



Australian National Kennel Council Ltd ABN 77 151 544 679 trading as Dogs Australia

Rules for the conduct of

Agility Trials Agility Games

(Effective from 1st January 2026)

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1. INTRODUCTION

1.1. Agility is an athletic sporting competition for both dogs and handlers.

The aim of this competition is for a Handler to direct 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, accuracy 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 DOGS AUSTRALIA, 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 and/or handler.

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 DOGS AUSTRALIA 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.

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 DOGS AUSTRALIA determines. The following Games are approved: Snooker, Gamblers and Strategic Pairs. The affiliate must schedule Master, Excellent and Novice at an event. The 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 and Open and any other class that the DOGS AUSTRALIA 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. OPEN CLASS: Open to all dogs. (Note: There is no Open class in Games.)

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	Open
	AD / JD	ADX / JDX	ADM / JDM	ADO / JDO
Number of Certificates	5	6	7	6
Number of Judges	3	3	3	3

Multiplier suffixes for ADM/JDM 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. Championship Titles

3.2.3.1. Agility Champion

A dog will be eligible for the title of Agility Champion when they have attained 500 agility points. These points can only be accrued after the dog has obtained a Masters Agility title.

To achieve the title, agility points will be earned from qualifying rounds, refer table below. 10 points from must be achieved after 1st January 2026.

Points are awarded as follows:

Agility	1 st Place Qualifying score	2 nd Place Qualifying score	3 rd Place Qualifying score	Qualifying score
Master Class	25	20	15	10

Note: Qualifications attained in the Elite Agility Class prior to 1 January 2026 may be used as well as qualifications in the Masters Agility Class to apply for the Agility Champion title.

3.2.3.2. Jumping Champion

A dog will be eligible for the title of Jumping Champion when they have attained 500 Jumping points. These points can only be accrued after the dog has obtained a Masters Jumping title.

To achieve the title, Jumping points will be earned from qualifying rounds, refer table below. 10 points from must be achieved after 1st January 2026.

Points are awarded as follows:

Jumping	1 st Place Qualifying score	2 nd Place Qualifying score	3 rd Place Qualifying score	Qualifying score
Master Class	25	20	15	10

Note: Qualifications attained in the Elite Jumping Class prior to 1 January 2026 may be used as well as qualifications in the Masters Jumping Class to apply for the Jumping Champion title.

3.2.3.3. Double Agility Champion

A dog will be eligible for the title of Double Agility Champion when they have attained the titles of Agility Champion, Jumping Champion, Open Agility and Open Jumping.

At least one (1) pass in both Masters Agility and Masters Jumping must be achieved after 1 January 2026.

Dogs that obtained their Agility Champion title pre-1 January 2026 and have both their Open Agility and Open Jumping titles are eligible to apply for the Double Agility Champion title once they have achieved one further qualifying round in each Open class (Open Agility and Open Jumping).

This title will supersede the Agility Champion and Jumping Champion on the Dogs Australia Certified Pedigree, once applied for.

Example of the displayed title will be DbAgCh.

3.2.3.4. Double Agility Champion Excellent

A dog that has attained a Double Agility Champion title (or Agility Champion title gained prior to 1 January 2026 and both Open Agility and Open Jumping titles) and achieves ten (10) qualifying first places in both Masters Agility and Masters Jumping after having been awarded the DbAgCh title. Two qualifying first places in both Masters Agility and Masters Jumping must be attained after 1 January 2026.

Example of the displayed title will be DbAgChEx.

3.2.3.5. Grand Agility Champion

A dog will be eligible for the title of Grand Agility Champion after they have attained their Double Agility Champion (or Agility Champion title gained prior to 1 January 2026) and Games Champion titles.

Example of the displayed title will be GrAgCh.

3.2.3.6. Title Qualification Table

Qualifications	Titles				
	Agility Ch.	Jumping Ch.	Double Ag. Ch.	Double Ag. Ch. Ex.	Grand Ag. Ch.
500 Pts in ADM	X				
500 Pts in JDM		X			
Agility Champion			X		
Jumping Champion			X		
ADO			X		
JDO			X		
Double Ag. Ch.				X	
10 Qual. 1 st Places in ADM				X	
10 Qual. 1 st Places in JDM				X	
Double Ag. Champion					X
Agility Games Champion					X

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.

3.3.1 Photographic Review

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

3.4. Rings

The Ring shall be a minimum of 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 will be at least 6m from the ring-rope to the first obstacle (along the dog's path) and there will be 6m from the last obstacle to the ring rope (along the dog's path) except with the approval of the Canine Control. 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.

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 and Master Agility and Jumping classes to compete separately in their own heights.

In Games, the affiliate will schedule dogs to compete in separate height categories.

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 (Dogs Australia) 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 at no earlier than 16 months old. The Height Card is valid for the life of the dog 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 height category above.

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

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 299 mm
300	300 mm up to and including 399 mm
400	400 mm up to and including 499 mm
500	500 mm up to and including 599 mm
600	600 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 a DOGS AUSTRALIA 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 Dogs Australia 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 seven (7) years of age. Once the dog has returned to its measured height category no further changes are to be made.

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, except for National Trials, State Titles and State Dog of the Year events where they may compete. In these events bitches in oestrus will run at the end of their height class and start on a mat provided by the Handler and suitable for the size of the dog. At these trials an exercise area will be set aside for bitches in oestrus to use, when outside of this area and not actively competing, bitches in oestrus must be wearing appropriate pants or be crated while 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 a DOGS AUSTRALIA 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 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 to the canine control representative, Chief Steward or Trial Manager on the day.

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 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.

6. OBSTACLES

6.1. 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, 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. 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.

Stick in the ground hurdles should not be used in any circumstance. Clubs have until 1 July 2026 to comply with this rule.

6.2. Spread Hurdle

A Spread Hurdle is a hurdle consisting of four (4) individual uprights with or without wings. Each side of the spread hurdle consists of two uprights between 1000mm and 1200mm high which may be connected along the ground but must be able to be knocked over independently. Each upright of the spread hurdle will be independent of each other to enable each upright to be dislodged or knocked over if struck from any direction. 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.

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

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

6.3. Broad Jump

The Broad Jump consists of two (2) to four (4) separate boards. A separate colour band on the top edge of each board is permissible.

Each board must be between 1200 mm and 1500 mm in length with height and width as described in the table below. The front of each board must be lower than the back. The four boards may be built to fit within each other for ease of storage.

There must be four (4) corner posts, which are to be a minimum of 1000 mm to a maximum of 1200mm 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.

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	350mm	2	100 and 150mm	100 – 150mm
300	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.

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 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.

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

As of the 1st July 2026, all hoops must comply with the Rule.

6.5. Contact Equipment

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

6.5.1. 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.

6.5.2. 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.

The length of the obstacle along the ground to form the base of the "A" is to be 3700mm.

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.

6.5.3. 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.

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.

Contact areas 1100 mm from both ends of the plank are to be as described in 6.5. The obstacle must be secured appropriately to maintain stability when being negotiated by dogs. The plank is to be designed to return to the original position once the dog has alighted.

6.6. Flexible Tunnel

The Flexible Tunnel is an open opaque flexible concertina type tube. It is to measure 600 mm inside diameter and be a minimum of three (3) metres to a maximum of seven (7) metres long. The tunnel is to be flexible so that one soft curve can be shaped. Tunnels must be stretched out as fully as possible when placed on course. 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, each tunnel bag should weigh at least 12 kg. At a minimum, a pair of tunnel bags must be used for each 1m of tunnel length, plus one set (e.g. a five-metre tunnel would have six sets of bags) to minimise movement as the dogs negotiate the tunnel.

6.7. 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 flat metal legs extending laterally from each pole. The lateral legs and centre bar must be fixed and secured by 'flat' headed fixtures or tape and, these should have, where possible, 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. 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.

7. HANDLER REQUIREMENTS

7.1. Calls

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

7.2. Entering and Exiting the Ring

On the Ring Assembler'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 Assembler'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:

- placed in the competitor's pocket or;
- securely tied around the competitor's body or;
- handed to a Lead Helper, - provided by either the club or competitor or;
- placed on the ground behind (not thrown) or;
- placed in a provided nearby receptacle

The Lead Helper will remove items after the dog/handler team commences their run, the club must advise in the catalogue whether lead Helpers will be provided.

- 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. 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.
- d. 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.
- e. 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.
- f. 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.
- g. The club must advise in the catalogue whether lead Helpers will be provided.

When the handler has elected to carry their lead while running the course or wear it on them (e.g. clipped around their waist like a belt) and 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.

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. 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 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.

A competitor shall not be penalised by spectator participation, unless it clearly is for the deliberate advantage of the competing dog. Penalties of up to disqualification may be applied.

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.

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. If a reward is exposed during a run, the dog will be disqualified. Treat pouches must not be worn.

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 Standard Course Time (SCT) at the completion of an otherwise clear run, where in the opinion of the judge, the dog has completed the course within the SCT.

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

8.3. Obstacle not in place

Should part of an obstacle not be in place before a dog negotiates the obstacle, provided the dog properly negotiates that part of the obstacle which remains, no penalty will be imposed and a rerun will not be ordered. The judge or handler may direct a path around an unsafe obstacle not in place without penalty (for that obstacle) and the dog will continue the course.

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 must not reset the seesaw for the dog to attempt.

8.4. Course Length (CL)

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

8.5. Rate of Travel (ROT)

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

8.6. Standard Course Time (SCT)

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

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

8.7. Maximum Course Time

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, 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, 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.

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 Ring Assembler 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. Trial Officials

Rudeness or aggression towards any officials (including stewards) will not be tolerated and competitors may be disqualified and/or removed from all competition events on the day if they are found to be rude or aggressive. Should competitors have an issue with an official, this should be taken up with the Trial Manager.

Officials 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 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: To call and line up competitors to ensure that the ring is run efficiently. There should be at least one competitor ready to enter the Ring before the previous competitor completes their run.

Ring Helper: 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 Helper: 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.

Officials are not to be excluded from a role solely because they have an interest in any dog competing in the class for which they are assisting.

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

9.1. Catalogue

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

9.2. Order of obstacles

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

9.3. A Tunnel under the Scramble or Dog Walk

A Tunnel under the Scramble or Dog Walk 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.

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 80mm high lettering on the approach side, 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, providing 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.

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

9.6. Attempt in the correct order.

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

9.7. Wrong Course

A Wrong Course occurs when the dog negotiates 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.

9.8. 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 six (6) metres to a maximum of ten (10) metres.

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 - 22

9.10. Obstacles in the ring

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

9.11. 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.

9.12. Faults

9.12.1. Course Faults

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

9.12.2. Time Faults

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

9.12.3. Total faults

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

9.13. Placings

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

- Clear rounds and fastest times.
- Total faults, which are, course faults plus time faults.
- In cases where the total faults are the same, then the dog with the least course faults will be placed first.
- In cases where the total faults and the course faults are the same then the fastest dog will be placed first.

9.14. Tied Score

In the event of a Tied Score, (identical course faults and course times) the affiliate may have the option of offering two identical place awards or competitors agree to either accept an alternate placing or a run-off.

9.15. The Course

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

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

- f. Go up the Seesaw, placing at least one (1) foot or part of a foot in the contact area, cross the balance point and descend, placing at least one (1) foot or part of a foot in the contact area. The dog must not leave the Seesaw until the plank has touched the ground.
- g. Go through the Tunnel/s from the front and exit at the other end.
- h. Enter the Weaving Poles through the space between the first two poles, with the first pole on the dog's left. Then the dog must weave between each Weaving Pole.

9.16. 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 on this attempt.
- h. Places paws on, or jumps on or over a tunnel that it should be negotiating.
- i. Any obstacle is refused.

9.17. Refusal of an obstacle

It is the Judge's decision as to when a refusal to take an obstacle has occurred and 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 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.

A refusal is called when:

- a. The dog fails to make an attempt at an obstacle
- b. Once on the approach to the obstacle, the dog turns away, hesitates, deviates or stops.
- 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 boards)
- 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.
- 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, or while still on the ground next to the obstacle, goes past the approach contact area.

- g. Attempting the Seesaw a dog fails to ascend the plank or comes off the obstacle before the pivot point, or while still on the ground next to the obstacle, goes past the approach contact area.
- 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
- i. Attempting the Tunnel any part of the dog enters the tunnel correctly and then exits from the same end.

9.18. 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 fails to complete the entire set of Weaving Poles before continuing the course. Or fails to complete the weaving poles within 3 attempts. Each attempt must be from the start of the weave 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 unconcealed food or wears or carries unconcealed 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. 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, g, 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, Hoop, Spread Hurdle, and Weaving Poles, which are not to be negotiated more than once.

MANDATORY

Dog Walk
Hurdle/s
Scramble
Flexible Tunnel/s
Weaving Poles – 12

At least one of the following:

Broad Jump/s
Hoop
Spread Hurdle

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

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

At least one of the following:

Broad Jump/s
Hoop
Spread Hurdle/s

12. MASTER AGILITY CLASS (20-22 OBSTACLES)

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

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

At least one of the following:

Broad Jump/s
Hoop
Spread Hurdle/s

13. 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, Spread Hurdle 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

At least one of the following:

Broad Jump/s

Hoop

Spread Hurdle

14. 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 Hoop and Spread Hurdle, which can only be negotiated once.

MANDATORY

Flexible Tunnel/s

Hurdle/s

At least two of the following:

Broad Jump/s

Hoop

Spread Hurdle

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

MANDATORY

Flexible Tunnel/s

Hurdle/s

At least two of the following:

Broad Jump/s

Hoop

Spread Hurdle

16. MASTER JUMPING CLASS (20-22 OBSTACLES)

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

MANDATORY

Flexible Tunnel/s
Hurdle/s

At least two of the following:

Broad Jump/s
Hoop
Spread Hurdle/s

17. 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

Flexible Tunnel/s
Hurdle/s

At least two of the following:

Broad Jump/s
Hoop
Spread Hurdle

18. 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 dog 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 the centre of the approach side 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.

19. **READY REFERENCE GUIDE**

HEIGHT CATEGORY	200	300	400	500	600
DOG HEIGHTS	UP TO AND INCLUDING 299 MM	300 - 399 MM INCLUSIVE	400 - 499 MM INCLUSIVE	500 - 599 MM INCLUSIVE	600 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	350 mm	500 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

20. JUDGING CHART

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

GAMES DEFINITIONS

1. Starting an obstacle:

A dog starts an obstacle only when:

- any part of a paw touches a contact ramp, or,
- any part of the dog's body crosses the jump line between the hurdle/spread uprights or the front poles of the broad jump or,
- the dog jumps over or runs under or through a hurdle/spread or broad jump 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 dog that enters the weave poles at any point other than between the 1st and 2nd pole and is not scored for that attempt.

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

Refer to individual Games rules for information regarding additional attempts.

3. Starting and Finishing:

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

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

4. 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.

5. Agility Games Champion

A dog will be eligible for the title of Agility Games Champion when they have attained 6 (six) 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 2026.

SNOOKER

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

1. 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 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.

2. Opening sequence:

- 2.1.** 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.
- 2.2.** The number of red obstacles included in the course is determined in 14. Table 3 Red Obstacles.
- 2.3.** 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 red obstacles it will consequently only be eligible to perform a single coloured obstacle before attempting the closing sequence.
- 2.4.** A dog that faults three red obstacles will not receive any points for the opening sequence and will go directly to the closing sequence.
- 2.5.** The handler decides the order in which the red obstacles are performed and which of the coloured obstacles is performed after each red obstacle.
- 2.6.** The handler can choose to take the same coloured obstacle after each successful red.
- 2.7.** Each red may only be attempted once. Only three red obstacles can be attempted before going to the closing sequence. When four red obstacles are made available it is to give the team options.
- 2.8.** 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.

- 2.9.** The obstacles must be correctly performed once started to score. A dog cannot be faulted until it 'starts' an obstacle (refer to definitions 1 and 2). Once faulted, no score is awarded for that obstacle. The dog must then 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 dog must go straight to the closing sequence.
- 2.10.** A dog that faults a 'combination obstacle' by faulting any one of the comprising obstacles will gain no points for that combination obstacle but must complete the 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.
- 2.11.** 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).
- 2.12.** The dog should continue to perform the remaining parts of a faulted obstacle in the case of combination obstacle and 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 a contact obstacle regardless of their apparent purpose. All parts of a Combination obstacle must be completed, with or without fault.
- 2.13.** Any performance that is considered unsafe will result in the dog and handler being disqualified.

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

- 3.1.** 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 Master. 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 and/or spread hurdle. 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.
- 3.2.** 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

4. Cease of Scoring in opening sequence:

During the opening sequence, scoring will cease if any of 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 attempts a red immediately after successfully performing a red.
- c. The dog attempts a red that has already been attempted.
- d. The dog faults a coloured obstacle and then attempts to perform the same or another coloured obstacle.
- e. Once started an obstacle, the dog fails to attempt all of the obstacles in a combination obstacle or contact obstacle.
- f. The dog fails to complete an obstacle to which it has been committed

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.

5. Closing sequence:

- 5.1.** 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.
- 5.2.** 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.
- 5.3.** 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 stop the clock will result in a Disqualification.

6. 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.

7. 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.
- 7.1.** The judge will call out the point value of each obstacle correctly performed during the 'Opening sequence' and the 'closing sequence'.

- 7.2.** The dog must have reached the contact zone of contact obstacles within the allotted time to gain the points for that obstacle.
- 7.3.** When the judge indicates a cease of scoring in the Opening sequence as described in rule 4.2.the dog cannot qualify

8. 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)

The hurdles used as red jumps are to be clearly identified

9. The Course:

- 9.1.** The judge may specify that an obstacle (including Combination obstacles) can be taken in either direction.
- 9.2.** Each obstacle is assigned a sequence number and corresponding value. A course will have three (3) or four (4) red jumps.
- 9.3.** 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.
- 9.4.** The judge assigns obstacles a colour and number based on the difficulty of performance or the distance from a certain point on the course.
- 9.5.** All reds must be hurdles.
- 9.6.** Once the Colour contact zone has been passed, the dog should complete the obstacle or be disqualified for unsafe performance

10. Timing:

- 10.1.** Time starts when the dog crosses the start line.
- 10.2.** The timekeeper signals the end of the allotted scoring time.
- 10.3.** Time does not stop until the dog crosses the finish line.
- 10.4.** Any obstacles performed after the allotted time expires are not counted.
- 10.5.** The dog keeps all points earned before the signal to end the scoring time.
- 10.6.** If the dog fails to cross the finish line it will have failed to complete the course and will be disqualified.

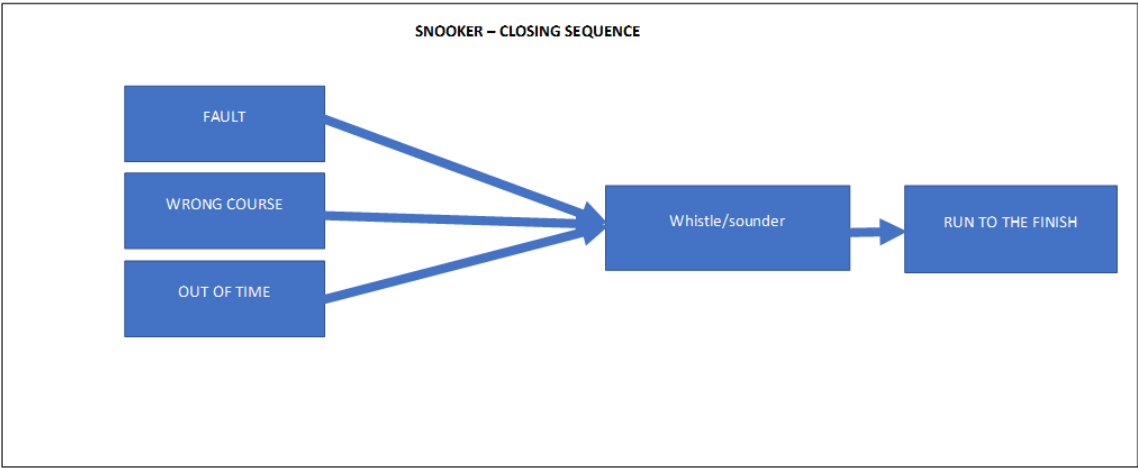
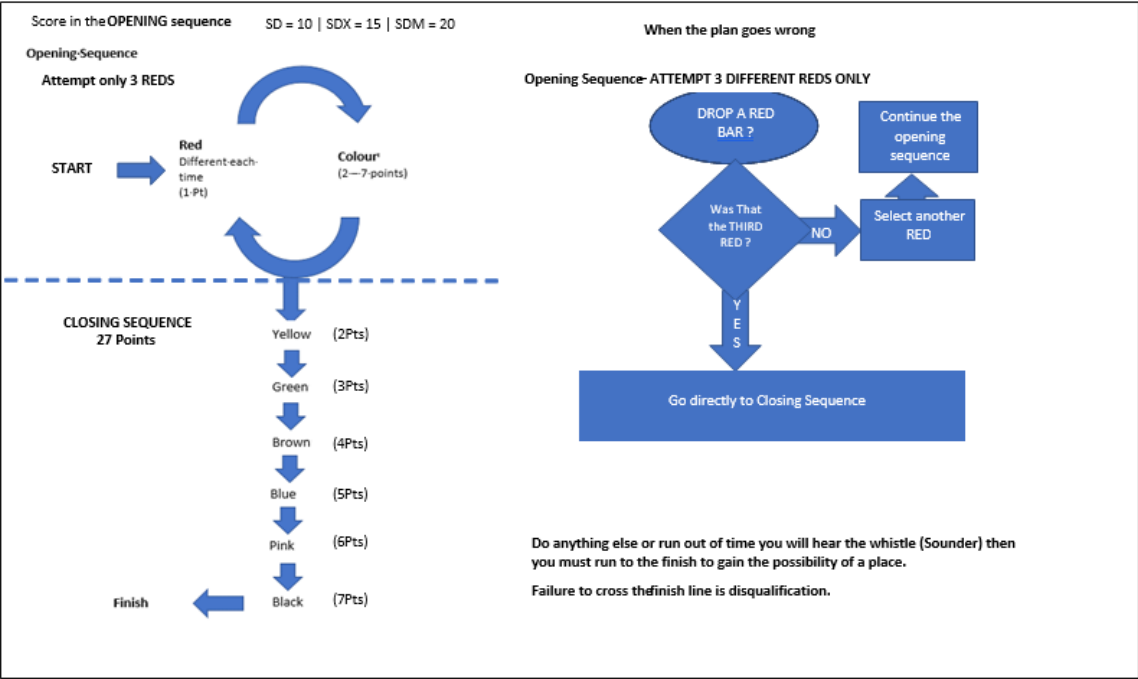
11. Table 1 Summary of Snooker Rules

	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

12. 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)

13. Snooker Clarifications



14. Snooker Judges Score Sheet

ANKC - SNOOKER JUDGES SCORESHEET

Club: _____ Date: _____ Judge: _____ Class: _____ SCT: _____

[illegible]

GAMBLERS

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

1. Introduction:

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

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

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

1.1. Point Accumulation Period:

The duration 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.g. 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'. 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, 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 for at least one obstacle (metres)	Number of obstacles required	Gamble Obstacle permitted in 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), 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), 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. If an obstacle is faulted, the dog may attempt the obstacle again during the Point Accumulation Period. However, if a fault occurs during the Gamble no points will be awarded for that obstacle or subsequent obstacles and the dog will proceed to the finish line to record a time.

A Gamble fault will be incurred if:

- The dog exceeds the 'Gamble Period'.
- The dog faults an obstacle in the Gamble sequence.
- The dog negotiates an obstacle out of order.

- d. The dog negotiates an obstacle in the wrong direction.
- e. The handler steps on or over the Gamble line/s after the signal has been sounded for the completion of the Point Accumulation Period.
- f. Having commenced the Gamble, the dog also negotiates any obstacle that is not a designated obstacle of the Gamble.

4.4. Having commenced the Gamble;

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:

- a. The dog and handler will be disqualified if the judge considers any performance during the game is unsafe.
- b. The Handler is not permitted to jump over, duck under or run through any obstacle, the penalty will be disqualification.
- c. Back-to-back performance of obstacles is permitted during the 'Point Accumulation Period'.
- d. The Seesaw must only be negotiated in the correct direction.
- 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.
- f. The course must be completed within the SCT for a qualification.
- g. Once 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.

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/s
Weave poles	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.

9. Gamblers Judges Score Sheet

CLUB: _____ DATE: _____

JUDGE: _____ CLASS: _____ Gamble Total: _____

Cat No.	Course Time	P.A.P Points	Gamble Points	0-39	40-49	50-59	60-69	70-79	80+	Qualify	Placing

STRATEGIC PAIRS

This game is performed under the Dogs Australia 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 and may be restrained only whilst stationary on the ground, 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 the active dog cannot be physically restrained in any way. Penalty: disqualification. The inactive dog can be restrained without penalty but must be stationary and on the ground.
- 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. 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 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.

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	Broad Jump
Spread Hurdle	Weave poles
Flexible tunnel/s	

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 dog crosses the Start line.

8.2. Timing will finish when the active dog crosses the finish line.

8.3. Timing will also finish if the Maximum Course time has been exceeded.

9. Qualifying:

9.1. Both teams must participate.

9.2. There must be a minimum of two (2) strategic exchanges of dogs performing the active obstacles.

9.3. All obstacles must be performed correctly within the SCT.

9.4. Fallen bars are not to be reset, but the alternate team's dog must run between the uprights.

9.5. No disqualification penalties have been incurred.

9.6. 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)

13. Strategic Pairs Judges Score Sheet

[illegible]

Judges Signature: _____ Date: _____