rule 9.16-i.

**(NT) Rationale 7.2. Entering and Exiting the Ring**

The option for handlers to carry their lead during a run is particularly useful for remote and rural clubs that do not have enough volunteers to include another role of Steward that needs to be filled and managed. Having Handlers carry leads was demonstrated to work effectively for three years during the temporary change to the rule due to COVID-19 restrictions.

**(QLD) Proposed change 7.2 Entering and Exiting the Ring – Proposal 1**

Entering and Exiting the Ring On the Steward's call of the dog's catalogue number, the Handler will enter the ring via the entry point, with the dog on lead either carried or walked and follow the Steward's and/or Judge's instructions. The lead and harness or head collar must be removed, the collar may be removed ~~and all~~ In the instances where a club provides lead stewards, these items may be handed to a Steward, ~~or may be~~ placed on the ground behind or in a provided nearby receptacle. The steward will remove items after the dog/handler team commences their run.  
  
Handlers are also permitted to carry their leads with them in the ring during competitive events. In the event that the lead is dropped during the course of the run, handlers must refrain from any attempt to retrieve or interact with the lead while the dog is still actively engaged in the performance. If the dog interacts with the dropped lead during the course of the run, the run will be automatically disqualified. The lead must not be used in a manner that could potentially harm or cause discomfort to the dog. Any sign of mistreatment or misuse of the lead will result in immediate disqualification and may lead to further disciplinary action as determined by the event organisers. The lead should be a standard leash or lead suitable for the dog's size and breed, with no additional features or attachments that could provide an unfair advantage or pose a safety risk to the dog or other competitors. Any disputes or concerns regarding the handling of the lead during the event should be brought to the attention of the lead steward or event officials for prompt resolution.

**(QLD) Rationale 7.2. Entering and Exiting the Ring – Proposal 1**

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

**(QLD) Proposed change 7.2 Entering and Exiting the Ring - Proposal 2**

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

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

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

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

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

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

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

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

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

**(QLD) Rationale 7.2. Entering and Exiting the Ring – Proposal 2**

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

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

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

**(QLD) Proposed change 7.2 Entering and Exiting the Ring - Proposal 3**

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

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

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

**(QLD) Rationale 7.2. Entering and Exiting the Ring – Proposal 3**

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

**(SA) Proposed change 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 handlers will maintain their leads and they are to be placed in a pocket or other suitable location i.e. around their waist or neck. No disqualification if the lead accidentally drops to the ground during the run. ~~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:
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.

**(SA) Rationale 7.2. Entering and Exiting the Ring**

The ‘COVID-19’ management of the lead proved highly successful even though there were protestations in the beginning. The removal of the need for a steward to manage the leads is both time consuming and takes up valuable time for them to be conducting their duties.

**(VIC) Proposed change 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

* placed in the competitors pocket
* or securely tied around the competitors body.
* Or handed to a Steward, - provided by either the club or competitor
* 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.
6. The club must advise in the catalogue whether lead stewards will be provided.

**(VIC) Rationale 7.2. Entering and Exiting the Ring**

Lead runners/stewards are not required, we have successfully run trials without them for several years now, this change gives Clubs the option to use lead runners or not if they prefer.

**(WA) Proposed change 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 may be handed to a Steward or may be placed on the ground behind or in a provided nearby receptacle. The steward will remove items after the dog/handler team commences their run. Alternatively, the handler may either place the lead/collar in a pocket whilst running the course or wear it on them (e.g. clipped around their waist like a belt). If any of these items fall to the ground or the dog grabs the lead while running the course this will result in a disqualification. The lead/collar must be inaudible and if not, this will result in a disqualification.

**(WA) Rational 7.2 Entering and Exiting the Ring**

Propose to provide flexibility for clubs and competitors and incorporate the temporary Covid rule into the existing rule. There is difficulty for clubs to provide enough stewards for an event.

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

**(WA) Proposed change 7.2.c Entering and Exiting the Ring**

**~~7.2.c~~** ~~A dog shall not be physically touched after the Judge has indicated that they may go.~~

**(WA) Rational 7.2.1 Entering and Exiting the Ring**

Delete the requirement for the handler to not touch the dog after the Judge has indicated that they may go so that a handler can hold / pat the dog until the dog has commenced the course. This is to support a nervous dog and provide assurances for the handler that the dog cannot run off. The rules already cover the touching of the dog while it is competing under disqualification rule 9.16.g

**7.3 Handler receiving orders**

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

**(QLD) Proposed change 7.3 Handler receiving orders**

**7.3 Handler receiving orders and starting run**

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

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

**(QLD) Rational 7.3 Handler receiving orders**

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

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

**7.5 Misbehaviour**

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

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

**(QLD) Proposed change 7.5 Misbehaviour**

**7.5. Misbehaviour**

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

**7.5.1.** Handler misbehaviour

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

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

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

**7.5.2.** Dog misbehaviour

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

**(QLD) Rational 7.5 Misbehaviour**

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

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

**7.7 Rewards**

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

**(QLD) Proposed change 7.7 Rewards**

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

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

**(QLD) Rational 7.7 Rewards**

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

**(VIC) Proposed Change 7.7 – Proposal 1**

**7.7. Rewards**

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

The handler is permitted to carry on their person a small noiseless toy or a small sealed food container which are to remain completely concealed whilst in the ring.

**(VIC) Rationale 7.7 – Proposal 1**

Allowing handlers to carry a small toy and/or food allows the competitor to reward their dog as soon as they get outside the ring. Dogs can currently be rewarded with their lead (as this is not seen as being a toy), however non-tug dogs do not currently have the same option.

Adding this rule may result in competitors being less inclined to leave rewards outside the ring, which can cause issues.

The carrying of food in a sealed container is allowed in other disciplines and is not seen to be an issue.

Note: If rule is accepted then rule 9.16i will need to be updated.

**(VIC) Proposed Change 7.7 - Proposal 2**

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

Once a competitor is asked to move to the designated line up area, they are permitted to keep their dog engaged with quiet games using a leash and/or food treats provided it is not disruptive to other dogs.  
  
**(Vic) Rationale 7.7 - Proposal 2**The addition of this wording makes it very clear that competitors are permitted to keep their dog engaged while making their way to the entry point even if they are in a designated line up area.

**Section 8. JUDGING PROCEDURE**

**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 Change 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.

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

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

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

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

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

**(QLD) Rationale 8.1 Course Inspection**

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

**8.2 Unusual Circumstances**

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

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

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

**(QLD) Proposed Changes 8.2 Unusual Circumstance**

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

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

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

**(QLD) Rationale 8.2 Unusual Circumstances**

Abbreviation “SCT” expanded for first use in text.

**(SA) Proposed Changes 8.2 Unusual Circumstance**

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

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

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

~~retained.~~ If the judge allows a re run no penalties will be applied up to the point of the cause of the re run, except for disqualification for fouling, reprimands, and unsafe performance. The handler is required to perform the course in a safe and consistent manner (guide for this is the original run) and must complete all obstacles. The re run will occur as soon as practicable.

**(SA) Rationale 8.2 Unusual Circumstances**

This amendment clearly defines the protocol for both judge and handler if a re run was offered. It also prevents the handler from going flat out around the course until the point where the re run reason occurred, thus preventing an unrealistic course time.

**8.3 Obstacle not in place**

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

**(QLD) Proposed Changes 8.3 Obstacle not in place**

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

**(QLD) Rationale 8.3 Obstacle not in place**

Not provided

**(SA) Proposed Changes 8.3 Obstacle not in place**

Should part of an obstacle not be in place before a dog negotiates the obstacle, provided the dog properly negotiates that part of the obstacle which remains, no penalty will be imposed and a rerun will not be ordered. Exception to the rule is the seesaw that has not returned to its correct position, the dog may run past this obstacle without penalty. Handlers are not to try to right the seesaw for the dog to attempt. Any obstacle that is on the ground in the path of the dog that is considered ‘unsafe’ the judges or handler will direct the dog around the obstacle.

**(SA) Rationale 8.3 Obstacle not in place**

This is a safety issue and leads to confusion for both judge and handler. The preference is for the judge to make the determination; however, the handler can make the call as necessary.

**8.4 Course Length**

The Course Length is that distance measured by a Judge using a measuring wheel.

**(QLD) Proposed Changes 8.4 Course Length**

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

**(QLD) Rationale 8.4 Course Length**

Not provided

**8.5 Speed of Tavel (rate)**

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

**(QLD) Proposed Changes 8.5 Speed of Travel (rate)**

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

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

**(QLD) Rationale 8.5 Speed of Travel (rate)**

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

**8.6 Standard Course Time (SCT)**

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

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

**(QLD) Proposed Changes 8.6 Standard Course Time (SCT)**

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

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

**(QLD) Rationale 8.6 Standard Course Time (SCT)**

Not provided refer 8.5 rationale

**(VIC) Proposed Changes 8.6 Standard Course Time (SCT)**

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

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

Then SCT = 120/ 2 = 60 seconds

The Standard Course Time will apply to the 500 mm Height Category. The remaining Height Categories’ course times will be calculated as follows:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Height Category | 600 | 400 | 300 | 200 |
| Course Time | SCT + 5% or greater | SCT + 5% or greater | SCT + 15% or greater | SCT + 20%  or greater |

**(Vic) Rationale 8.6 Standard Course Time (SCT)**

The purpose of this rule change proposal is to provide reasonable equity between height categories. Extensive, documented analysis by experienced Agility organisations, both in Australia and overseas, suggests our competition would be fairer and more consistent for all dogs with an addition to Rule 8.6, that defines the % extra times that 200, 300, 400, and 600 height categories are to be given over the SCT, which will continue to apply to the 500 height category. These changes do not impact 500 dogs. The proposed % extra times for each height category are based on research, summarised below, which shows:

(i) that dogs in each of the 200, 300, 400 and 600 height categories are significantly slower than those in the 500 height category, and the average percentage by which dogs in each height category are slower than those in the 500 height category;

(ii) the conditions that have applied since the 2018 rule change, with emphasis on the 2023 season, and

(iii) the percentage extra time that international organisations give to height categories other than the 500 category, to allow for these differences and enable efficient, well-paced dogs of all heights to be able to achieve a qualifying score;

**Research Summary**

**(i) Comparison of Average Speed by Height (Ref. 1)**

**Australian Results:** Deborah Apthorp in her ANOVA statistical analysis of 17902 no course faults runs recorded on the K9Entries website, calculated the average speed (ROT) by height and class of those runs. Combining all class averages at each height gives the following:

**Average % Slower then 500 Height Category Dogs**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | **200 mm** | **300 mm** | **400 mm** | **600 mm** |
| **Average**  **Difference** | **27% slower** | **20% slower** | **9% slower** | **9% slower** |

\*See Appendix 1 & 2 for graphs of speed by height and averages all classes by height

**(ii)** **Current Situation for 200 and 300 dogs**: Pre the last rule change 200 and 300 dogs in Victoria were routinely given 10% extra time, though 200 dogs are on average **9%** slower than 300 dogs and **27%** slower than 500 dogs (Appendix 3). Even with the 10% allowance it was a struggle for most 200 and some 300 dogs to meet the adjusted SCT’s.

In the 25 2023 trials whose results I have analysed, 49% of 287 events gave 200 dogs less than 10% extra time. Only 2% of events had the adjusted SCT’s of at least 20% that more fairly reflect the real differences between 200 and 500 dogs. Allowances ranged from 0% to 32%. Conversations with fellow 200 and 300 height competitors have revealed both a lot of unhappiness with this situation and with the discrepancy between the expectations of the 500 class and those placed on the 200 and 300 classes.

The larger course lengths and distances between obstacles introduced in the last rule change have added to this struggle. 200 dogs (and all dogs) can be expected to sprint up to 220m at Masters level (there have been instances of course distances of more than 220 m being set at this level). Competitors have had to reduce the number of runs entered per trial to allow for this, further limiting their chances for success, and reducing trial income for clubs.

**(iii) Bad Dog Agility** (Reference 2) analysed the average speed by height of all Masters’ runs (9360 runs) in AKC trials in 2013-2014. The 500 (20”) height category dogs were the fastest with the % differences for other heights being:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Class** | **200 mm (8”)** | **300 mm (12”)** | **400 mm (16”)** | **600 mm (24”)** |
| **JWW\*s** | 20% slower | 14% slower | 8% slower | 6% slower |
| **Agility** | 23% slower | 15% slower | 8% slower | 7% slower |

\*JWW is Jumpers with weaves

(**iv) International Allowances: AKC** (Reference 3) specifies the run rate for each height and each level. Calculation of the % extra time each height category gets over the 500 dogs’ rate gives the following:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| ***% EXTRA TIME PER HEIGHT*** | | | | |
| ***Class*** | ***200 mm (8”)*** | ***300 mm (12”)*** | ***400 mm (16”)*** | ***600 mm (24”)*** |
| **Masters JWW\*** | 19% | 13% | 7% | 5% |
| **Masters Agility** | 19% | 15% | 8% | 6% |
| **Excellent JWW\*** | 19% | 13% | 7% | 5% |
| **Excellent Agility** | 19% | 15% | 8% | 6% |
| **Open JWW\*** | 20% | 14% | 7% | 6% |
| **Open Agility** | 15% | 11% | 6% | 4% |
| **Novice JWW\*** | 23% | 17% | 8% | 7% |
| **Novice Agility** | 18% | 11% | 4% | 2% |
| **Average** | **19%** | **14%** | **7%** | **5%** |

\*JWW is Jumpers with weaves

**CKC** allowances are similar to AKC

**UKA** and **UKI** are not directly comparable as their height categories are different from ours. However, small dogs (16”, 12”, 8”) get up to 20% extra time depending on the class. Furthermore, the set ranges of rates of travel are generally lower than those set down in our Judges’ Guidelines, with Masters Jumping rates being 22% and 29% lower, respectively.

**NADAC** (Reference 4) also specifies the run rate for each height. Calculation of the % extra time each height category gets over the 500 (20”) dogs’ rate gives, at all levels:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Class** | **100 mm (4”)** | **200 mm (8”)** | **300 mm (12”)** | **400 mm (16”)** |
| **Jumpers** | 36% extra | 35% extra | 14% extra | 7% extra |
| **Regular Agility** | 41% extra | 29% extra | 15% extra | 8% extra |

\*NADAC has no 600 Height Category, 20” (500mm) being the highest jump height. Most dogs jump one or more heights below their measured height category.

NADAC regularly assesses the validity of these allowances.

(v) In addition, the low number of 200 Height Category dogs competing in ANKC competitions is a concern. The main reason handlers of the 20 to 30 dogs, measured as being in the 8” (200) height category and jumping 4” (100 mm) or 8” (200 mm) at NADAC trials in Victoria, give for not competing at ANKC trials is that the run rates expected of these dogs are too fast and only the fastest poodles, papillons and shelties can achieve them.

At present we have a competition where multiple dogs in one height can complete a course in less than the SCT, meaning slower dogs in that height comfortably complete the course successfully, while in other heights only the fastest dogs with near perfect runs can succeed. Accurate slower dogs cannot and the tiniest dogs running flat out struggle. Surely all heights deserve the same chance of success.

In other words, an efficient, reasonably paced 500 dog under the current guidelines can make time whereas the dogs in other height categories have to run at near maximum pace to do so. Given that Agility Rule 1.2 d. states that the overall objective of Agility Trials is to encourage safe and pleasant competition for all, the proposed change to rule 8.6 should allow this objective to be met at all trials under all judges and remove bias against 200 and 300 dogs.

Rule 1.1 also states that Agility is a dog competition open to all dogs. The principle that dogs of all physical attributes should be welcome in our sport is already accepted by having different jump heights. No one expects a 200 dog to be physically able to jump the same height as a 500 dog. Neither should we expect them to run at approximately the same speed. Recognising that all fit, well-trained dogs of different heights are not physically able to run at the same rate is the reason for the proposed change to Rule 8.6

**Summary**

The research shows on average that the 500 dogs are fastest with the 600 and 400 dogs being approximately ~10% slower, 300 dogs ~20% slower and 200 dogs ~30% slower. International organisations recognise this and allow extra time commensurate with these differences. This proposal endeavours to give all dogs a fairer go by specifying in the rules the % extra times to be given to each height category as tabled below:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Height Category | 600 | 400 | 300 | 200 |
| Course Time | SCT + 5% or greater | SCT + 5% or greater | SCT + 15% or greater | SCT + 20% or greater |

References

1. Apthorp, Deborah Agility course Times: A statistical comparison of heights and their speeds
2. <https://baddogagility.com/a-look-at-speed-by-height/>
3. <http://images.akc.org/pdf/rulebooks/REAGIL.pdf> , pages 51-53, 55, 56
4. [NADAC-Exhibitor\_MasterFile-Rev-12.24.22.pdf](https://www.nadac.com/WPsite/wp-content/uploads/2022/12/NADAC-Exhibitor_MasterFile-Rev-12.24.22.pdf), page 30-31

**Appendix 2: Comparison of Average Speed by Height (ANKC)**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | **Comparison of Average Speed by Height ANKC Results** | | | | |
|  | **Class** | **% Slower** | **% Slower** | **% Slower** | **% Slower** |
|  |  | **200vs 500** | **300vs 500** | **400 vs 500** | **600 vs 500** |
| **Jumping** | **Novice** | 35% | 26% | 13% | 12% |
|  | **Excellent** | 32% | 20% | 11% | 12% |
|  | **Masters** | 23% | 19% | 10% | 9% |
|  | **Open** | 23% | 20% | 3% | 9% |
| **Av Slower Jumping** | | **28%** | **21%** | **9%** | **10%** |
|  |  |  |  |  |  |
| **Agility** | **Novice** | 28% | 20% | 11% | 12% |
|  | **Excellent** | 31% | 16% | 5% | 7% |
|  | **Masters** | 21% | 17% | 10% | 10% |
|  | **Open** | 22% | 18% | 6% | 4% |
| **Av Slower Agility** |  | **25%** | **18%** | **8%** | **8%** |
|  |  |  |  |  |  |
| **Average Slower all classes** | | **27%** | **20%** | **9%** | **9%** |
| Ref: Deborah Apthorp: ANOVA Study | | | |  |  |
|  | |  |  |  |  |

**Appendix 3: Comparison of Average ROT: 200 – 300 height categories, ANKC Results**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  |  | | **Comparison of Av ROT 200 vs 300 ANKC Results** | | | |
|  | |  | | **Av ROT 200** | **Av ROT 300** | **% DifferenceROT** | |
|  | |  | |  |  | **between 200 and 300** | |
| **Jumping** | | **Novice** | | 3.20 | 3.63 | 12% | |
|  | | **Excellent** | | 3.12 | 3.71 | 16% | |
|  | | **Masters** | | 3.65 | 3.82 | 4% | |
|  | | **Open** | | 3.63 | 3.76 | 3% | |
| **Average Slower** | | | |  |  | **9%** | |
| **Av Jumping ROT** | | | | **3.40** | **3.73** |  | |
|  | | | |  |  |  | |
| **Agility** | | **Novice** | | 2.60 | 2.86 | 9% | |
|  | | **Excellent** | | 2.58 | 3.14 | 18% | |
|  | | **Masters** | | 3.18 | 3.33 | 5% | |
|  | | **Open** | | 3.07 | 3.21 | 4% | |
| **Av Slower Agility** | | | |  |  | **9%** | |
| **Av Agility ROT** | | | | **2.86** | **3.14** |  | |

Ref: Deborah Apthorp: ANOVA Study

**8.7 Maximum Course Time**

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

**(QLD) Proposed change 8.7 Maximum Course Time**

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

**(QLD) Rational 8.7 Maximum Course Time**

Not provided

**8.8 Judge’s Briefing**

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

**(QLD) Proposed change 8.8 Judge’s Briefing**

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

**(QLD) Rational 8.8 Judges Briefing**

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

**8.9 Orders from the Judge**

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

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

**(QLD) Proposed change 8.9 Orders from the Judge**

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

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

**(QLD) Rational 8.9 Orders from the Judge**

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

**Note: QLD proposal renumbers the rest of section 8 as a result of deleting the current rule 8.9**

**(Vic) Proposed Changes 8.9 Orders from the Judge**

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

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

The handler may set up their dog past the plane of the first obstacle.

**(Vic) Rationale 8.9 Orders from the Judge**

Allow Handler the flexibility on where they position themselves and their dog at the startline by removing the interpretation by some Judges of current rule of not allowing Handler to set themselves or their dog up on opposite side of first obstacle, ie. Slingshot start.

**(WA) Proposed change 8.9 Orders from the Judge**

The handler shall start their run on the instruction or signal of the judge, the signal may be verbal or a flag or whistle and the handler may go when ready.

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

The Judge must clearly call at the end of each round “CLEAR” if the dog has performed the round without any course or penalty faults or “NOT CLEAR” if there are course or penalty faults.

**(WA) Rational 8.9 Orders from the Judge**

This is a two-part proposal:

1. Allow the Judge to use a whistle or flag to indicate that they are ready and then the competitor can go when they are ready. Start line procedure to be less formal and Handler can go when they are ready after being given the signal from the Judge, there is no requirement for the Handler to acknowledge the Judge.
2. Calling “CLEAR” or “NOT CLEAR” rather than signalling to the scribe so that the competitor is aware of the outcome of their run. Competitors have thought that their runs were clear only to find out at presentations that they were not, this gives them the ability to ask why at the time rather than later when the Judge is unable to remember individual runs.

**8.10 Starting and Finishing Lines**

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

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

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

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

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

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

**(QLD) Proposed change 8.10 starting and Finishing Lines – Proposal 1**

**8.10 Starting and Finishing Lines and Timing**

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

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

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

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

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

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

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

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

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

**(QLD) Rational 8.10 Starting and Finishing Lines – Proposal 1**

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

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

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

**(QLD) Proposed change 8.10 starting and Finishing Lines – Proposal 2**

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

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

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

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

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

**(QLD) Rational 8.10 Starting and Finishing Lines – Proposal 2**

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

**8.11 Removal of a dog**

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

**(QLD) Proposed change 8.11 Removal of a dog**

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

**(QLD) Rational 8.11 Removal of a dog**

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

**8.12 Withdrawal of exhibits**

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

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

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

**(QLD) Proposed change 8.12 Withdrawal of exhibits**

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

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

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

**(QLD) Rational 8.12 Withdrawal of exhibits**

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

**8.13 Judges**

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

**(VIC) Proposed change 8.13 Judges**

The Judge must be appropriately licensed to judge the Events and Class scheduled. All final decisions shall be the Judge’s responsibility.  
  
A judge may judge any dog regardless of ownership, part ownership, lease, or where the dog resides.

A judge may judge any handler of a dog (other than themselves) including owners or handlers that are immediate family. Immediate family means a spouse, partner, parent, parents-in-laws, sibling or child and includes all persons who reside at the same address.

**(Vic) Rationale 8.13 Judges**  
There is a belief that judges can’t judge family members, yet there is no rule that states this in the current ANKC rules for Agility Trials and Agility Games.  
  
Adding this wording to the rules will make it clear that we trust the integrity of our judges and encourage more people to become judges once they know it will not adversely affect their family members.

**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 change 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.

**(QLD) Proposed change 8.14 Stewards**

**8.14 Trial Helpers in the Ring ~~Stewards~~**

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

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

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

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

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

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

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

**(QLD) Rationale 8.14. Stewards**

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

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

Why not include all helper roles in the last sentence?

**Section 9. DESCRIPTION OF TRIAL**

**9.2 Order of obstacles**

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

**(QLD) Proposed change 9.2 Order of obstacles**

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

**(QLD) Rationale 9.2 Order of obstacles**

Not provided

**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 change 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.

**(QLD) Proposed change 9.3 A Tunnel under the Scramble or Dog Walk**

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

**(QLD) Rationale 9.3 A Tunnel under the Scramble or Dog Walk**

Allows courses to be nested more easily.

**(SA) Proposed change 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.~~

**(SA) Rationale 9.3 A Tunnel under the Scramble or Dog Walk**

In the wrong place. Now find in section 10 under the heading ‘NOVICE AGILITY CLASS’.

**(WA) Proposed change 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 Rookie or Novice Class.

**9.4 Back Side Hurdles**

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

**(SA) Proposed change 9.4 Back Side Hurdles**

Where a course is designed with a send to the backside of a hurdle, then the hurdle must be winged. ~~This includes a bi-directional hurdle that is used twice.~~ Back side hurdles are NOT permitted in the Novice class.

**(SA) Rationale 9.4**

For the long-term welfare of the dog the use of the back side hurdles is very problematic and unnecessary for novice dogs.

**(WA) Proposed change 9.4 Back Side Hurdles**

**9.4 Back Side Hurdles**

Where a course is designed with a send to the backside of a hurdle, then the hurdle must be winged. This includes a bi-directional hurdle that is used twice. Backside hurdles must not be used in the Rookie Class.

**(WA) Rational 9.3 & 9.4**

Changes in line with the proposal at 3.1 to incorporate a Rookie class

**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 change 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.

**(VIC) Proposed change 9.5 Obstacles are to be numbered in sequential order – Proposal 1**

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. No option of direction is permissible, the entry / approach MUST be designated by the judge.

**(VIC) Rationale 9.5. Obstacles are to be numbered in sequential order – Proposal 1**

Some judges have placed a number in the centre of a tunnel and stated that the dog can enter either end. This not only does not pre-determine the direction, but also contradicts rule 9.6 (Attempt in the correct order), ‘Every obstacle must be attempted in the correct order and direction as designated by the Judge.’

**(VIC) Proposed change 9.5 Obstacles are to be numbered in sequential order – Proposal 2**

Number markers to be marked as minimum ~~50 mm~~ 80mm high lettering on the approach side ~~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. Small lettering is permitted on the reverse side, no greater than 40mm in height. 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. No sharp edges of any material used.

**(VIC) Rationale 9.5. Obstacles are to be numbered in sequential order – Proposal 2**

50mm can be too hard to see in grass so 100mm allows bigger numbers to be seen easier by all.

There is no reason why lettering needs to be on only 1 side. The number is to be placed clearly indicating the direction the obstacle is taken therefore what is written on the back doesn’t change anything.

**(QLD Proposed New Rule - Wrong Course**

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

**(QLD) Rationale for proposed addition 9.7 Wrong Course**

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

**Note: QLD proposal renumbers the rest of section 9 as a result of inserting new rule 9.7 (Wrong Course)**

**9.7 Distance between obstacles**

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

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

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

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

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

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

**(NSW) Proposed change 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.

**(NSW) Proposed change 9.7.1 Distance between obstacles (Maximum Course Length)**

**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.

**(QLD) Proposed change 9.7 Distance between obstacles – Proposal 1**

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

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

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

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

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

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

**(QLD) Rationale 9.7. Distance between obstacles – Proposal 1**

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

**(QLD) Proposed change 9.7 Distance between obstacles – Proposal 2**

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

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

**(QLD) Rationale 9.7. Distance between obstacles – Proposal 2**

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

**(QLD) Proposed change 9.7 Distance between obstacles – Proposal 3**

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

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

**(QLD) Rationale 9.7. Distance between obstacles – Proposal 3**

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

**(VIC) Proposed change 9.7 Distance between obstacles – Proposal 1**

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)~~ 5 (five) 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;

**(VIC) Rationale 9.7. Distance between obstacles – Proposal 1**

Correction to meterage which used to be 4m and is now 5m

**(VIC) Proposed change 9.7 Distance between obstacles – Proposal 2**

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

Entry from contact into tunnel under contact is no longer allowed.

**(VIC) Rationale 9.7. Distance between obstacles – Proposal 2**

The challenge of turning a dog from the end of a contact to an adjacent tunnel was initially designed for dogs with stopped contacts. Now that more and more dogs have running contacts, this challenge is no longer safe and even for a dog with a stopped contact this abrupt turn into a tunnel entry can place a great degree of strain on the body which may contribute to potential injury.

Sharp angled entries into tunnels are to be avoided

**(QLD) Proposed change to 9.7.1 (move table 23 from 9.7.1 to a new number)**

**9.9** Maximum course length and obstacles for Agility and Jumping

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

**(QLD) Rationale 9.7. Distance between obstacles – Table previously 9.7.1**

Add range of obstacles allowed for each class which was removed from Table 23.

**Note: QLD proposal renumbers the rest of section 9 as a result of moving rule 9.7.1 to not being a subset of 9.7 but giving it its own number (Maximum course length and obstacles for Agility and Jumping)**

**(VIC) Proposed change 9.7.1 Distance between obstacles (Maximum Course Length table)**

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

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

**(VIC) Rationale 9.7. Distance between obstacles (Maximum Course Length Tabel)**

The course length is not measured from middle point of obstacle to middle point of obstacle, but rather the dogs likely path. Therefore a maximum course length is unrealistic given each course design is very different and therefore dogs likely paths are going to be very different lengths regardless of the middle to middle point of obstacle.

This in turn has an impact on the course time a judge can allocate to a course.

**9.8 Obstacles in the ring**

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

**(QLD) Proposed change 9.8 Obstacles in the ring**

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

**(QLD) Rationale 9.8 Obstacles in the ring**

Not provided

**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.

**(ACT) Proposed change 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 (digital or physical), either signed by the Judge **(handwritten cards) or with the printed name of the Judge (printed cards).**

### **(ACT) Rationale 9.9 Scoring**

As per the June 2022 Special Board Meeting, Dogs Australia agreed that certificates issued by State Member Bodies to exhibits, awarded in accordance with regulations pertaining to the various disciplines, no longer require the signature of the Judge but rather the printed name with the implementation date being at the discretion of the Member Body.

**(NSW) Proposed change 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.

**(QLD) Proposed change 9.9 Scoring**

**9.9 Clear Round ~~Scoring~~**

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

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

**(QLD) Rationale 9.9 Scoring**

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

**9.10. Faults**

**9.10.1** Course Faults

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

**9.10.2** Time Faults

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

**9.10.3**  Penalty Faults

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

**9.10.4**  Total Faults

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

**(NSW) Proposed change 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.

**(QLD) Proposed change 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. If Penalty faults are incurred, the dog can not place (see 9.13-a).

**(QLD) Rationale 9.10.3 Penalty Faults**

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

**(QLD) Rationale 9.10 Faults**

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

**GB Note: No proposal from QLD for rewording 9.10**

**9.11 Placings**

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

1. Clear rounds and fastest times.
2. Total faults, which are, course faults plus time faults plus penalty faults.
3. 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.
4. In cases where the total faults and the course faults are the same then the fastest dog will be placed first.

**(NSW) Proposed change 9.11.c**

1. 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.c**

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

**(QLD) Proposed change 9.11 Placings**

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

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

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

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

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

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

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

**(QLD) Rationale 9.11 Placings**

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

**9.12 Tied Score**

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

**(QLD) Proposed change 9.12 Tied Score – Proposal 1**

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

**(QLD) Rationale 9.12 Tied Score - Proposal 1**

Competitors may prefer not to run again for any reason

**(QLD) Proposed change 9.12 Tied Score – Proposal 2**

**9.12 Tied and runoff ~~Score~~**

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

**(QLD) Rationale 9.12 Tied Score - Proposal 2**

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

**(SA) Proposed change 9.12 Tied Score**

In the event of a Tied Score, (identical course faults and course times) the result shall be up to the competitors involved and if no decision can be reached then the result will be decided by a run-off.

**(SA) Rationale 9.12 Tied Score**

Very often the handler(s) are quite agreeable to deciding the tied score. If they are able to reach an amicable decision it will save the time necessary to arrange a run-off.

**9.13 The Course**

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

1. Jump the Broad Jump by entering between the front poles, jumping the boards and exiting between the rear poles. The Broad Jump may be jumped from both directions when the highest board is in the middle.
2. Go up the plank of the Dog Walk in a safe manner negotiate the top section and then descend the down plank placing at least one (1) foot or part of a foot in the contact area.
3. Jump through the Hoop.
4. Jump the Hurdles and the Spread Hurdles.
5. Clearly negotiate the Scramble by climbing up the ramp and by climbing down the other side. The dog must place at least one (1) foot or part of a foot in the contact area of the Scramble on the way down.
6. Go up the Seesaw, placing at least one (1) foot or part of a foot in the contact area, cross the balance point and descend, placing at least one (1) foot or part of a foot in the contact area. The dog must not leave the Seesaw until the plank has touched the ground.
7. Go through the Tunnel/s from the front and exit at the other end.
8. Enter the Weaving Poles through the space between the first two poles, with the first pole on the dog's left. Then the dog must weave between each Weaving Pole.

**(QLD) Proposed change 9.13 The Course**

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

**(QLD) Rationale 9.13**

Not provided…only change is grammatical with a comma after the word “manner”

**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 change 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.

**(QLD) Proposed change 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. Places feet on, or jumps on or over a tunnel that it should be negotiating
9. any obstacle is refused

**(QLD) Rationale 9.14 Course Faults**

Not provided

**9.15 Refusal of an Obstacle**

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

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

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

A refusal is called when:

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 change 9.15 Refusal of an Obstacle – Option A**

~~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 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) Rational 9.15 Refusal of an Obstacle – Option A**

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.

**(NSW) Proposed change 9.15 Refusal of an Obstacle – Option B**

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) Rational 9.15 Refusal of an Obstacle – Option B**

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.

**(QLD) Proposed change 9.15 Refusal of an Obstacle**

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

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

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

∙ The dog is on the approach side of the obstacle

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

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

A refusal is called when:

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

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

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

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

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

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

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

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

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

**(QLD) Rational 9.15 Refusal of an Obstacle**

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

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

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

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

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

**(VIC) Proposed change 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.
4. The dog fails to make an attempt at an obstacle
5. Approaching an obstacle turns away, hesitates, deviates or stops within one (1) metre in front of the obstacle it should be negotiating.
6. Attempting the Broad Jump a dog does not enter between the two (2) front poles or does not attempt to jump the boards.
7. Attempting the Dog Walk a dog fails to ascend the up ramp or comes off the obstacle before reaching the horizontal section.
8. Attempting the Hurdles a dog fails to pass between the two uprights.
9. Attempting the Scramble a dog fails to ascend the up ramp or comes off the obstacle before the apex.
10. Attempting the Seesaw a dog fails to ascend the plank or comes off the obstacle before the pivot point.
11. 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
12. The dog goes through the tunnel from the front and then exits the front.

**(VIC) Rational 9.15 Refusal of an Obstacle**

This is judged as a refusal however, it isn’t specifically worded as such in the rules. This addition clarifies this.

**(WA) Proposed change 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.~~

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

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

~~A refusal is called when:~~

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~~

**(WA) Rational 9.15 Refusal of an Obstacle**

Remove the refusal clause completely, the dog is penalised by wasting time and this is reflected in their course time. Obstacles that are not successfully completed will result in a DQ if the dog goes onto the next obstacle without completing the obstacle. If the refusal rule is deleted then references to it must be removed from throughout the rules:

8.9 Orders from the Judge

9.16.a disqualification

9.16k disqualification

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

**(NSW) Proposal for 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) Rational 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.

**(QLD) Proposal for 9.16 Disqualification**

A dog will be disqualified if:

a. It accumulates three refusals.

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

c. It takes the wrong course.

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

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

g. The Handler physically contacts the dog in a manner that assists it.

h. The Handler touches the equipment to assist the dog or deliberately alters the position of any equipment in the ring without the judge's consent.

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

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

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

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

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

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

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

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

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

**(QLD) Rational 9.16 Disqualification**

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

**(SA) Proposal for 9.16 Disqualification**

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

**(SA) Rational 9.16 Disqualification**

The handler is sometimes not aware that they have physically contacted the dog in a manner that assist it. For example, judges have seen dogs collide with their handlers and it just happens to assist their entry to the weavers or stop them negotiating the correct obstacle. The handler and dog team should be able to continue the course and the judge can brief them at the end. Otherwise it can result in the judge yelling to the handler to leave the ring.

**(VIC) Proposal for 9.16 Disqualification**

A dog will be disqualified if:

a. It accumulates three refusals.

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

c. It takes the wrong course.

d. It repeats any gap either missed or completed in the Weaving Poles.

e. It fouls while under the control of the judge. This includes all bodily excretions

excluding saliva.

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

g. The Handler physically contacts the dog in a manner that assists it.

h. The Handler touches the equipment to assist the dog or deliberately alters the

position of any equipment in the ring without the judge's consent.

i. Any Handler carries food or wears or carries aids (balls, bumbags, toys, dummies

etc.) into the Ring.

j. Any Handler ducks under or jumps over any obstacle, or through the weavers

whilst negotiating the course.

k. After the Judge has indicated that the Handler may start ~~and the Handler has~~

~~crossed the Starting Line~~, the Handler returns across the Starting Line. Handlers

may cross the start line plane if the dog runs past the start line unless a refusal

has occurred.

l. It performs an obstacle in any manner in which the judge feels the dog has clearly

endangered itself, the handler, or anyone else.

For all contact obstacles, once the colour contact zone has been passed and prior descending the down side, should complete the obstacle or be disqualified for unsafe performance.

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

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

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

the challenge.

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

the ring once finished

In the event that a dog is disqualified under items a, b, c, d, ~~k~~, o the handler and dog

will be permitted to complete the course.

**(VIC) Rational 9.16 Disqualification**

k. Allow Handler choice on where they chose to set themselves and their dog up at startline, ie. Slingshot start. Removing this clause from rule allows Handler’s greater choice, instead of the Judge’s interpretation of acceptable startline position.

l. Deeming what is ‘Unsafe performance’ for contact obstacles is very open to interpretation under the rules for Agility. This is contrary to the rules for the 3 games where are definitions stating when to disqualify. Adding the disqualification criteria would introduce consistency for judges and handlers alike.

*The games rules for reference*

*Snooker*

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

*Gambler*

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

*Strategic Pairs*

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

**(VIC) Proposal for 9.16 Disqualification**

**9.16. Disqualification**

A dog will be disqualified if:

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

**(VIC) Rationale 9.16 i**

If rule 7.7 is accepted the above change to the disqualification will need to be amended.

**(WA) Proposal for equipment requirements**

Propose that Judges can choose two of the three mandatory pieces of equipment from the Broad Jump, Hoop and Spread.

**(WA) Rational for equipment requirements**

These obstacles all require a straight approach for safety reasons and it would assist course design if Judges could select only two of the three if needed.

The equipment lists in all classes would all need to be updated if this proposal was approved.

**(ACT) Proposal for equipment requirements “special jumps”**

10. Description of Agility and Jumpers Classes and associated obstacles

10.1 Special Jumps

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

**(ACT) Rationale for equipment requirements “special jumps”**

In essence this proposal will reduce the need to use all three of the “special jumps” (Hoop, broad jump & spread hurdle). In agility, the proposal is that at least one of the “special jumps” must be included. It allows for the judge to include more than 1 of these obstacles if they so choose.

In jumping it proposes that at least two of the “special jumps” must be used but allows the judge to use all three of the jumps if they choose.

The reason for making the proposed changed is that the current requirement to use all three “special jumps” unnecessarily restricts options in course design, particularly in agility where the judge must design safe approaches to contacts as well as the three special jumps. Where a good course design can’t safely accommodate all three special jumps, this new rule would provide judges with flexibility to not use one (jumping) or two (agility) of the “special jumps”.

The proposal also prohibits the renegotiation of the hoop (and for novice, the spread hurdle) in any course. This is because most hoops remain open if hit by the dog when they negotiate the hoop. If they attempted to renegotiate the hoop and it was not properly closed this could result in injury. In addition, because of their inexperience, novice dogs may also have difficulty safely negotiating the spread hurdle more than once. Inexperienced handlers may not be aware the spread should be avoided if knocked over during the first pass.

**(QLD) Proposal for equipment requirements “special jumps”**

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

**10.1 Special Jumps**

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

**(QLD) Rationale for equipment requirements “special jumps”**

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

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

**Note: QLD proposal renumbers the rest of the classes as subsets of clause 10 e.g. Novice Agility – 10.2, Excellent Agility 10.3, Masters Agility 10.4 etc**

**(WA) Proposal for new Agility class**

**10. ROOKIE AGILITY CLASS (10-14 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 Optional**

Broad Jump/s Spread Hurdle

Dog Walk Weaving Poles – 12

Hoop/s

Hurdle/s

Scramble

Flexible Tunnel/s

**(WA) Rational 10**

Class details if the proposal for a Rookie class is approved – all subsequent classes to be renumbered

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

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

MANDATORY

Broad Jump/s

Dog Walk

Hoop/s

Hurdle/s

Spread Hurdle

Scramble

Flexible Tunnel/s

Weaving Poles - 12

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

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

MANDATORY

~~Broad Jump/s~~

Dog Walk

~~Hoop/s~~

Hurdle/s

~~Spread Hurdle~~

Scramble

Flexible Tunnel/s

Weaving Poles - 12

**At least one of the following:**

Broad jump~~/s~~

Hoop~~/s~~

Spread hurdle

**(NSW) Proposal for 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.

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

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

**MANDATORY**

~~Broad Jump/s~~

Hurdles

Dog walk

Scramble

Flexible tunnel/s

Weaving poles (12)

**At least one of the following**

Hoop

Broad jump/s

~~Hurdle/s~~

Spread hurdle

~~Scramble~~

~~Flexible Tunnel/s~~

~~Weaving Poles - 12~~

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

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

**(SA) Proposal for 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. No tunnel/s are to be placed under contact equipment i.e. Scramble and/or Dog Walk. No Back Side Hurdles are allowed.

MANDATORY

Broad Jump/s

Dog Walk

Hoop/s

Hurdle/s

Spread Hurdle

Scramble

Flexible Tunnel/s

Weaving Poles - 12

TWO (2) OUT OF THREE (3) OF THE FOLLOWING EQUIPMENT MUST BE USED

Hoop/s

Spread Hurdle/s

Broad Jump/s

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

To design a safe and flowing course judges need to ensure a straight approach to the extension obstacles and also need to allow enough distance following the obstacle for the dog to turn when necessary to negotiate the next obstacle. This limits course design and means the extension obstacles nearly always are at the beginning and the end of a course. It is particularly significant in agility where straight approaches need to be ensured to the contacts as well.

**(VIC) Proposal for 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 Optional – must use at least one (1)**

~~Broad Jump/s~~ Broad Jump/s

Dog Walk Hoop/s

~~Hoop/s~~  Spread Hurdle

Hurdle/s

~~Spread Hurdle~~

Scramble

Flexible Tunnel/s

Weaving Poles - 12

**(VIC) Rationale 10**

Having all obstacles as mandatory limits course design and may have an impact on safety. It makes nesting courses more difficult as the identified obstacles don’t suit all angles of approach when the course is modified between classes.

Whilst currently rules allow the removal of an obstacle under 5.3 it then has to be reported to the controlling body within 7 days. This tends to only apply to when there is a fault to the equipment.

Allowing these obstacles to be optional gives much more flexibility with course design. And allows a judge to remove an optional obstacle on the day if they deem it to not be appropriate for the flow and safety of the course.

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

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

**MANDATORY**

Broad Jump/s

Dog Walk

Hoop/s

Hurdle/s

Spread Hurdle

Scramble

Seesaw

Flexible Tunnel/s

Weaving Poles-12

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

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

**MANDATORY**

~~Broad Jump/s~~

Dog walk

~~Hoop/s~~

Hurdle/s

~~Spread Hurdle~~

Scramble

Seesaw

Flexible tunnel/s

Weaving poles (12)

**At least one of the following:**

Broad jump~~/s~~

Hoop~~/s~~

Spread hurdle

**(NSW) Proposal for 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.

**(QLD) Proposal for 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~~ except for the contact obstacles, Hoop and Weaving Poles, which are not to be negotiated more than once.

**MANDATORY**

Hurdle/s

Dog walk

Scramble

Seesaw

Flexible tunnel/s

Weaving poles (12)

**At least one of the following:**

Hoop

Broad jump/s

Spread hurdle/s

~~Broad Jump/s~~

~~Dog Walk~~

~~Hoop/s~~

~~Hurdle/s~~

~~Spread Hurdle~~

~~Scramble~~

~~Seesaw~~

~~Flexible Tunnel/s~~

~~Weaving Poles-12~~

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

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

MANDATORY

Broad Jump/s

Dog Walk

Hoop/s

Hurdle/s

Spread Hurdle

Scramble

Seesaw

Flexible Tunnel/s

Weaving Poles-12

TWO (2) OUT OF THREE (3) OF THE FOLLOWING EQUIPMENT MUST BE USED

Hoop/s

Spread Hurdle/s

Broad Jump/s

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

To design a safe and flowing course judges need to ensure a straight approach to the extension obstacles and also need to allow enough distance following the obstacle for the dog to turn when necessary to negotiate the next obstacle. This limits course design and means the extension obstacles nearly always are at the beginning and the end of a course. It is particularly significant in agility where straight approaches need to be ensured to the contacts as well.

**(VIC) Proposal for 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 Optional – must use at least one (1)**

~~Broad Jump/s~~ Broad Jump/s

Dog Walk Hoop/s

~~Hoop/s~~  Spread Hurdle

Hurdle/s

~~Spread Hurdle~~

Scramble

Seesaw

Flexible Tunnel/s

Weaving Poles-12

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

Having all obstacles as mandatory limits course design and may have an impact on safety. It makes nesting courses more difficult as the identified obstacles don’t suit all angles of approach when the course is modified between classes.

Whilst currently rules allow the removal of an obstacle under 5.3 it then has to be reported to the controlling body within 7 days. This tends to only apply to when there is a fault to the equipment.

Allowing these obstacles to be optional gives much more flexibility with course design. And allows a judge to remove an optional obstacle on the day if they deem it to not be appropriate for the flow and safety of the course.

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

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

**MANDATORY**

Broad Jump/s

Dog Walk/s

Hoop/s

Hurdle/s

Spread Hurdle/s

Scramble/s

Seesaw/s

Flexible Tunnel/s

Weaving Poles-12

**(ACT) Proposal for 12. MASTERS AGILITY CLASS (20-24 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, except for 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/s~~

Scramble

Seesaw

Flexible tunnel/s

Weaving poles (12)

**At least one of the following:**

Broad Jump~~/s~~

Hoop~~/s~~

Spread hurdle~~/s~~

**(NSW) Proposal for 12. MASTERS AGILITY CLASS (20-24 OBSTACLES)**

**12. MASTERS 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 for 12. MASTERS AGILITY CLASS (20-24 OBSTACLES)**

**(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.

**(QLD) Proposal for 12. MASTERS AGILITY CLASS (20-24 OBSTACLES)**

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

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

**MANDATORY**

Hurdle/s

Dog walk

Scramble

Seesaw

Flexible tunnel/s

Weaving poles (12)

**At least one of the following:**

Hoop

Broad jump/s

Spread hurdle/s

~~Broad Jump/s~~

~~Dog Walk/s~~

~~Hoop/s~~

~~Hurdle/s~~

~~Spread Hurdle/s~~

~~Scramble/s~~

~~Seesaw/s~~

~~Flexible Tunnel/s~~

~~Weaving Poles-12~~

**(QLD) Rationale 12. MASTERS AGILITY CLASS (20-24 OBSTACLES)**

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

**(VIC) Proposal for 12. MASTERS AGILITY CLASS (20-24 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 Weaving Poles, which are not to be negotiated more than once.

**MANDATORY Optional – must use at least one (1)**

~~Broad Jump/s~~ Broad Jump/s

Dog Walk Hoop/s

~~Hoop/s~~  Spread Hurdle

Hurdle/s

~~Spread Hurdle~~

Scramble/s

Seesaw/s

Flexible Tunnel/s

Weaving Poles-12

**(VIC) Rationale 12. MASTERS AGILITY CLASS (20-24 OBSTACLES)**

Change to the first paragraph makes the wording consistent with other classes.

Optional Equipment

Having all obstacles as mandatory limits course design and may have an impact on safety. It makes nesting courses more difficult as the identified obstacles don’t suit all angles of approach when the course is modified between classes.

Whilst currently rules allow the removal of an obstacle under 5.3 it then has to be reported to the controlling body within 7 days. This tends to only apply to when there is a fault to the equipment.

Allowing these obstacles to be optional gives much more flexibility with course design. And allows a judge to remove an optional obstacle on the day if they deem it to not be appropriate for the flow and safety of the course.

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

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

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

All equipment is mandatory

All obstacles below must be performed

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

**MANDATORY Optional**

Broad Jump/s 4 to less than 12 weave poles

Dog Walk/s

Hoop/s

Hurdle/s

Spread Hurdle/s

Scramble/s

Seesaw/s

Flexible Tunnel/s

Weaving Poles-12

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

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

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

~~All equipment is mandatory~~

~~All obstacles below must be performed~~

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

**MANDATORY Optional**

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

Dog Walk/s

~~Hoop/s~~

Hurdle/s

~~Spread Hurdle/s~~

Scramble/s

Seesaw/s

Flexible Tunnel/s

Weaving Poles-12

**At least one of the following:**

Broad Jump~~/s~~

Hoop~~/s~~

Spread hurdle~~/s~~

**(NSW) Proposal for 13. ELITE AGILITY CLASS (22-28 OBSTACLES) – Option A**

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

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

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

~~All equipment is mandatory~~

~~All obstacles below must be performed~~

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

**~~MANDATORY Optional~~**

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

~~Dog Walk/s~~

~~Hoop/s~~

~~Hurdle/s~~

~~Spread Hurdle/s~~

~~Scramble/s~~

~~Seesaw/s~~

~~Flexible Tunnel/s~~

~~Weaving Poles-12~~

**(NSW) Rationale for 13. ELITE AGILITY CLASS (22-28 OBSTACLES) – Option A**

Delete the Elite Class, if this isn’t approved then (Option B):

**(NSW) Proposal for 13. ELITE AGILITY CLASS (22-28 OBSTACLES) – Option B**

**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 for 13. ELITE AGILITY CLASS (22-28 OBSTACLES) – Option B**

**(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.

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

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

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

~~All equipment is mandatory~~

~~All obstacles below must be performed~~

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

**MANDATORY**

Hurdle/s

Dog walk

Scramble

Seesaw

Flexible tunnel/s

Weaving poles - 12

**At least one of the following:**

Hoop

Broad jump/s

Spread hurdle

**Optional**

4 to less than 12 weave poles

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

~~Dog Walk/s~~

~~Hoop/s~~

~~Hurdle/s~~

~~Spread Hurdle/s~~

~~Scramble/s~~

~~Seesaw/s~~

~~Flexible Tunnel/s~~

~~Weaving Poles-12~~

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

**13. ELITE AGILITY CLASS ~~(22-28)~~ (20-24) OBSTACLES)**

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

~~All equipment is mandatory~~

~~All obstacles below must be performed~~

There is no limit to the number of times an obstacle can be used, with the exception of the Weaving Poles, which

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

**MANDATORY Optional – must use at least one (1)**

~~Broad Jump/s~~ Broad Jump/s

Dog Walk Hoop/s

~~Hoop/s~~  Spread Hurdle

Hurdle/s

~~Spread Hurdle~~  **Optional**

Scramble/s 4 to less than 12 weave poles

Seesaw/s

Flexible Tunnel/s

Weaving Poles-12

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

Number of Obstacles

The Elite class can be made more difficult without having to increase the number of obstacles from Masters. Increasing the number of obstacles also does not take into consideration any of the following:

* Available space within the ring - ring sizes remain the same (ie generally 30x40m but can be smaller). Adding additional obstacles may be difficult and make the course harder to negotiate as more obstacles can be in the way. Or forcing judges to use the obstacles multiple times which increases the chances of dropped bars having to be renegotiated.
* Availability of equipment – more obstacles may not be available. This then forces the judge to have to reuse obstacles.
* Course nesting – makes nesting course more difficult as judges have to add obstacles.

Wording of first paragraph

Change to the first paragraph makes the wording consistent with other classes.

Optional Equipment

Having all obstacles as mandatory limits course design and may have an impact on safety. It makes nesting courses more difficult as the identified obstacles don’t suit all angles of approach when the course is modified between classes.

Whilst currently rules allow the removal of an obstacle under 5.3 it then has to be reported to the controlling body within 7 days. This tends to only apply to when there is a fault to the equipment.

Allowing these obstacles to be optional gives much more flexibility with course design. And allows a judge to remove an optional obstacle on the day if they deem it to not be appropriate for the flow and safety of the course.

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

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

**MANDATORY Optional**

Dog Walk Broad Jump/s

Hurdle/s Spread Hurdle/s

Scramble Hoop/s

Seesaw

Flexible Tunnel/s

Weaving Poles-12

**(ACT) Proposal for 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, except for ~~with the exception of~~ the contact obstacles, Spread Hurdle, Hoop and Weaving Poles, which are not to be negotiated more than once.

**MANDATORY Optional**

Dog Walk Broad Jump~~/s~~

Hurdle/s Spread Hurdle~~/s~~

Scramble Hoop~~/s~~

Seesaw

Flexible Tunnel/s

Weaving Poles-12

**(NSW) Proposal for 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~~

Seesaw

Flexible Tunnel/s

Weaving Poles-12

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

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

**(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.
* 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.

**(QLD) Proposal for 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~~ except for the contact obstacles, Hoop and Weaving Poles, which are not to be negotiated more than once.

**MANDATORY Optional**

Dog Walk Broad Jump/s

Hurdle/s Spread Hurdle/s

Scramble Hoop~~/s~~

Seesaw

Flexible Tunnel/s

Weaving Poles-12

**(WA) Proposal for new Jumping class**

**16. ROOKIE JUMPING CLASS (10-14 OBSTACLES)**

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

**MANDATORY Optional**

Broad Jump/s Spread Hurdle

Hoop/s

Hurdle/s

Flexible Tunnel/s

**(WA) Rational 16**

Class details if the proposal for a Rookie class is approved – all subsequent classes to be renumbered

**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

**(ACT) Proposal for 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, except for ~~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:**

Broad Jump~~/s~~

Hoop

Spread hurdle

**(NSW) Proposal for 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.

**(QLD) Proposal for 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~~ except for the Spread Hurdle and Hoop, which can only be negotiated once.

**MANDATORY**

Hurdles

Flexible tunnel/s

**At least two of the following:**

Broad jump/s

Hoop

~~Flexible Tunnel/s~~

~~Hurdle/s~~

Spread hurdle

**(VIC) Proposal for 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, which can only be negotiated once.

**MANDATORY Optional – must use at least one (1)**

~~Broad Jump/s~~

~~Hoop~~

Flexible Tunnel/s Broad Jump/s

Hurdle/s Hoop

~~Spread Hurdle~~ Spread Hurdle

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

Having all obstacles as mandatory limits course design and may have an impact on safety. It makes nesting courses more difficult as the identified obstacles don’t suit all angles of approach when the course is modified between classes.

Whilst currently rules allow the removal of an obstacle under 5.3 it then has to be reported to the controlling body within 7 days. This tends to only apply to when there is a fault to the equipment.

Allowing these obstacles to be optional gives much more flexibility with course design. And allows a judge to remove an optional obstacle on the day if they deem it to not be appropriate for the flow and safety of the course.

**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

**(ACT) Proposal for 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, except for the Hoop that can only be negotiated once.

**MANDATORY**

~~Broad Jump/s~~

~~Hoop~~

Flexible tunnel/s

Hurdle/s

~~Spread Hurdle~~

**At least two of the following:**

Broad jump~~/s~~

Hoop

Spread hurdle

**(NSW) Proposal for 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.

**(QLD) Proposal for 15. EXCELLENT JUMPING CLASS (16-20 OBSTACLES)**

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

**MANDATORY**

Hurdles

Flexible tunnel/s

**At least two of the following:**

Broad jump/s

Hoop

~~Flexible Tunnel/s~~

~~Hurdle/s~~

Spread hurdle/s

**(VIC) Proposal for 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 Optional – must use at least one (1)**

~~Broad Jump/s~~

~~Hoop~~

Flexible Tunnel/s Broad Jump/s

Hurdle/s Hoop

~~Spread Hurdle~~ Spread Hurdle

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

Having all obstacles as mandatory limits course design and may have an impact on safety. It makes nesting courses more difficult as the identified obstacles don’t suit all angles of approach when the course is modified between classes.

Whilst currently rules allow the removal of an obstacle under 5.3 it then has to be reported to the controlling body within 7 days. This tends to only apply to when there is a fault to the equipment.

Allowing these obstacles to be optional gives much more flexibility with course design. And allows a judge to remove an optional obstacle on the day if they deem it to not be appropriate for the flow and safety of the course.

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

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

**MANDATORY**

Broad Jump/s

Hoop

Flexible Tunnel/s

Hurdle/s

Spread Hurdle/s

**(ACT) Proposal for 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, except for the Hoop that can only be negotiated once.

**MANDATORY**

~~Broad Jump/s~~

~~Hoop~~

Flexible Tunnel/s

Hurdle/s

~~Spread Hurdle/s~~

**At least two of the following:**

Broad jump~~/s~~

Hoop

Spread hurdle~~/s~~

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

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

**(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.

**(QLD) Proposal for 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, except for the Hoop that can only be negotiated once.

**MANDATORY**

Hurdles

Flexible tunnel/s

**At least two of the following:**

Broad jump/s

Hoop

~~Flexible Tunnel/s~~

~~Hurdle/s~~

Spread hurdle/s

**(VIC) Proposal for 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 Optional – must use at least one (1)**

~~Broad Jump/s~~

~~Hoop~~

Flexible Tunnel/s Broad Jump/s

Hurdle/s Hoop

~~Spread Hurdle~~ Spread Hurdle

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

Having all obstacles as mandatory limits course design and may have an impact on safety. It makes nesting courses more difficult as the identified obstacles don’t suit all angles of approach when the course is modified between classes.

Whilst currently rules allow the removal of an obstacle under 5.3 it then has to be reported to the controlling body within 7 days. This tends to only apply to when there is a fault to the equipment.

Allowing these obstacles to be optional gives much more flexibility with course design. And allows a judge to remove an optional obstacle on the day if they deem it to not be appropriate for the flow and safety of the course.

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

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

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

All obstacles listed below must be performed.

**MANDATORY**

Broad Jump/s

Hoop/s

Flexible Tunnel/s

Hurdle/s

Spread Hurdle/s

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

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

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

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

**MANDATORY**

~~Broad Jump/s~~

~~Hoop/s~~

Flexible Tunnel/s

Hurdle/s

~~Spread Hurdle/s~~

**At least two of the following:**

Broad Jump~~/s~~

Hoop~~/s~~

Spread hurdle~~/s~~

**(NSW) Proposal for 18. ELITE JUMPING CLASS (22-28 OBSTACLES) – Option A**

**~~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) - Option A**

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

**(NSW) Proposal 18. ELITE JUMPING CLASS (20-28 OBSTACLES) – Option B**

**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 18. ELITE JUMPING CLASS (20-28 OBSTACLES) - Option B**

**(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.

**(QLD) Proposal 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, except for the Hoop that can only be negotiated once.

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

**MANDATORY**

Hurdles

Flexible tunnel/s

**At least two of the following:**

Broad jump/s

Hoop/s

~~Flexible Tunnel/s~~

~~Hurdle/s~~

Spread hurdle/s

**(VIC) Proposal 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 Optional – must use at least one (1)**

~~Broad Jump/s~~

~~Hoop~~

Flexible Tunnel/s Broad Jump/s

Hurdle/s Hoop

~~Spread Hurdle~~ Spread Hurdle

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

Number of Obstacles

The Elite class can be made more difficult without having to increase the number of obstacles from Masters. Increasing the number of obstacles also does not take into consideration any of the following:

* Available space within the ring - ring sizes remain the same (ie generally 30x40m but can be smaller). Adding additional obstacles may be difficult and make the course harder to negotiate as more obstacles can be in the way. Or forcing judges to use the obstacles multiple times which increases the chances of dropped bars having to be renegotiated.
* Availability of equipment – more obstacles may not be available. This then forces the judge to have to reuse obstacles.
* Course nesting – makes nesting course more difficult as judges have to add obstacles.

Optional Equipment

Having all obstacles as mandatory limits course design and may have an impact on safety. It makes nesting courses more difficult as the identified obstacles don’t suit all angles of approach when the course is modified between classes.

Whilst currently rules allow the removal of an obstacle under 5.3 it then has to be reported to the controlling body within 7 days. This tends to only apply to when there is a fault to the equipment.

Allowing these obstacles to be optional gives much more flexibility with course design. And allows a judge to remove an optional obstacle on the day if they deem it to not be appropriate for the flow and safety of the course.

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

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

All obstacles listed below must be performed.

**MANDATORY**

Broad Jump/s

Hoop/s

Flexible Tunnel/s

Hurdle/s

Spread Hurdle/s

**(ACT) Proposal for 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, except for the Hoop that can only be negotiated once. ~~All obstacles listed below must be performed.~~

**MANDATORY**

~~Broad Jump/s~~

~~Hoop/s~~

Flexible Tunnel/s

Hurdle/s

~~Spread Hurdle/s~~

**At least two of the following:**

Broad jump~~/s~~

Hoop~~/s~~

Spread hurdle~~/s~~

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

In essence this proposal will reduce the need to use all three of the “special jumps” (Hoop, broad jump & spread hurdle). In agility, the proposal is that at least one of the “special jumps” must be included. It allows for the judge to include more than 1 of these obstacles if they so choose.

In jumping it proposes that at least two of the “special jumps” must be used but allows the judge to use all three of the jumps if they choose.

The reason for making the proposed changed is that the current requirement to use all three “special jumps” unnecessarily restricts options in course design, particularly in agility where the judge must design safe approaches to contacts as well as the three special jumps. Where a good course design can’t safely accommodate all three special jumps, this new rule would provide judges with flexibility to not use one (jumping) or two (agility) of the “special jumps”.

The proposal also prohibits the renegotiation of the hoop (and for novice, the spread hurdle) in any course. This is because most hoops remain open if hit by the dog when they negotiate the hoop. If they attempted to renegotiate the hoop and it was not properly closed this could result in injury. In addition, because of their inexperience, novice dogs may also have difficulty safely negotiating the spread hurdle more than once. Inexperienced handlers may not be aware the spread should be avoided if knocked over during the first pass.

**(NSW) Proposal for 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.

**(QLD) Proposal for 19. OPEN JUMPING CLASS (16-20 OBSTACLES) – Proposal 1**

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

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

**MANDATORY**

Hurdles

Flexible tunnel/s

**At least two of the following:**

Broad jump/s

Hoop~~/s~~

~~Flexible Tunnel/s~~

~~Hurdle/s~~

Spread hurdle/s

**(QLD) Proposal for 19. OPEN JUMPING CLASS (16-20 OBSTACLES) – Proposal 2**

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

**(QLD) Rationale 19. OPEN JUMPING CLASS (16-20 OBSTACLES) – Proposal 2**

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

**(VIC) Proposal for 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 Optional – must use at least one (1)**

~~Broad Jump/s~~

~~Hoop~~

Flexible Tunnel/s Broad Jump/s

Hurdle/s Hoop

~~Spread Hurdle~~ Spread Hurdle

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

More consistent with the Open Agility class (and all other classes) where these obstacles are optional.

Having all obstacles as mandatory limits course design and may have an impact on safety. It makes nesting courses more difficult as the identified obstacles don’t suit all angles of approach when the course is modified between classes.

Whilst currently rules allow the removal of an obstacle under 5.3 it then has to be reported to the controlling body within 7 days. This tends to only apply to when there is a fault to the equipment.

Allowing these obstacles to be optional gives much more flexibility with course design. And allows a judge to remove an optional obstacle on the day if they deem it to not be appropriate for the flow and safety of the course.

**20. DISTINGUISHING FEATURES OF OPEN AGILITY AND 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) Proposal 20. DISTINGUISHING FEATURES OF OPEN AGILITY AND 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~~s~~ 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.

**(QLD) Proposal 20. DISTINGUISHING FEATURES OF OPEN AGILITY AND 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.

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

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

**21 READY REFERENCE GUIDE**

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

**(WA) Proposed change 21 Ready Reference Guide**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **HEIGHT CATEGORY** | **200** | **300** | **400** | **500** | **600** |
| **DOG HEIGHTS** | **UP TO AND INCLUDING 200MM** | **201 – 300 MM INCLUSIVE** | **301 – 400 MM INCLUSIVE** | **401 – 500 MM INCLUSIVE** | **501 MM AND OVER** |
| Jump Heights | 200 mm | 300 mm | 400 mm | 500 mm | 600 mm |
| Spread. Distance between bars | 150 mm | 225 mm | 300 mm | 375 mm | 450 mm |
| Spread. Height of first bar | 150 mm | 225 mm | 300 mm | 375 mm | 450 mm |
| Spread. Height of second bar | 200 mm | 300 mm | 400 mm | 500 mm | 600 mm |
| Broad distance | 400 mm | 600 mm | 800 mm | 1000 mm | 1200 mm |
| Broad. Width of Boards (mm) | 100 - 150 | 100 - 150 | 100 - 200 | 100 - 200 | 100 - 200 |
| Broad. Height of Boards (mm) | 100 + 150 | 100 + 150 | 100 + 150 + 200 | 100 + 150 + 200 + 250 | 100 + 150 + 200 + 250 |
| Broad. Number of boards | 2 | ~~2~~ 3 | 3 | 4 | 4 |

**(WA) Rationale 21 Ready Reference Guide**

Table change in line with proposed change of 4.5 Measuring Dogs

**22 CONTACT AREAS**

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

**(QLD) Proposed change 22 CONTACT AREAS**

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

**(QLD) Rationale 22 Contact Areas**

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

**23 WEAVING POLES AND NUMBER OF OBSTACLES**

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

**(QLD) Proposed change 23 Weaving Poles and Number of Obstacles**

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

**(QLD) Rationale 23 Weaving Poles and Number of Obstacles**

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

**(WA) Proposed change 23 Weaving Poles and Number of Obstacles**

**WEAVING POLES AND NUMBER OF OBSTACLES**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | **ROOKIE** | **NOVICE** | **EXCELLENT** | **MASTER** | **~~ELITE~~** | **OPEN** |
| **Number of Weaving Poles** | | | | | | |
| **Agility** | 12 | 12 | 12 | 12 | ~~12~~ | 12 |
| **Jumping** | Nil | Nil | Nil | Nil | ~~Nil~~ | Nil |
| **Number of Obstacles** | | | | | | |
| **Agility / Jumping** | 10-14 | 14-16 | 16-20 | 20-24 | ~~22-28~~ | 16-20 |

**(WA) Rational 23 Weaving Poles and Number of Obstacles**

Table change in line with proposed change of included a Rookie class at 3.1

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

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

SCT= CL (metres) / Rate

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

Then SCT= 120 / 2 = 60 seconds

**(ACT) Proposed change 24. Standard Course Time (SCT)**

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

SCT= CL (metres) / Rate

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

**(ACT) Rationale 24. Standard Course Time (SCT)**

Refer rationale at 1.1 Introduction

**(QLD) Proposed change 24. Standard Course Time (SCT)**

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

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

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

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

**(QLD) Rationale 24. Standard Course Time (SCT)**

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

**25. JUDGING CHART**

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **AGILITY TRIAL CONDUCTED BY** | | | | | | | | | | **DATE** | | |
| **JUDGE** | | | | | | | **CLASS** | | | **SCT** | | |
| **CAT  NO** | **COURSE  TIME** | **TIME  FAULTS** | **COURSE  FAULTS** | **PENALTY  FAULTS** | **TOTAL FAULTS** | | | | | | **QUALIFY** | **PLACING** |
| **0** | **1-5** | **6-10** | **11-15** | **16-20** | **21+** |
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**(QLD) Proposed change 25. Judging Chart**

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

**26. PLACINGS**

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

1. Clear rounds and fastest times.
2. Total faults, which are, course faults plus time faults plus penalty faults.
3. 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.
4. In cases where the total faults and the course faults are the same then the fastest dog will be placed first.

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

**(QLD) Proposed change 26 PLACINGS**

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

1. ~~Clear rounds and fastest times.~~
2. ~~Total faults, which are, course faults plus time faults plus penalty faults.~~
3. ~~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.~~
4. ~~In cases where the total faults and the course faults are the same then the fastest dog will be placed first.~~

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

**(QLD) Rationale 26. Placings**

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

**GAMES**

**GAMES DEFINITIONS**

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

**(NSW) Proposed change to Games Definition**

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

**(NSW) Rationale to Games Definition**

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.

**(SA) Proposed change to Games Definition**

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

**(SA) Rationale to Games Definition**

There is still quite varied interpretation of the Games Rules and it is believed by adding ‘however’ will indicate to the judges that all of the definitions apply. E.g. incorrect judging of the Weave Poles in Snooker. Once the Weaves have been entered a handler cannot direct the dog to start them again as this is colour to colour and such the handler will be directed to the Closing Sequence.

**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 change to Games Definition 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**

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

**(QLD) Proposed change to Games Definitions 1. Starting an Obstacle**

A dog starts an obstacle only when:

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

**(QLD) Rationale Games Definitions 1. Starting an Obstacle**

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

**2. Faulting an obstacle:**

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

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

Example:

1. A dog that enters the weave poles at any point other than between the 1st and 2nd pole and is not scored for that attempt
2. If a dog places a paw on the dog walk, the retracts the paw or dismounts before making contact with the down colour has faulted the obstacle and not scored for that attempt

Refer to individual games rules for information regarding additional attempts.

**(QLD) Proposed change to Games Definitions 2. Faulting an Obstacle**

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

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

Example:

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

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

Refer to individual games rules for information regarding additional attempts.

**(QLD) Rationale Games Definitions 2. Faulting an Obstacle**

Corrected incorrect word and modified to correct grammar and improve clarity.

**(QLD) Proposed change to Games Definitions – New Rule**

**Scoring of Contacts**

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

**(QLD) Rationale Games Definitions – New Rule – Scoring of Contracts**

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

**(QLD) Proposed change to Games Definitions – New Rule**

**Starting and Finishing**

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

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

**(QLD) Rationale Games Definitions – New Rule – Starting and Finishing**

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

**Note: QLD proposal new Rules renumbers the rest of the Games Definition section**

**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 change to Games Definitions 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 Games Definitions 4. 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.

**(VIC) Proposed change to Games Definitions 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 and Master Gamblers and 5 Qualifying Rounds in Master Strategic Pairs after the completion of the Master tile 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.

**(VIC) Rationale Games Definitions 4. Agility Games Champion**

For Strategic Pairs – the qualification is based not only on the handler, but also the team member chosen. The dog trying to obtain the title does not have 100% control over the situation and therefore should only be expected to receive 50% of the cards required for the champion title.

**SNOOKER**

**1. Starting the course**

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

**(QLD) Proposed change to Snooker – 1. Starting the Course**

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

**(QLD) Rationale for Snooker – 1. Starting the Course**

The variation in start line options should be made clear here to align with new Rule 4 shown above.

**Note: this refers to the proposed new rule under Games Definition – Starting and Finishing**

**2. Introduction**

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

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

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

Points can only be earned within the allotted time.

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

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

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

**(QLD) Proposed change to Snooker – 2. Introduction**

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

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

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

Points can only be earned within the allotted time.

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

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

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

**(QLD) Rationale for Snooker – 2. Introduction**

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

**3. Opening Sequence**

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

**(QLD) Proposed change to Snooker – Opening Sequence 3.2.**

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

**(QLD) Rationale for Snooker – Opening Sequence 3.2.**

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

**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 change to Snooker – Opening Sequence 3.3.**

**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 for Snooker – Opening Sequence 3.3.**

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.

**(QLD) Proposed change to Snooker – Opening Sequence 3.3.**

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

**(QLD) Rationale for Snooker – Opening Sequence 3.3.**

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

**3.4.** 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 change to Snooker – Opening Sequence 3.4.**

**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 for Snooker – Opening Sequence 3.4.**

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

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

**(NSW) Proposed change to Snooker – Opening Sequence 3.7.**

**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 for Snooker – Opening Sequence 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.

**(QLD) Proposed change to Snooker – Opening Sequence 3.7.**

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

**(QLD) Rationale for Snooker – Opening Sequence 3.7.**

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

**3.9.** 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.

**(NSW) Proposed change to Snooker – Opening Sequence 3.9.**

**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 for Snooker – Opening Sequence 3.9.**

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.

**(QLD) Proposed change to Snooker – Opening Sequence 3.9.**

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

**(QLD) Rationale for Snooker – Opening Sequence 3.9.**

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

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

**(QLD) Proposed change to Snooker – Opening Sequence 3.10.**

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

**(QLD) Rationale for Snooker – Opening Sequence 3.10.**

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

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

**(NSW) Proposed change to Snooker – Opening Sequence 3.11.**

Combine 3.11 with 3.9 see above

**(NSW) Rationale for Snooker – Opening Sequence 3.11.**

Combine 3.11 with 3.9 see above

**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 change to Snooker – 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 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 for Snooker – Opening Sequence 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.

**(QLD) Proposed change to Snooker – Opening Sequence 3.12.**

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

**(QLD) Rationale for Snooker – Opening Sequence 3.12.**

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

**3.13.** 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 change to Snooker – Opening Sequence 3.13.**

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 for Snooker – Opening Sequence 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.

**(QLD) Proposed change to Snooker – Opening Sequence 3.13.**

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

**(QLD) Rationale for Snooker – Opening Sequence 3.13.**

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

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

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

**(QLD) Proposed change to Snooker – 4. Combination Obstacles: (not permitted in Novice Class)**

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

**(QLD) Rationale for Snooker – 4. Combination Obstacles: (not permitted in Novice Class)**

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

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

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

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 coloured obstacle.
5. The dog fails to complete a combination obstacle or contact obstacle.
6. The dog fails to complete an obstacle to which it has been committed
7. 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 change to Snooker –5. Cease of Scoring in 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 for Snooker –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.

**(QLD) Proposed change to Snooker –5. Cease of Scoring in opening sequence**

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

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

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

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

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

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

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

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

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

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

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

**(QLD) Proposed change to Snooker –5. Cease of Scoring in opening sequence**

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

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

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

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

**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 change to Snooker –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 for Snooker –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.

**8. Scoring:**

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

**(QLD) Proposed change to Snooker –8. Scoring**

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

**(QLD) Rationale for Snooker –8. Scoring**

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

**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 change to Snooker – 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/s Weave Poles

~~Hoop~~

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

**(QLD) Rationale for Snooker – 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.

**(SA) Proposed change to Snooker –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 (Not to be used in novice)

Hoop

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

**(SA) Rationale for Snooker –9. Equipment**

If weave poles are not in Novice it may encourage more handlers to enter games if their dogs can’t weave yet.

**10. The Course:**

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

**(NSW) Proposed change to Snooker –The Course 10.1.**

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

**(NSW) Rationale for Snooker –The Course 10.1.**

Clarification that it also applies to combination obstacles.

**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 change to Snooker –The Course 10.2.**

**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 for Snooker –The Course 10.2.**

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

**(QLD) Proposed change to Snooker –The Course 10.1.**

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

**(QLD) Rationale for Snooker –The Course 10.1.**

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

**(QLD) Proposed change to Snooker –The Course 10.2.**

**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~~.

**(QLD) Rationale for Snooker –The Course 10.2.**

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

**12. Table 1 Qualification Requirements for Snooker:**

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

**(QLD) Proposed change to Snooker – 12. Table 1 Qualification Requirements for Snooker:**

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

**13. Table 2 Qualification Requirements for Snooker:**

|  |  |  |  |
| --- | --- | --- | --- |
| Qualifications required to gain certification | | | |
| Level | No of qualifications  required | Number different  judges | Title |
| Novice | 3 | 2 | Snooker Dog (SD) |
| Excellent | 4 | 2 | Snooker Dog Excellent (SDX) |
| Master | 5 | 3 | Snooker Dog Master (SDM) |

To qualify a dog must obtain the points listed in the above table and cross the Finish Line within the SCT.

**(QLD) Proposed change to Snooker – 13. Table 2 Qualification Requirements for Snooker:**

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

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

**(QLD) Rationale for Snooker – 13. Table 2 Qualification Requirements for Snooker:**

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

**14. Table 3 Red Obstacles**

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

**(QLD) Proposed change to Snooker – Table 3. Obstacles**

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

**(QLD) Rationale for Snooker – 14. Table 3 Obstacles**

Remove Table 14. Combine information into Table 12 as suggested

**GAMBLERS**

**1. Introduction**

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

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

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

**1.1. Point Accumulation Period:**

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

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

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

**1.2. Gamble Period:**

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

**1.3. Starting**

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

**1.4. Finishing:**

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

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

**(QLD) Proposed change to Gamblers– 1. Introduction**

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

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

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

**1.1. Point Accumulation Period:**

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

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

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

**1.2. Gamble Period:**

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

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

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

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

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

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

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

**(QLD) Rationale for Gamblers – 1. Introduction**

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

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

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

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

**4.2. The Gamble Scoring Table**

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

**(NSW) Proposed change to 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) – 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 for Gamblers– 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.

**(QLD) Proposed change to Gamblers– 4.2. the Gamble Scoring Table - 1**

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

**(QLD) Rationale for Gamblers– 4.2. the Gamble Scoring Table - 1**

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

**(QLD) Proposed change to Gamblers– 4.2. the Gamble Scoring Table - 2**

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

**(QLD) Rationale for Gamblers– 4.2. the Gamble Scoring Table - 2**

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

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

**4.3. Gamble Faults:**

The obstacles must be correctly performed once started the dog may attempt the obstacle again during the Point Accumulation Period, however, if this occurs during the Gamble no points will be awarded and the dog will proceed to the finish line to record a time.

A Gamble fault will be incurred if:

1. The dog exceeds the ‘Gamble Period’.
2. The dog faults an obstacle in the Gamble sequence.
3. The dog negotiates an obstacle out of order.
4. The dog negotiates an obstacle in the wrong direction.
5. The handler steps on or over the Gamble line/s after the signal has been sounded for the completion of the Point Accumulation Period.

**(QLD) Proposed change to Gamblers– 4.3. Gamble Faults:**

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

A Gamble fault will be incurred if:

a. The dog exceeds the ‘Gamble Period’.

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

c. The dog negotiates an obstacle out of order.

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

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

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

**(QLD) Rationale for Gamblers – 4.3. Gamble Faults**

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

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

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

**(QLD) Proposed change to Gamblers– 4.4.**

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

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

**(QLD) Rationale for Gamblers – 4.4.**

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

**5. General Rules**

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

1. The Handler is not permitted to jump over, duck under or run through any obstacle, the penalty will be disqualification.
2. Back-to-back performance of obstacles is permitted during the 'Point Accumulation Period'.
3. The Seesaw must only be negotiated in the correct direction.
4. The dog must have reached the contact zone of a contact obstacle when the 'Point Accumulation Period' expires to gain points for that obstacle.
5. The course must be completed in within the SCT for a qualification
6. Once the Colour contact zone has been passed, the dog should complete the obstacle or be disqualified for unsafe performance

**(QLD) Proposed change to Gamblers– 5. General Rules**

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

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

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

~~c.~~ d. The Seesaw must only be negotiated in the correct direction.

~~d.~~ e. The dog must have reached the contact zone of a contact obstacle when the 'Point Accumulation Period' expires to gain points for that obstacle.

~~e.~~ f. The course must be completed ~~in~~ within the SCT for a qualification

~~f.~~ g. Once all four paws of the dog have passed the ~~C~~colour contact zone ~~has been passed~~, the dog should attempt to complete the obstacle or be disqualified for unsafe performance

**(QLD) Rationale for Gamblers – 5. General Rules**

There doesn’t appear to be logical reason why the first sentence is not a dot point like all the other points listed. I have made this point (a) and re-ordered the other points accordingly.

Rule 5-g (previously 5-f). I think it should be better described what it means to be past the contact zone. This currently not described in the rules and for consistency in judging, it is better to have it described here.

**7. Equipment**

Equipment for the event will include the following as indicated;

Hurdles Scramble Dog walk

Spread Hurdle Broad Jump Flexible tunnel

Weave poles Hoop Seesaw (not to be used in Novice)

**(NSW) Proposed change to Gamblers– 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 for Gamblers – 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.

**(QLD) Proposed change to Gamblers– 7. Equipment**

Equipment for the event will be selected from ~~include~~ the following list, but must include at least two contact obstacles, at least one section of weavers, and at least one of the special jumps (Spread, Broad and / or Hoop) ~~as indicated~~;

Hurdles Scramble Dog walk

Spread Hurdle Broad Jump Flexible tunnel

Weave poles Hoop Seesaw (not to be used in Novice)

**(QLD) Rationale for Gamblers – 7. Equipment**

This proposed change should still ensure enough scoring obstacles are include in a course but provide some flexibility for the judge to omit some obstacles to provide safer course layouts, particularly in smaller course spaces.

**STRATEGIC PAIRS**

**1. Introduction**

Strategic Pairs is a pair’s relay; two dog-and-handler teams are on the course at the same time.

It is conducted on a single course with 20 to 25 sequentially numbered obstacles.

One dog of the pair may compete in the next height above or below their classification. Both dogs of the pair may compete in the next height above or below their classification providing that one dog is jumping above and one below their measured height class.

Teams are free to move anywhere on course as they see fit. The teams can switch as many times as is necessary or is strategically planned. They can switch at any time, regardless of faults

The team not performing the current “active” obstacle is not judged, but may cause disqualification of both teams if the judge considers a performance to be unsafe or the team incurs the appropriate penalty

A whistle or similar device will be used to signal faults or maximum course time.

**(QLD) Proposed change Strategic Pairs - 1. Introduction**

Strategic Pairs is a pair’s relay; two dog-and-handler teams are on the course at the same time.

It is conducted on a single course with 20 to 25 sequentially numbered obstacles.

One dog of the pair may compete in the next height above or below their classification. Both dogs of the pair may compete ~~in the next height above or below~~ outside their classification height providing that one dog is jumping above and one below their measured height class.

Teams are free to move anywhere on course as they see fit. The teams can switch as many times as is necessary or is strategically planned. They can switch at any time, regardless of faults

The team not performing the current “active” obstacle is not judged, but may cause disqualification of both teams if the judge considers a performance to be unsafe or the team incurs the appropriate penalty

A whistle or similar device will be used to signal faults or maximum course time.

**(QLD) Rationale for Strategic Pairs – 1. Introduction**

The original wording of the third sentence initially suggests that both dogs can compete above, or below their classified height. I think using "outside" makes this sentence flow better to the clarification in the second half of the sentence.

**(WA) Proposed change Strategic Pairs - 1. Introduction**

**1. Introduction**

Strategic Pairs is a pair’s relay; two dog-and-handler teams are on the course at the same time.

It is conducted on a single course with 20 to 25 sequentially numbered obstacles.

One dog of the pair may compete in the next height above or below their classification. Both dogs of the pair may compete in the next height above or below their classification providing that one dog is jumping above and one below their measured height class.

Teams are free to move anywhere on course as they see fit. The teams can switch as many times as is necessary or is strategically planned. They can switch at any time, regardless of faults

The team not performing the current “active” obstacle is not judged and may be restrained, but may cause disqualification of both teams if the judge considers a performance to be unsafe or the team incurs the appropriate penalty

A whistle or similar device will be used to signal faults or maximum course time.

**3.9 Performance**

Once the run has started dogs cannot be physically restrained in any way. Penalty: disqualification.

**(WA) Proposed change Strategic Pairs - 3.9 Performance**

**~~3.9 Performance~~**

~~Once the run has started dogs cannot be physically restrained in any way. Penalty: disqualification.~~

**(WA) Rationale Strategic Pairs - 1 & 3.9**

Safety - Allow the non-active dog to be held to ensure that it doesn’t interfere with the active dog.

**4. Penalties**

There are no off-course penalties with exception of Rule 7.2.

Obstacle must be correctly performed once started.

The whistle will be sounded to signal a fault thus forcing a Team exchange.

A penalty will not be recorded if the active team correctly performs the obstacle.

Both teams will be disqualified if:

1. The judge considers any performance on the course is unsafe.
2. The rules are breached warranting a disqualification.
3. A team completes the course without successfully performing an obstacle.
4. The Maximum Course time is exceeded.
5. The handlers use any method other than natural voice to communicate with each other during the competition.
6. The handler interferes with any obstacle.

Once a contact obstacle has been started, the dog should complete the obstacle or be disqualified for unsafe performance.

**(QLD) Proposed change Strategic Pairs – 4. Penalties**

There are no off-course penalties with exception of Rule 7.2.

Obstacle must be correctly performed once started.

The whistle will be sounded to signal a fault thus forcing a Team exchange. A penalty will not be recorded if the active team correctly performs the obstacle. Both teams will be disqualified if:

a. The judge considers any performance on the course is unsafe.

b. The rules are breached warranting a disqualification.

c. A team completes the course without successfully performing an obstacle.

d. The Maximum Course time is exceeded.

e. The handlers use any method other than natural voice to communicate with each other during the competition.

f. The handler interferes with any obstacle.

Once ~~a contact obstacle has been started,~~ all four paws of the dog have passed the colour contact zone, the dog should attempt to complete the obstacle or be disqualified for unsafe performance. If a contact obstacle is started but the dog jumps off before passing the contact colour zone, this is a fault and a change of dogs for that obstacle.

**(QLD) Rationale for Strategic Pairs – 4. Penalties**

I think it should be better described what it means to be past the contact zone.

Rule 4 says “Once a contact obstacle has been started, the dog should complete the obstacle or be disqualified for unsafe performance”, BUT at Rule 7.3 it says “Once the Colour contact zone has been passed, the dog should complete the obstacle or be disqualified for unsafe performance”. I think the sentence at Rule 4 should be changed to align with Rule 7.3 as shown in suggested edits.

**6. Equipment**

Equipment for the event will include the following as indicated;

Hurdles Scramble

Dog walk Seesaw (not to be used in Novice)

Spread Hurdle Broad Jump

Flexible tunnel Weave poles

Hoop

**(NSW) Proposed change 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/s Weave Poles

~~Hoop~~

**(NSW) Rationale for Strategic Pairs - 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.

**(QLD) Proposed change Strategic Pairs – 6. Equipment**

As described for Gamblers but without the option for shorter sections of weavers (i.e. the weavers must be included as the full 12-pole section).

~~Equipment for the event will include the following as indicated;~~

~~Hurdles Scramble~~

~~Dog walk Seesaw (not to be used in Novice) Spread Hurdle Broad Jump~~

~~Flexible tunnel Weave poles~~

~~Hoop~~

**(QLD) Rationale for Strategic Pairs - 6. Equipment**

This proposed change should still ensure enough challenges will be included with diversity of obstacles but provide some flexibility for the judge to omit some obstacles to provide safer course layouts, particularly in smaller course spaces.

**8. Timing**

Electronic timing gates may be used under the same conditions for Agility Trials

8.1. After the handlers have taken their positions on the course and the order has been given to start, timing starts as the active team crosses the Start line.

8.2. Timing will finish when the active team crosses the finish line.

8.3. Timing will also finish if the Maximum Course time has been exceeded.

**(QLD) Proposed change Strategic Pairs – 8. Timing**

Electronic timing gates may be used under the same conditions for Agility Trials

**8.1.** After the handlers have taken their positions on the course and the order has been given to start, timing starts as the active ~~team~~ dog crosses the Start line.

**8.2.** Timing will finish when the active ~~team~~ dog crosses the finish line.

**8.3.** Timing will also finish if the Maximum Course time has been exceeded.

**(QLD) Rationale for Strategic Pairs – 8. Timing**

The judge is only judging the active dog, not the handler also. The “team” (handler and dog) is not crossing the Start line to start timing, only the dog is activating timing when crossing the start line. Remove “team” as it reduces clarity and could make it confusing to interpret.

**9. Qualifying**

**9.2.** There must be a minimum of two (2) strategic exchanges.

**9.3.** Both teams must run at least one segment of the course.

**(QLD) Proposed change Strategic Pairs – 9. Qualifying**

**9.2.** There must be a minimum of two (2) strategic exchanges of dogs performing the active obstacles.

**~~9.3.~~** ~~Both teams must run at least one segment of the course.~~

**(QLD) Rationale for Strategic Pairs – Qualifying 9.2 and 9.3**

Current point 9.3 seems redundant and says the same thing as 9.2. I have removed and re-numbered the rest.

**(NSW) General Proposal:**

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