



AUSTRALIAN NATIONAL KENNEL COUNCIL LTD

AGILITY TRIALS

Rules for the conduct of:

Agility Trials

Agility Games

(Effective from 1st January 2021)

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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.

1.2. The overall objectives of Agility Trials are:

- a. To encourage a graded progression through the sport.
- b. To encourage new participants and new ideas and the continuance of Agility as a unique canine discipline.
- c. To encourage an increased level of fitness for dog and Handler.
- d. To encourage safe and pleasant competition for all.

1.3. Interpretation of these rules:

Interpretation of these rules should not be necessary, however should there be a need for individuals to seek clarification, application must be made by the Canine Control to the appropriate committee of the ANKC, whose decision shall be binding.

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

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

1.5. Moratorium on rule changes

Maintain the moratorium at five years for equipment changes except in extenuating circumstances. The National Agility Committee may review and change the rules every two years.

2. DEFINITIONS

2.1. Canine Control

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

2.2. Affiliate

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

2.3. Contact Area

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

2.4. Standard Course Time (SCT)

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

2.5. Starting and Finishing Lines

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

2.6. Wrong Course

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

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

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

- a. NOVICE CLASS: For dogs that are not eligible for the Novice title.
- b. EXCELLENT CLASS: For dogs that have qualified and applied for the Novice title and are not eligible for the Excellent title.
- c. MASTER CLASS: For dogs that have qualified and applied for the Excellent title or Master title.
- d. ELITE CLASS: For dogs that have qualified and applied for the Master title or Elite Title. (Note: There is no Elite in games)
- e. 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.

3.2. Titles

3.2.1. All dogs eligible to be entered in Agility Trials in accordance with these rules shall be eligible to receive Title Certificates upon qualification and subsequent application.

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 / JDY	ADM / JDM	ADE / JDE	ADO / JDO
Number of Certificates	5	6	7	7	6
Number of Judges	3	3	3	3	3

Multiplier suffixes for ADM/JDM and ADE/JDE may be awarded for multiples of seven certificates gained e.g. 21 ADM qualifications is equal to ADM 3.

Multiplier suffixes for ADO/JDO may be awarded for multiples of six certificates gained e.g. 18 ADO qualifications is equal to ADO 3. Existing multiplier suffixes (awarded for multiples of 5 certificates) remain unchanged, but any Open class multiplier suffix applied for after 1 January 2021 requires 6 certificates per multiplier.

Applications may be made for any multiplier suffix title without requiring applications for any predecessor suffixes i.e. an owner may apply directly for ADO7 without any requirement to apply and pay for ADO2, ADO3, ADO4, ADO5 and ADO6 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.

Points are awarded as follows:

Agility and Jumping	1 st Place Qualifying score	2 nd Place Qualifying score	3 rd 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.

3.2.4. Applications

Applications for the Title must be accompanied by the prescribed fee and, upon approval, a Title Certificate will be issued to the applicant authorising the use of the letters and numbers concerned.

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.

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.

4. EXHIBITS REQUIREMENTS

4.1. Entries

All entries are to be made in advance in accordance with the Canine Control rules. The height category of the dog shall be specified on the entry form in order that the Affiliate can arrange the dogs in the 200, 300, 400, 500 and 600 categories.

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.

4.3. Height Card

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

4.4. Vetting

Exhibits may be required to be inspected or vetted.

4.5. Measuring Dogs

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

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

The Judge may check at random the height of the dog by requesting to sight the dog's Official

Height Card and/or utilize an ANKC approved measuring device on a hard level surface.

This includes the use of measuring hoops.

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

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

4.6. Bitches in Oestrus

Bitches in Oestrus 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.

4.7. Entry Number

The Handler will be provided with the dog's catalogue number, which the Handler will wear where it can be clearly seen or attached to the dog's lead.

5. EQUIPMENT

5.1. Measuring Devices

Dog measurement

Affiliates conducting trials shall provide a device, of an ANKC approved design, for measuring dogs.

5.1.1. Course measurement

Affiliates shall provide a measuring wheel, which displays total distance for measuring the course.

5.1.2. Timing Devices

Adequate timing devices shall be supplied by the Affiliate conducting the Trial.

5.2. Jump Height Categories

The obstacles, which are adjustable for the five (5) jump heights, must conform as follows: 200 mm, 300 mm, 400 mm, 500 mm, 600 mm.

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.

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.

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.

6. OBSTACLES

6.1. Surface

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

6.2. Broad Jump

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

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

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

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

6.3. 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.

6.4. Hoop

The Hoop shall have an inside diameter of 600 mm and a minimum fascia depth of 75 mm and thickness of 75 mm, the base of which must be secured to the ground. All hoops must be of a breakaway design which does not impede the dog's progress

when broken away. Any base supports used on the side must be a maximum of 300mm and no higher than 30mm.

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

6.5. 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.

6.6. Spread Hurdle

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

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

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

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

6.7. 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.

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.

6.9. Flexible Tunnel

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

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

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.

7. HANDLER REQUIREMENTS

7.1. Calls

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

7.2. Entering and Exiting the Ring

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

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

- a. A Handler may enter the ring (with the dog on lead) whilst the previous dog is completing its run.
- b. The only items that a dog can wear whilst running the course are:
 - 1) A fixed, flat collar with no fixtures or tags etc. dangling from the collar, with the exception of D or O rings which form part of the collar
 - 2) Ribbons or bands to keep the hair away from the face.
- c. A dog shall not be physically touched after the Judge has indicated that they may go.
- d. On completion of the dog's run, the Handler will exit the ring via the exit point with the dog on lead. Dogs are permitted to be carried out of the ring providing the lead is attached to the collar.
- e. The lead shall not be considered a training aid. A dog may interact or play with their lead inside the ring provided it is not disruptive to other dogs.

7.3. Handler receiving orders

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

7.4. Commands

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

7.5. Misbehaviour

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

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

7.6. Reprimands

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

7.7. Rewards

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

7.8. Leaving the Ring

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

Refer 8.12

8. JUDGING PROCEDURES

8.1. Course inspection

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

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

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

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

8.2. Unusual Circumstances

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

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

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

8.3. Obstacle not in place

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

8.4. Course Length (CL)

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

8.5. Speed of Travel (rate)

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

8.6. Standard Course Time (SCT)

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

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

8.7. Maximum Course Time

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

8.8. Judge's Briefing

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

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

8.9. Orders from the Judge

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

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

8.10. Starting and Finishing Lines

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

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

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

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

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

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

8.11. Removal of a dog

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

8.12. Withdrawal of exhibits

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

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

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

8.13. Judge

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

8.14. Stewards

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

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

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

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

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

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

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

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

9.1. Catalogue

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

9.2. Order of obstacles

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

9.3. A Tunnel under the Scramble or Dog Walk

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

9.4. Back Side Hurdles

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

9.5. Obstacles are to be numbered in sequential order.

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

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

9.6. Attempt in the correct order.

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

9.7. Distance between obstacles

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

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

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

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

9.7.1. Maximum course length for Agility and Jumping

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

9.8. Obstacles in the ring

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

9.9. Scoring

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

Any dog obtaining a clear round shall receive a Qualifying Certificate. **(Amended 06/24, 5.9. Effective 01/07/24)**

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.

9.11. Placings

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

- a. Clear rounds and fastest times.
- b. Total faults, which are, course faults plus time faults plus penalty faults.
- c. In cases where the total faults are the same, then the dog with the least course faults will be placed first. Except if that dog has Penalty faults. Any dog with penalty faults must not be considered for a placing due to the seriousness of their nature.
- d. In cases where the total faults and the course faults are the same then the fastest dog will be placed first.

9.12. Tied Score

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

9.13. The Course

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

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

9.14. Course faults

Five faults will be incurred if the dog

- a. Enters through the two front poles of the Broad Jump and exits through the side. Also, if the dog displaces, lands on or fails to jump the boards while negotiating the Broad Jump. Dogs clipping boards to be penalised only when boards are displaced.
- b. Misses the contact area of the Dog Walk on the way down.
- c. Any part of an obstacle including the hoop is dislodged by the dog or the Handler whilst negotiating that obstacle.
- d. Misses the contact area on the Scramble on the way down.
- e. Leaves the plank of the Seesaw before it has touched the ground.

- f. Fails to touch the 'up' contact area of the Seesaw on the way up or the 'down' contact area on the way down. If both are missed it must be counted as two (2) faults.
- g. In the Weaving Poles, after the dog has entered correctly, the dog fails to negotiate a gap. No further penalties will be incurred for the dog not negotiating any other gaps. Dog must continue after missing a gap. Repeating any part of the weaving poles will be judged as wrong course
- h. any obstacle is refused

9.15. Refusal of an obstacle

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

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

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

A refusal is called when:

- a. the dog fails to make an attempt at an obstacle
- b. Approaching an obstacle turns away, hesitates, deviates or stops within one (1) metre in front of the obstacle it should be negotiating.
- c. Attempting the Broad Jump a dog does not enter between the two (2) front poles or does not attempt to jump the boards.
- d. Attempting the Dog Walk a dog fails to ascend the up ramp or comes off the obstacle before reaching the horizontal section.
- e. Attempting the Hurdles a dog fails to pass between the two uprights.
- f. Attempting the Scramble a dog fails to ascend the up ramp or comes off the obstacle before the apex.
- g. Attempting the Seesaw a dog fails to ascend the plank or comes off the obstacle before the pivot point.
- h. Attempting the Weaving Poles a dog runs past the first pole to the left of the Weaving Poles or past the second pole to the right of the Weaving Poles

9.16. Disqualification

A dog will be disqualified if:

- a. It accumulates three refusals.
- b. It does not re-attempt a missed or refused obstacle.
- c. It takes the wrong course.
- d. It repeats any gap either missed or completed in the Weaving Poles.
- e. It fouls while under the control of the judge. This includes all bodily excretions excluding saliva.
- f. In the Judge's opinion, the dog is out of control.
- g. The Handler physically contacts the dog in a manner that assists it.
- h. The Handler touches the equipment to assist the dog or deliberately alters the position of any equipment in the ring without the judge's consent.
- i. Any Handler carries food or wears or carries aids (balls, bumbags, toys, dummies etc.) into the Ring.
- j. Any Handler ducks under or jumps over any obstacle, or steps (or goes) through the weavers whilst negotiating the course.

- k. After the Judge has indicated that the Handler may start and the Handler has crossed the Starting Line, the Handler returns across the Starting Line. Handlers may not cross the start line plane if the dog runs past the start line unless a refusal has occurred.
- l. It performs an obstacle in any manner in which the judge feels the dog has clearly endangered itself, the handler, or anyone else.
- m. the handler fails to obey a judge's order
- n. the handler physically assists the dog over the line at the start
- o. The handler steps on or over the distance handling line in the open class during the challenge.
- p. The handler in the opinion of the judge unduly delays starting the course or exiting the ring once finished

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

10. NOVICE AGILITY CLASS (14-16 OBSTACLES)

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

MANDATORY

Broad Jump/s
 Dog Walk
 Hoop/s
 Hurdle/s
 Spread Hurdle
 Scramble
 Flexible Tunnel/s
 Weaving Poles - 12

11. EXCELLENT AGILITY CLASS (16-20 OBSTACLES)

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

MANDATORY

Broad Jump/s
 Dog Walk
 Hoop/s
 Hurdle/s
 Spread Hurdle
 Scramble
 Seesaw
 Flexible Tunnel/s
 Weaving Poles-12

12. MASTER AGILITY CLASS (20-24 OBSTACLES)

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

MANDATORY

Broad Jump/s
Dog Walk/s
Hoop/s
Hurdle/s
Spread Hurdle/s
Scramble/s
Seesaw/s
Flexible Tunnel/s
Weaving Poles-12

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

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

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

All equipment is mandatory

All obstacles below must be performed

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

MANDATORY

Broad Jump/s
Dog Walk/s
Hoop/s
Hurdle/s
Spread Hurdle/s
Scramble/s
Seesaw/s
Flexible Tunnel/s
Weaving Poles-12

Optional

4 to less than 12 weave poles

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

Dog Walk
Hurdle/s
Scramble
Seesaw
Flexible Tunnel/s
Weaving Poles-12

Optional

Broad Jump/s
Spread Hurdle/s
Hoop/s

15. NOVICE JUMPING CLASS (14-16 OBSTACLES)

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

MANDATORY

Broad Jump/s
Hoop
Flexible Tunnel/s
Hurdle/s
Spread Hurdle

16. EXCELLENT JUMPING CLASS (16-20 OBSTACLES)

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

MANDATORY

Broad Jump/s
Hoop
Flexible Tunnel/s
Hurdle/s
Spread Hurdle

17. MASTER JUMPING CLASS (20-24 OBSTACLES)

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

MANDATORY

Broad Jump/s
Hoop
Flexible Tunnel/s
Hurdle/s
Spread Hurdle/s

18. ELITE JUMPING CLASS (22-28 OBSTACLES)

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

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

All obstacles listed below must be performed.

MANDATORY

Broad Jump/s
Hoop/s
Flexible Tunnel/s
Hurdle/s
Spread Hurdle/s

19. OPEN JUMPING CLASS (16-20 OBSTACLES)

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

All obstacles listed below must be performed.

MANDATORY

Broad Jump/s

Hoop/s

Flexible Tunnel/s

Hurdle/s

Spread Hurdle/s

20. DISTINGUISHING FEATURES OF OPEN AGILITY AND OPEN JUMPING

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

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

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

- a. The Distance Handling Line is a line over which a Handler must not cross during the distance handling challenge. The challenge begins when the dog starts to perform the first obstacle in the challenge, and ends when the dog has completed the last obstacle in the challenge. If the challenge starts at the first obstacle the handler may cross the line and then leave the challenge zone before the dog starts without penalty, but if they are inside the challenge line when their dogs takes the first obstacle rule b) applies and they are to be disqualified.
- b. A dog will be disqualified if the handler steps on or over the Distance Handling Line during the challenge.
- c. The Distance Handling Line is to be between five (5) to seven (7) metres from to the centre of the obstacle at the furthest point of the challenge.
- d. The number of obstacles to be used in the Distance Handling Challenge is to be three (3) to (five) 5.
- e. The Obstacles used in the Distance Handling Challenge must be selected from Flexible Tunnel/s, Hurdle/s, Spread Hurdle, Scramble, or Broad Jump.

21. READY REFERENCE GUIDE

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

22. CONTACT AREAS

Dog Walk, Seesaw & Scramble	1100 mm
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23. WEAVING POLES AND NUMBER OF OBSTACLES

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

24. STANDARD COURSE TIME (SCT)

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

SCT= CL (metres) / Rate

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

Then SCT= 120 / 2 = 60 seconds

GAMES DEFINITIONS

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

1. Starting an obstacle:

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

2. Faulting an obstacle:

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

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

Example:

- a. A dog that enters the weave poles at any point other than between the 1st and 2nd pole and is not scored for that attempt
- b. If a dog places a paw on the dog walk, the retracts the paw or dismounts before making contact with the down colour has faulted the obstacle and not scored for that attempt

Refer to individual games rules for information regarding additional attempts.

3. Placings:

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

4. Agility Games Champion

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

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

SNOOKER

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

1. Starting the course

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

2. Introduction:

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

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

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

Points can only be earned within the allotted time.

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

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

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

3. Opening sequence:

- 3.1.** The game begins with an opportunity for the dog-and-handler team to earn points by successfully performing red obstacles, which are always hurdles, valued at 1 point each. A successfully performed red obstacle earns the team the right to attempt one of the coloured (non-red) obstacles on the course, valued at 2 to 7 points. The team earns those points if the dog successfully performs the selected coloured obstacle.
- 3.2.** The number of red obstacles included in the course is determined in 14. Table 3 Red Obstacles.
- 3.3.** If the dog faults a red obstacle by knocking down the bar, it cannot attempt a coloured obstacle. Instead, the dog must perform another red correctly. If a dog faults all but one (1) of the available red obstacles it will consequently only be eligible to perform a single coloured obstacle before attempting the closing sequence.
- 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.
- 3.5.** The handler decides the order in which the red obstacles are performed and which of the coloured obstacles is performed after each red obstacle.
- 3.6.** The handler can choose to take the same coloured obstacle after each successful red.
- 3.7.** Each red may be taken only once.
- 3.8.** The Opening Sequence ends when the Team has performed or attempted 3 reds, and has performed or attempted the corresponding coloured obstacle after each successfully performed red.
- 3.9.** When a dog starts an obstacle, it must perform that obstacle, not another before continuing. The obstacles must be correctly performed once started to score. The dog must proceed to another Red or the closing sequence if that was the last Red and no points will be awarded.
- 3.10.** A dog that faults a 'combination obstacle' by faulting an obstacle comprising part of a 'combination obstacle', will gain no points for that obstacle but must complete the obstacle/'combination obstacle' before attempting another. The dog should continue the opening sequence by performing another red. If the faulted coloured obstacle is the last obstacle in the opening sequence, the dog should start the closing sequence.
- 3.11.** A dog cannot be faulted until it 'starts' the obstacle. Refer to definitions.
- 3.12.** A fault will occur if an error is made on an obstacle after it has been started. Example, if a dog fails to weave a pole after starting correctly, the obstacle has been faulted and is not scored. Another 'red' must be attempted before continuing. In the case where the third 'red' has been attempted the dog must start the Closing Sequence. A faulted coloured obstacle in the Opening Sequence, fails to score for that attempt, however, the obstacle remains in play for additional scoring in the Opening and Closing Sequence unless the obstacle has been rendered unable to be performed
- 3.13.** The dog should continue to perform the remaining parts of a faulted obstacle in the case of combination obstacle and long obstacles. This is primarily to ensure that a dog is not called off an obstacle at the risk of injury/safety or in an attempt to gain a time advantage. Handlers will be penalised if they call the dog off the dog walk regardless of their apparent purpose. All parts of a Combination obstacle must be completed, with or without fault.
- 3.14.** Any performance that is considered unsafe will result in the dog and handler being disqualified.

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

- 4.1. At the judge's discretion, up to three (3) obstacles in Excellent and up to four (4) obstacles in Master can be combined to become one single coloured obstacle. This is called a combination obstacle. The combination obstacle must be performed in the order and direction specified by the judge. Once a dog has started a combination obstacle, all the obstacles in the combination must be performed, regardless of any fault earned on any of the obstacles.
- 4.2. One (1) combination of up to three (3) obstacles in Excellent and up to three (3) combinations of up to four (4) obstacles each in the Master classes

5. Cease of Scoring in opening sequence:

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

- a. The dog starts a coloured obstacle without first successfully performing a red.
- b. The dog performs a red immediately after successfully performing another red.
- c. The dog performs a red that has already been performed.
- d. The dog faults a coloured obstacle and then attempts to perform the same or another coloured obstacle.
- e. The dog fails to complete a combination obstacle or contact obstacle.
- f. The dog fails to complete an obstacle to which it has been committed
- g. Cease of scoring will be signalled by the judge (using a whistle or similar) indicating the Handler should immediately attempt the closing sequence and finish.

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

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

6. Closing sequence:

- 6.1. After the opening sequence, the team will perform all coloured obstacles in the numerical sequence indicated by their point value (#2, then #3, and so forth, through #7). The dog and handler team will earn the value assigned to each of these obstacles as long as the obstacle is not faulted.
- 6.2. If the #2 obstacle was chosen as a coloured obstacle for the last red/colour combination in the opening sequence, the #2 must be repeated to begin the closing sequence. This is the only instance where an obstacle can be taken twice in succession.
- 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.

7. Cease of scoring in closing sequence:

During the closing sequence, cease of scoring will be signalled by the judge (using a whistle or similar), the dog must go to the finish line. Scoring will cease when any of the following occurs:

- a. An obstacle is faulted.
- b. An obstacle is taken out of numerical sequence.
- c. The #7 obstacle is performed.
- d. The allotted course time expires.

- e. The dog starts any obstacle other than the first obstacle of the Closing Sequence, after the end of the Opening sequence.
- f. The dog starts the Closing Sequence prior to completing 3rd 'red'/colour combinations of the Opening Sequence.

8. Scoring:

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

- 1. The dog with the highest points will be ranked first
- 2. The dog with the next highest score will be ranked second etc.
- 3. The dog with the faster time will be ranked higher where dogs achieve equal point scores.

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

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

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

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

10. The Course:

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

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

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

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

10.5. All reds must be hurdles.

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

11. Timing:

- 11.1. Time starts when the dog crosses the start line.
- 11.2. The timekeeper signals the end of the allotted scoring time.
- 11.3. Time does not stop until the dog crosses the finish line.
- 11.4. Any obstacles performed after the allotted time expires are not counted.
- 11.5. The dog keeps all points earned before the signal to end the scoring time.
- 11.6. If the dog fails to cross the finish line it will have failed to complete the course and will be disqualified.

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

To qualify a dog must obtain the points listed in the above table and cross the Finish Line within the SCT.

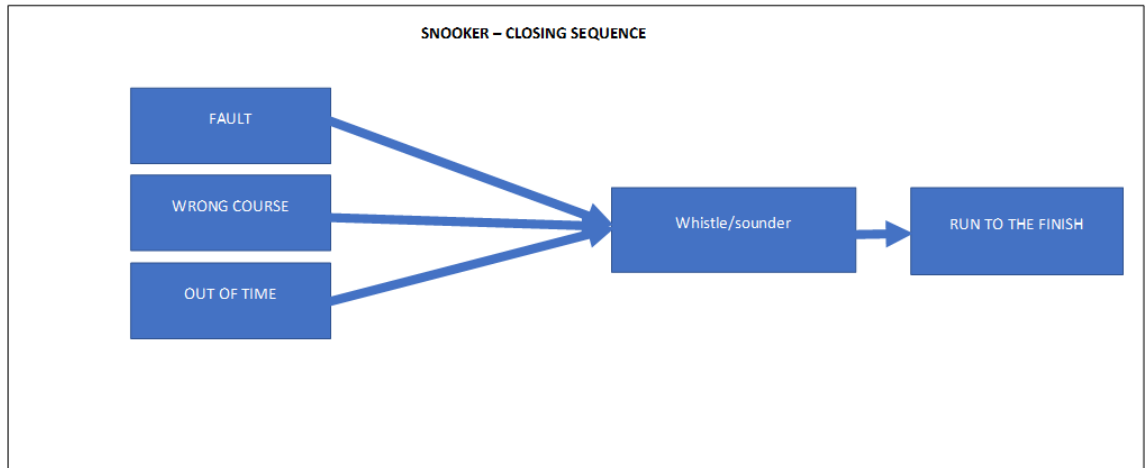
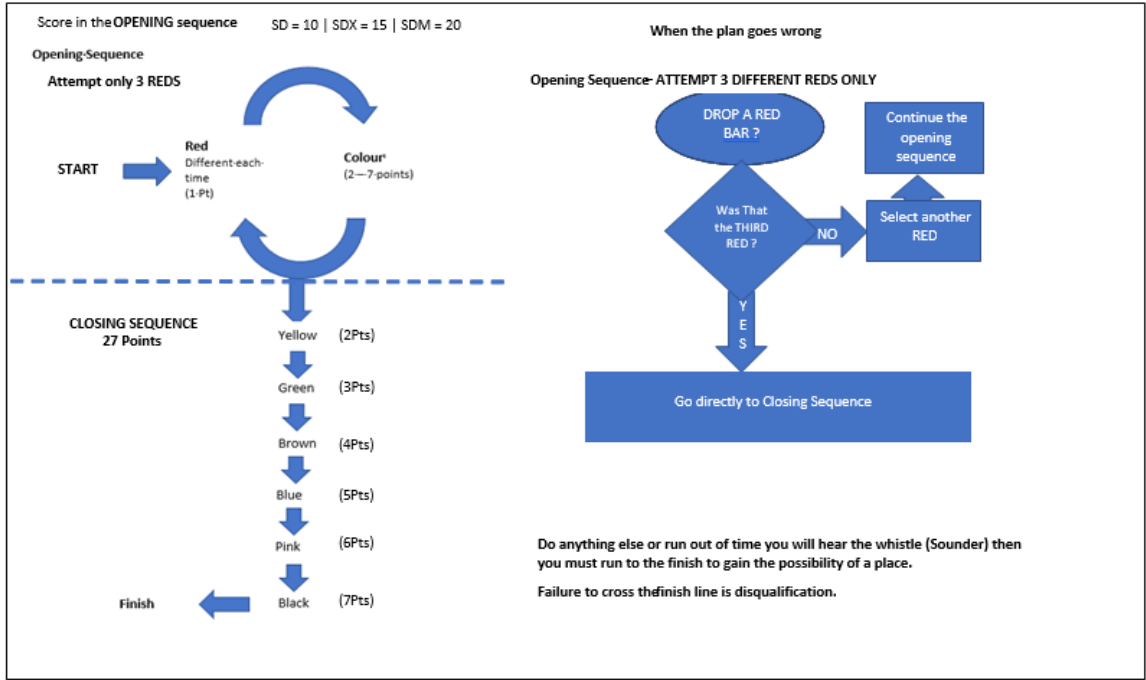
13. Table 2 Qualifications for Snooker

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)

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

15. Snooker Clarifications



GAMBLERS

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

1. Introduction:

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

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

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

1.1. Point Accumulation Period:

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

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

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

1.2. Gamble Period:

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

1.3. Starting:

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

1.4. Finishing:

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

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

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

2. Qualifications:

To achieve a Gamblers qualification, the dog must achieve the minimum appropriate score within the 'Point Accumulation Period' and perform the Gamble without fault and within the 'Gamble Period'.

Qualifications required to gain certification			
Level	No of qualifications required	Number different judges	Title
Novice	3	2	Gamblers Dog (GD)
Excellent	4	2	Gamblers Dog Excellent (GDX)
Master	5	3	Gamblers Dog Master (GDM)

3. Scoring:

The dog must cross the finish line or negotiate the finish obstacle to receive a time and complete the course.

On the judge's signal that a Gamble fault has been committed, or other fault as described causing scoring to cease. The dog should be directed to the finishing line/obstacle as quickly as possible to complete the course and record a time. The dog will retain all points scored up to that time.

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

1. The dog with the highest points will be ranked first
2. The dog with the next highest score will be ranked second etc.
3. The dog with the faster time will be ranked higher where dogs achieve equal point scores.

The judge will call the point value of each obstacle correctly performed during the 'Point Accumulation Period' and the 'Gamble Period'.

Point values for obstacles are listed in the 'Obstacle Point Values' table.

3.1. Obstacle Point Values:

Active during the "Point Accumulation Period".

Obstacles	Points
Hurdle/s	1
Tunnel /s, Hoop, broad jump, 4 weave poles, spread hurdle	2
Contact obstacles – Dog Walk, A-Frame, Seesaw. 8 Weave Poles	3
12 weave poles	4

4. The Gamble:

4.1. Obstacle Points:

Obstacle points during 'Gamble Period' begin with the first obstacle valued at two points. Each subsequent obstacle increases in value by two (2) points. ie: The first obstacle is valued at two (2) points, the second obstacle at four (4) points, the third obstacle at six (6) points etc. to the end of the Gamble sequence.

A Gamble with 4 obstacles will be worth $2 + 4 + 6 + 8 = 20$ Points.

4.2. The Gamble Scoring Table

Level	Accumulation Period		Gamble distance (metres)	Number of obstacles required	Gamble
	Time allowed for 'Point Accumulation Period' (sec)	Points to be gained in 'Point Accumulation Period'			
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

The gamble period is to be determined by the judge after measuring the length of the Gamble and applying the Agility rate of travel appropriate to the class.

4.3. Gamble Faults:

The obstacles must be correctly performed once started the dog may attempt the obstacle again during the Point Accumulation Period, however, if this occurs during the Gamble no points will be awarded and the dog will proceed to the finish line to record a time.

A Gamble fault will be incurred if:

- a. The dog exceeds the 'Gamble Period'.
 - b. The dog faults an obstacle in the Gamble sequence.
 - c. The dog negotiates an obstacle out of order.
 - d. The dog negotiates an obstacle in the wrong direction.
 - e. The handler steps on or over the Gamble line/s after the signal has been sounded for the completion of the Point Accumulation Period.
- 4.4.** Having commenced the Gamble, the dog also negotiates any obstacle that is not a designated obstacle of the Gamble. If the handler is inside the gamble zone when the signal sounds there will be no penalty so long as (1) the handler immediately moves outside the gamble zone, and (2) the dog only starts to perform the first obstacle in the gamble after the handler is outside the gamble zone.

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

4.5. No points for the Gamble will be awarded if:

- a. During the Point Accumulation Period (Opening Sequence) the handler loiters near the start of the gamble whilst time remains.
- b. During the Point Accumulation Period (Opening Sequence), a dog performs any two of the obstacles of the Gamble consecutively (in either direction) or any one obstacle immediately a second time, i.e. back to back.
- c. The dog or handler dislodges or interferes with an obstacle in the Gamble sequence during the 'Point Accumulation Period', making the correct performance of the obstacle during the 'Gamble Period' impossible

5. General Rules:

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

- a. The Handler is not permitted to jump over, duck under or run through any obstacle, the penalty will be disqualification.
- b. Back-to-back performance of obstacles is permitted during the 'Point Accumulation Period'.
- c. The Seesaw must only be negotiated in the correct direction.
- d. The dog must have reached the contact zone of a contact obstacle when the 'Point Accumulation Period' expires to gain points for that obstacle.
- e. The course must be completed **in** within the SCT for a qualification
- f. Once the Colour contact zone has been passed, the dog should complete the obstacle or be disqualified for unsafe performance

6. Timing:

Time starts when the dog performs the start as designated by the Judge.

- a. The timekeeper will signal when the 'Point Accumulation Period' expires.
- b. The signal indicating the expiration of the 'Point Accumulation Period' starts the beginning of the 'Gamble Period'.
- c. The timekeeper will signal the expiry of the 'Gamble Period' unless the gamble has been successfully completed prior to this time.
- d. The timekeeper will stop the time when the dog finishes the course as designated by the Judge.

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)

8. The Course:

- a. The judge may specify that an obstacle can be taken in either direction.
- b. The course should not be flowing in design.
- c. High scoring obstacles should be well separated to remove the opportunity to perform them sequentially.
- d. The order of the obstacles in the gamble is decided by the judge.

STRATEGIC PAIRS

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

1. Introduction:

Strategic Pairs is a pair's relay; two dog-and-handler teams are on the course at the same time.

It is conducted on a single course with 20 to 25 sequentially numbered obstacles.

One dog of the pair may compete in the next height above or below their classification. Both dogs of the pair may compete in the next height above or below their classification providing that one dog is jumping above and one below their measured height class.

Teams are free to move anywhere on course as they see fit. The teams can switch as many times as is necessary or is strategically planned. They can switch at any time, regardless of faults

The team not performing the current "active" obstacle is not judged, but may cause disqualification of both teams if the judge considers a performance to be unsafe or the team incurs the appropriate penalty

A whistle or similar device will be used to signal faults or maximum course time.

2. Competition Classes:

The judge will ensure that only obstacles used in the equivalent Agility class will be used.

The judge may alter the sequence of the obstacles and the SCT to ensure the competition level is appropriate for the class.

The SCT is to be derived by measuring each of the course sections, without allowing for dog transitions between sections and applying the recommended 'Agility Rates of Travel' for each class/height category.

3. Performance:

- 3.1.** The course must be completed in numerical order by either team. The judge watches the current “active” obstacle. Either dog may take inactive obstacles out of sequence and not be penalised.
- 3.2.** If the current “active” obstacle is performed correctly then the judge’s attention switches to the next obstacle and it becomes the current “active” obstacle.
- 3.3.** If a team faults the current “active” obstacle, the judge will signal the fault either verbally or by using a whistle or similar device. At this signal the teams must exchange and the new team must attempt the current “active” obstacle.
- 3.4.** Exchange is undertaken by one team taking over the current “active” obstacle from the other.
- 3.5.** If both teams fault the same current “active” obstacle, they must continue alternately attempting the obstacle until it is correctly performed before resuming the course. Only after the obstacle has been successfully performed can the course be resumed and no penalty will be recorded.
- 3.6.** If one team drops a bar on the current “active” obstacle, the other team must perform that obstacle even though the performance is simply to send the dog through the hurdle uprights. The bar does not need to be reset and no penalty will be recorded.
- 3.7.** Handlers may talk to each other during the run.
- 3.8.** Communications between handlers on the course must be by natural voice using no devices.
- 3.9.** Once the run has started dogs cannot be physically restrained in any way. Penalty: disqualification.
- 3.10.** The course must be completed within the Maximum Course time.
- 3.11.** Completion of contact obstacles shall be when the dog has touched the down contact.
- 3.12.** The seesaw must touch the ground.
- 3.13.** Completion of the Tunnel obstacle shall be when the head of the dog is out of the exit of the tunnel.

4. Penalties:

There are no off-course penalties with exception of Rule 7.2.

Obstacle must be correctly performed once started.

The whistle will be sounded to signal a fault thus forcing a Team exchange.

A penalty will not be recorded if the active team correctly performs the obstacle.

Both teams will be disqualified if:

- a. The judge considers any performance on the course is unsafe.
- b. The rules are breached warranting a disqualification.
- c. A team completes the course without successfully performing an obstacle.
- d. The Maximum Course time is exceeded.
- e. The handlers use any method other than natural voice to communicate with each other during the competition.
- f. The handler interferes with any obstacle.

Once a contact obstacle has been started, the dog should complete the obstacle or be disqualified for unsafe performance.

5. Scoring:

Strategic Pairs is scored by time.

A qualifying score is achieved by the team/teams successfully completing the course within the Standard Course Time.

The team with the fastest time wins. The nature of the game penalises the teams with time spent exchanging.

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	

7. The Course:

The order and direction of performance of the obstacles is decided by the judge.

7.1. If judge specifies the direction in which the obstacles must be negotiated the active dog will be faulted if performed in the wrong direction.

7.2. The course should not be flowing in design. It should be somewhat disjointed with 180 turns and variable distances - some of them very long - between obstacles. However, the course should not be so disjointed that it completely dictates the transitions between the teams. A lot should be left to strategy of the competitors.

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

8. Timing:

Electronic timing gates may be used under the same conditions for Agility Trials

- 8.1. After the handlers have taken their positions on the course and the order has been given to start, timing starts as the active team crosses the Start line.
- 8.2. Timing will finish when the active team crosses the finish line.
- 8.3. Timing will also finish if the Maximum Course time has been exceeded.

9. Qualifying:

- 9.1. Both teams must participate.
- 9.2. There must be a minimum of two (2) strategic exchanges.
- 9.3. Both teams must run at least one segment of the course.
- 9.4. All obstacles must be performed correctly within the SCT.
- 9.5. Fallen bars are not to be reset, but the alternate team’s dog must run between the uprights.
- 9.6. No disqualification penalties have been incurred.
- 9.7. No penalties have been incurred for Misbehaviour and/or reprimands.

10. Maximum Course Time:

Maximum course time is obtained by multiplying the Standard course Time by Two (2).

11. Titles:

When a team qualifies, a qualification certificate shall be awarded to each member of the team as an individual thus enabling them to compete in trials with different partners to obtain titles.

To achieve a Title in Strategic pairs the following achievements must be gained:

12. Table 4 Title Qualification Table

Qualifications required to gain certification			
Level	No of qualifications required	Number different judges	Title
Novice	3	2	Strategic Pairs Dog (SPD)
Excellent	4	2	Strategic Pairs Dog Excellent (SPDX)
Master	5	3	Strategic Pairs Dog Master (SPDM)

