



OFFICIAL Rules and Regulations

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CHAPTER 1

Philosophy and General Regulations

1.1 - Agility Association Of Canada

The Agility Association of Canada (AAC) was founded in 1988 for the promotion of uniform and safe standards for dog agility in Canada. These rules and regulations for agility were originally based on those established by the Kennel Club (of Great Britain) and the United States Dog Agility Association (USDAA) to promote international agility standards. The AAC is committed to promoting inclusive, competitive agility at a local, regional, national, and international level, for all handlers and dogs, without regard for pedigree.

1.2 - Philosophy

Agility is a challenge and a competition to be enjoyed by handler, dog and spectator. The main elements of the sport are good sportsmanship and fun for the dog and handler. Nothing may be included in agility that could endanger the safety of the dogs participating, the handlers or the spectators. It is a sport that is open to all dogs, without regard for pedigree.

1.3 - Membership

All agility groups may apply to AAC for membership status for the purpose of promoting dog agility, following the standards set forth by AAC. Member agility groups may apply to hold sanctioned AAC Agility Trials and will receive a subscription to the AAC electronic newsletter, On Course.

Individuals may also apply for membership. All members will receive a subscription to the AAC electronic newsletter, On Course, which will inform them of AAC activities.

Members are encouraged to enter and support AAC Trials. Individual members may vote in accordance with the By-laws, provided they have been members for the minimum period specified therein.

1.4 - Eligibility

AAC Agility Trials are open to all four (4)-legged dogs capable of demonstrating the elements of agility and control, and the mental and physical ability to carry out the required tests. A dog is eligible to compete without regard for pedigree.

Dogs less than eighteen (18) months of age, bitches in season, dogs suffering from an injury or illness that affects the dogs' physical or mental performance, and any dog that demonstrates signs of aggression towards people or other dogs must NOT be permitted to participate in any AAC agility trial. This includes dogs running for exhibition only (FEO).

A handicapped dog shall be allowed to participate.

All dogs must be registered with AAC by having a Dog Identification Card (ID card) to compete in sanctioned trials.

No dog may compete at a height lower than that for which their measurement qualifies them in a particular division.

For Exhibition Only (FEO) entries may be allowed at the discretion of the host club.

An FEO dog shall be permitted to run at their registered height or any jump height above or below, at any performance level and at any class level.

Except for approved re-runs, a dog shall never run the same course twice.

Dogs and/or handlers may enter classes under a judge who resides in the same household or who is a member of the same agility club. An AAC Course Approver may not enter to run any course they have approved, except as FEO status.

1.5 - Disciplinary Procedure

If an officiating AAC judge finds that any handler has abused a dog in any way at any AAC sanctioned event, that handler will be required to leave the site. If an incident of abuse or dog aggression toward another dog or person is alleged to have occurred at an AAC sanctioned trial, the incident MUST be reported to the Judge and trial officials. They will then investigate and evaluate the incident and, if abuse is believed to have occurred, they will dismiss the handler from the trial site and submit a report, including written statements from all individuals involved, including witnesses, to the AAC Disciplinary Committee, who in turn will review the report and determine if more severe sanctions are warranted.

Note: *Anyone witnessing an act of abuse or aggression may make a complaint to the host club and/or AAC.*

CHAPTER 2 Agility Trials

2.1 - Application To Host An AAC-Sanctioned Agility Trial

A group or club wishing to host an AAC agility trial must be a member club of AAC and must make written application to AAC for approval. Any club or group **which has not hosted an AAC-sanctioned trial** must apply for approval no less than four (4) months prior to the trial date. **For clubs who have hosted trials** in the past, trial applications may be submitted without judge and class information up to one year prior to the date of the trial and the deadline for approval of trials is three (3) months prior to the date of the trial, at which time all required information must be submitted. This approval permits the group to designate the event as "sanctioned" by AAC, indicating that the host group or club shall comply with all the requirements set forth in these rules and regulations and such guidelines as may be established by the AAC Board of Directors for conduct of such trials. Regular, Special and Veteran class levels must be offered for all classes at AAC sanctioned trials.

Written applications shall be made to the AAC Trial Approval Coordinator. The application form may be obtained from the AAC Trial Approval Coordinator, the AAC newsletter, On Course, or downloaded from the AAC website, www.aac.ca. Failure to complete the form in its entirety may result in refusal of the application.

Groups or clubs hosting their first AAC trial must make written application at least four (4) months prior to the proposed date, with such application including all completed forms as determined by the AAC Board of Directors. As the approval of the Regional Director is required for equipment and all new sites, it is the responsibility of the host club to contact the Regional Director to secure approval prior to the four-month deadline. Further, it is the responsibility of the host club to pay any travel expenses that may be incurred by the Regional Director (or designate) during the approval process. Permission to hold the trial shall be withheld until approval of the club's equipment and site is granted by the Regional Director (or designate).

Groups or clubs that change Judges, ring size, classes offered, etc., after submitting a trial application and before the three-month deadline for final trial approval must communicate the change(s) to the Trial Approval Coordinator.

Furthermore, AAC reserves the right to refuse any application for a sanctioned trial for any reason without recourse from the requesting member group or club. Failure of a member group or club to fulfill any portion of the requirements stipulated for sanctioned trials risks the loss of sanctioning of the trial. It is the sole responsibility of the member group or club to adhere to the requirements stipulated by these rules and regulations and other guidelines as may be established by AAC.

2.2 - Responsibilities of Hosting Clubs

The Trial Approval Coordinator shall, upon approving the trial, send to the trial chairperson a package that will include the "Qualifying Dogs Report," "Trial Report Form," "Statement of Trial Fees Form," and "Record of Completed I.D. Cards Form." Within two (2) weeks after the trial date, the Trial Chairperson or Secretary must return the following to the AAC Trial Results Coordinator:

- A completed copy of the qualifying dogs report
- A completed copy of the trial program/catalogue signed by the trial chairperson
- A completed copy of the statement of trial fees form and a cheque/money order in the amount prescribed by the AAC Board of Directors

Note: Host clubs are permitted to subtract from their remittance to the AAC an amount equal to the per-run fee times the number of For Exhibition Only (FEO) runs completed at the trial, and clubs are required to pay judges the customary rate for the same number of FEO runs.

- A complete exhibitor listing including: ID card number, dog name, breed, owner, name, owner address, owner town, and owner postal code
- A completed copy of the Record of Completed ID Cards form.

Note: Trial organizers are encouraged to submit their results electronically by e-mail or on CD/DVD. Acceptable formats are doc (2003 or lower), xls (2003 or lower), rtf, pdf, and txt. A copy of each course used in the trial, including the actual measured yardage and the standard course time(s), signed by the Judge, must be sent to the course approver in an addressed envelope provided by the Judge. Failure to do so may result in titles being withheld and/or the rejection of future approval to hold an AAC sanctioned trial. Furthermore, the host group or club must maintain a copy of the above information for a period of two (2) years.

The group or club must name an organizing committee that shall be the governing body of the trial. The committee is responsible for conduct of the trial and all matters other than those responsibilities specifically empowered to the Judge pursuant to these rules and regulations.

The committee's responsibilities include but are not limited to:

- Accepting entries and registrations
- Preparing a trial schedule and trial catalogue/ program
- Providing knowledgeable stewarding that includes individuals for timing, scribing, course building, support for course building, ring support, gate stewarding and score keeping
- Providing agility obstacles that conform to AAC specifications

Note: Clubs using a breakaway tire must specifically inform judges and competitors that a breakaway tire is going to be used. Clubs using electronic timing must specifically inform judges and competitors that electronic timing will be used.

- Providing tools and accessories necessary to conduct a quality trial including a dog measuring device, a course measuring wheel, and stop watches
- Resolving all disciplinary matters that are brought before the committee
- Hiring an AAC-approved Judge and providing the Judge with a letter of confirmation that must include the list of obstacles, map of the trial site (ring setup, including dimensions and any unusual features), classes and performance levels offered (courses required), running order of the classes and any other pertinent instructions
- Providing travel arrangements, meals and accommodation for the Judge(s)
- Providing the appropriate judging fee as prescribed by AAC
- If a dog has not previously competed at the Host Club's trial with a completed height Card then they will have to verify that ID cards have the required number of signatures and that the dog was over two (2) years of age at the time the measurements were taken, before the dog competes

Note: There is no requirement for dogs with completed height cards and who have previously competed at a trial hosted by the same club to produce their ID card. However a Host Club and/or Judge may exercise their discretion to review the ID Card if they deem it necessary.

- Ensuring that dogs who have an ID card number, but whose owners fail to produce the ID Card, are measured by the judge in order to determine their proper jump height category
- Providing a copy of the official rules of AAC, the schedule, a first aid kit, sawdust or sand to repair footing on the course and liquid disinfectant
- Ensuring that a veterinarian will be on call the day of the trial.

A trial must be announced by the publication and distribution of an "agility trial schedule." The agility trial schedule must include:

- The proposed date, time, location and, if it is an outdoor event, a statement that the trial will proceed rain or shine
- The entry fee
- At the discretion of the organizing committee, a statement that there will be no refunds (with the exception of bitches that come into season or dogs that are injured), cancellations or changes after the closing date. A dog that has entered a trial and subsequently earns a title must be permitted to move up in a class as long as the

trial secretary is notified by telephone at least one (1) week prior to the date of the trial

- A statement indicating that refunds will be given to a competitor whose bitch comes into season or whose dog is injured, provided the trial secretary is informed prior to the trial date and a certificate from a veterinarian is provided at that time, if required
- A statement as to whether move-ups will be allowed during the trial
- The closing date after which entries will no longer be accepted and a statement that entries must be "received by" or "postmarked by" the closing date as well as a notification if they will allow entries after the trial's closing date
- A description of the classes that are to be offered
- The names of all Judges
- A statement that all obstacles conform to AAC specifications

Note: Clubs using a breakaway tire must specifically inform judges and competitors that a breakaway tire is going to be used)

- A list of any and all restrictions on entries
- A statement that the trial's organizing committee reserves the right to refuse any entry
- A statement that the trial will be held under AAC rules and regulations
- An official entry form on which to enter complete owner/handler and dog information including the dog's ID Card number
- A general agreement/disclaimer that must be signed by the competitor before it is accepted. Note that children under eighteen (18) years of age must have the agreement/disclaimer signed by a parent or guardian
- A statement that entry forms must be complete and accompanied by the proper fee to be valid
- A description of the trial surface (grass, dirt, etc.)
- An ID Card application to be submitted directly to AAC

The host group or club must also be responsible for producing a trial program/catalogue to be submitted to AAC (Email acceptable), which may also be either given or sold to competitors at the host group or club's discretion. It must include:

- Name of group or club
- Date of trial
- Location of trial

- Judge(s)
- Classes with per height categories for each class
- Dogs' names and their AAC identification numbers
- List of exhibitors and the names of their dogs
- Space for course faults, course time, time faults and placements.

The host group or club must post or supply each competitor, at check-in, with a running order, which must include the dog's armband number (if used), call name, breed and handler's name. This may be done for the competitors by email prior to the trial date.

After entries have closed the host group or club must provide confirmation to all entrants. This may be done by written confirmation or electronic confirmations provided each competitor is sent a one-mail notifying him or her of where confirmation information can be found (e.g., web site address). This must show the dog's AAC ID number and include information on all classes in which the dog has been entered, as well as a schedule of the order in which classes will be run each day.

Within the ring, the Judge must be the sole authority. As such, disciplinary matters arising from conduct within the ring must be the responsibility of the Organizing Committee and the Judge. All matters outside the ring fall under the jurisdiction of the organizing committee and the officiating Judge, wherein the trial chairperson must be the ultimate authority. The committee may consult with any AAC Judge, AAC member or any other individual, as they deem appropriate. As such, the Judge or organizing committee may dismiss any dog and/or handler from the show site.

Further, an officiating Judge may unilaterally dismiss a handler and/or dog from the trial for abuse or aggression.

Competitors must have their dog ID cards with them, but do not necessarily have to be checked in if (a) the card is complete (i.e., a final measurement has been obtained) and (b) the competitor has previously competed at a trial hosted by the same club. Judges and/or club s may ask to see ID cards at their discretion. Competitors are encouraged check their confirmations to ensure that all of their information (and in particular their dog ID number) has been entered correctly. Lost cards must be reported to AAC. No dog shall be allowed to compete (except in un-official classes) without having applied for and obtained an official ID card; however, failure to produce that ID card does not disqualify them from competing, provided the dog is measured in or has previously competed at a trial hosted by the current Host Club.

A familiarization period shall be optional at the discretion of the hosting group or club. If offered, it shall be made available to dogs and junior handlers entered in the Starters class prior to the start of the trial. At the discretion of the hosting group or club it may also be offered to the Advanced and Masters classes. If offered, it is not a training opportunity but a time to allow new dogs and handlers to familiarize themselves with the host group or club's obstacles. If offered the suggested obstacles are the tire, weave poles, teeter, A-

frame, dog walk, collapsible tunnel and table. It is recommended that this is supervised and offered for a limited time(s). Although the AAC does not specify restrictions on training equipment allowable at trial sites, competitors are reminded that host clubs are free to impose on-site bans on such things as choke or pinch collars, shock or bark collars.

It is also required that a warm-up area be provided, supervised by the host group or club, with two (2) jumps and room for quick heeling, so that competitors can warm up their dogs immediately before competing. The warm-up area is for the use of dogs that are about to run. All dogs waiting to use the warm-up area must be on leash.

At the discretion of the host group or club, qualifying dogs may be allowed to move up from Starters to Advanced or Advanced to Masters during the trial but must **not** be required to do so. The same applies to the game classes.

Limited entry trials shall be permitted. No national qualifying events shall be held at a limited entry trial.

A waiting list must be kept of any entries that came in after the limit was reached. In case of cancellations, spaces must be filled from the waiting list in the order that the original entries were received.

Qualifying scores cannot be awarded in classes/rounds to which entry is limited based on performance in a prior round of the same class, but it is permissible to maintain two separate scoring criteria for one event, such that all entered competitors may compete for AAC qualifying scores while a subset of the same group (for example, the top 25% of a previous round) additionally competes for prizes offered by the trial hosts.

2.3 - Non-sanctioned Events at Sanctioned Trials

The running of non-sanctioned events at AAC-sanctioned trials is not permitted unless a number of conditions are met, namely that no food, toys or corrections are allowed in the ring for dogs also entered in the sanctioned part of the trial, that dogs entered in the non-sanctioned classes are sound and more than 18 months of age (i.e., otherwise eligible to compete), that non-sanctioned classes are held either before the first or after the last sanctioned event of the trial, and that if non-sanctioned classes (e.g., a fun run or ring time) are held before the first sanctioned event of the trial, course maps for sanctioned events are not posted or distributed until after the non-sanctioned event. Clubs that do not comply with these requirements risk jeopardizing any and all Qs earned at the trial.

2.4 - Judge and Stewards

One (1) Judge shall conduct an agility class. The same timer and scribe are not required to work an entire class; however, all dogs competing against one another must be timed by the same timer and scribed by the same scribe. Different timers and scribes can be used for Regular dogs, for Special dogs and for Veteran dogs.

Only Judges included in the AAC Approved Judge's list shall be permitted to officiate at sanctioned events. If a Judge who is not on this list is asked to officiate at a trial, s/he must take and pass the AAC Judges' Clinic (without exception) before approval to host an AAC sanctioned trial is granted. (It should be noted that this applies to Judges from other organizations.) In the case of a group or club wishing to have an internationally renowned Judge officiate at its trial, special application would have to be made to the AAC Board of Directors.

The Judge's responsibilities include but are not limited to:

- Designing and ensuring approval (from an AAC course approver) of all assigned courses
- Supplying the trial secretary with an envelope addressed to the course approver
- Setting the agility course
- Instructing timer, scribe, scorekeeper, and other trial officials and volunteers as needed
- Measuring the course distance (following the natural path of the dog) and setting the standard course time (SCT) and maximum course time (MCT) if used
- On-site verification of course times by a second party so that errors can be caught during the trial.
- Checking obstacle construction standards
- Measuring all dogs that do not present a completed Dog Identification Card
- Observing the dogs' performance and signaling all faults. No video or other means of instant replay shall be utilized in the determination of course faults
- Submitting a Judge's Report to the AAC Board designate outlining any situations encountered that require follow up.

At the trial the Judge's decision on scoring shall be final. Any scoring complaint arising from an improper application of the rules may be appealed to the Judges' Standing Advisory Committee or the Board of Directors for rectification. Appeals must be submitted in writing, with witness statements, and a clear explanation of how the rule was misapplied.

In a case in which a Standard Course Time was miscalculated and subsequent correction is found to alter the awarding of qualifying scores, the judge is required to contact affected handlers, the trial secretary, and the Trial Results Coordinator (if results have been submitted) as soon as the error is discovered to notify them either that improperly awarded qualifying scores will be revoked or, alternatively, that improperly withheld qualifying scores will be granted.

The Judge must hold an exhibitors' briefing prior to the commencement of competition. The briefing must include:

- A demonstration of how the table is to be counted
- The course distance, yards per second and standard course time (SCT) for the open and mini divisions in both Regular/Specials and Veteran/ Junior classes
- The fault limit and/or MCT if either or both are to be imposed
- Performance requirements for the class as deemed necessary
- A review of ring procedure (Example: Proceed to the start line when the dog clears the finish line, wait for the timekeeper's signal before starting, etc.)

The Judge must not advise exhibitors on handling position, strategy, etc., but may respond to questions at their discretion.

An officiating Judge may dismiss a dog from the ring or competition if the dog exhibits signs of aggression towards other dogs or people. The officiating Judge may also dismiss a handler/owner from the ring or competition for swearing, acting in an unsportsmanlike manner or abusing any dog either physically or verbally. Anyone subjecting a Judge or members or the organizing committee to abuse, whether they are competing in the trial or not, must be dismissed from the trial site.

The Timer's responsibilities include but are not limited to:

- Timing the run of each dog by starting the stopwatch when the dog breaks/crosses the start line and stopping the stopwatch when the dog breaks/ crosses the finish line
- Blowing a whistle as instructed by the Judge to indicate that the MCT, if imposed, has been exceeded, or at open standard course time if the judge has signaled Obstacle Repetition.
- Blowing the whistle in Gambles to indicate the end of the opening sequence and the beginning of the gamble sequence.
- Alerting the Judge to any timer malfunction as soon as it is discovered.

Note: *In the case where a dog is eliminated, a time must be recorded although no placing is given.*

The Scribe's responsibilities include but are not limited to:

- Recording fault or point signals given by the Judge
- Blowing a whistle as instructed by the Judge to indicate that the maximum course faults, if imposed, have been exceeded.

2.5 - Dog Measurement

All dogs must be measured to determine their jump height. Jump and obstacle heights are based upon the height of the dog as shown in Table II, Appendix C. Dog measuring will be carried out by an officiating Judge and recorded on the AA C D Dog Identification Cards (henceforth referred to as "ID card"), except as noted in this section. ID cards must be obtained directly from AAC prior to competing. Each dog is eligible to receive one (1) official measurement per day. It shall be the handler/owner's choice as to which officiating Judge performs the measurement.

Groups or clubs must supply an accurate measuring device and/or accurate measuring wickets at the twelve inch, sixteen inch and twenty-one inch (12", 16" and 21") heights. If the measuring device is inadequate, no ID cards shall be signed and a letter of warning must be sent to the group or club. All dogs that were not measured due to inadequacy of the club's measuring device must run FEO with entry fees refunded to the competitor.

Each dog must be measured on a level surface no higher than twelve inches (12"). The measurement must be taken from the level surface to the highest point of the scapula with the dog standing in a natural position: all four (4) feet squarely on the ground, neither stacked (show position), nor stretched, nor crouched. A dog on or within one (1) inch of a height category cut-off may have a wicket placed over the highest point of the scapula to verify a measurement at the Judge's discretion. A Judge may also choose to use the wickets exclusively.

It is the responsibility of the owner-handler to stand their dog properly to be measured. Any dog that is not standing properly will not be measured for the purposes of the ID card and will not be allowed to compete. These dogs will run "for exhibition only" (FEO). Judges must not sign a measurement card in such a case.

Dogs under two (2) years old must be measured to determine their jump height category; however, the measurement must not be recorded on the ID card unless it is over twenty-three inches (23"). Dogs measuring over twenty-three inches (23") may have a signed ID card before they are two (2) years old and need only be measured once. A Judge may at any time measure a dog that they are being asked to judge.

Dogs that are under two (2) years old and are, therefore, required to be measured for competition purposes, or dogs that have not acquired their final height measurement, are eligible to compete at that trial in any height class applicable for the measured height.

If a measuring device that provides an exact measurement is used, the exact measurement will be recorded on the ID card and signed off by the Judge. If only wickets are used, the measurement will be recorded as follows:

- <12/16/21 (less than 12, 16 or 21), or
- >12/16/21 (greater than 12, 16, or 21), or
- =12/16/21 (equal to 12, 16, or 21).

Each dog must be measured twice (except dogs over twenty-three inches (23")), each time by a different Judge. If the two (2) measurements result in different jump height divisions, a third measurement is required to determine the final height division.

Each dog is allowed one (1) re-measurement per lifetime if the dog is past their third birthday and has a signed final jump height division recorded on the ID card. Requests for re-measurements must be directed to the handler's Regional Director, who will coordinate the process and submit the result of the re-measurement to the Trial Results Coordinator.

Dogs are eligible to move to any height class applicable to their official re-measurement.

**Table I - Jump Heights
(handler's choice where two heights are indicated)**

Dog Height	Regular	Special	Veteran
12" or less	10" or 16"	6"	6"
>12" to 16"	16" or 22"	10"	6" or 10"
>16" to 21"	22" or 26"	16"	10" or 16"
>21"	26"	22"	16" or 22"

2.6- Course Layouts

The trial ring area must be rectangular/square, no less than nine thousand square feet (9,000 sq.ft.), with no side less than seventy feet (70 ft.).

The course area must be enclosed by rope or fencing to prevent spectators from interfering with the course before or during the trial. Any trial area must have a firm, non-slip surface. The terrain must permit leveling of the obstacles, provide safe footing for handlers and dogs and be as level as possible. If a trial is to be held on a hard surface such as cement, the trial area must be fully covered with suitable shock absorbent matting. Because of the nature of the sport, such surfaces are to be discouraged. The dog's safety must be paramount in selecting a trial area.

The course may have no fewer than fifteen (15) obstacles and no more than twenty (20) obstacles, except for the Team Relay and Challenge classes where a maximum of twenty-four (24) and twenty-three (23) obstacles, respectively, may be used (however, in Team Relay, no dog shall be asked to perform more than twelve (12) obstacles).

The number of obstacles varies depending on the class.

The minimum distance between obstacles must be fifteen feet (15 ft.), measured over the **shortest distance** the dog could take. This distance must apply to all obstacles in the dog's path whether they are to be taken or not (a part from designing courses for the

Challenge class, where course design guidelines allow exceptions to the minimum distance requirements in certain situations). The course layout may require an obstacle to be taken more than once.

The course layout must be designed by the Judge. The course layout must be kept confidential by the Judge prior to the day of the event and must have been approved by an AACCC course Approver. Courses may be posted on the day that they are to be run, at the Judge's discretion. Exhibitors must be allowed in the trial area without their dogs for the Judge's briefing and to walk the course.

Note: Judges are encouraged to supply the trial secretary (or trusted designate) with copies of the courses a day or two before the trial to ensure the judge's courses are available for use should the judge encounter difficulties arriving to the site (these copies may be supplied via email or on memory media, with a secure password that is only divulged in an emergency). The trial secretary (or trusted designate) must keep the courses confidential until the morning of the trial.

2.7 - The Standard Course Time

This section applies to the Standard, Jumpers, Steeplechase and Team Relay classes. The standard course time (SCT) must be set at the sole discretion of the Judge taking into account the course design and other environmental conditions. The SCT must be set as shown in Table II.

Table II – Standard Course Times

Class MIN.	(yards/s)	MAX. (yards/s)
Starters Standard	2.0	2.5
Advanced Standard	2.5	2.8
Masters Standard	2.8	3.3
Starters Jumpers	2.5	3.5
Advanced Jumpers	3.0	3.9
Masters Jumpers	3.5	4.3
Steeplechase 3.5		4.3

In general, under good conditions and with overlap, open dogs should receive times within the upper half of the range and mini dogs within the lower half of the range. All SCTs must be rounded to the nearest second bearing in mind that the resulting yards per second must remain within those set in

All Standard courses that include the table must have five (5) seconds added for the table count.

All Team Relay courses must have a three (3) second exchange allowance added to the SCT.

All Veteran classes must have an additional twenty percent (20%) added to the SCT. This is calculated before the five (5) second table count, or three (3) second exchange allowance, is added, and rounded to the nearest second. The 20% increase must also apply to the closing sequence in Gamblers.

If a Team Relay class consists of Veteran and Regular/Special class level dogs then the time allotted must be increased by an amount reflecting the Veteran participation. (Example: A two (2)-dog team

with one (1) Veteran must be allotted an extra ten percent (10%) of the calculated time.

One (1) fault or part thereof will be assessed to a dog for each second or fraction of a second over the SCT. For example, a dog taking fifty-eight point five seconds (58.50 sec.) to run a course with an SCT of fifty-five seconds (55 sec.), would be assessed three point five (3.50) faults. The time must be measured and recorded in units of one-hundredth (1/100) of a second.

The Judge and trial committee may, at their discretion, set a maximum course time (MCT), after which a dog and handler will be dismissed from the ring. The MCT should be no less than one and one-half (1 1/2) times the SCT. The Judge and trial committee may also, at their discretion, set a maximum number of course faults after which a dog and handler will be dismissed from the ring.

2.8 - Course Handling And General Faults

Wearing a Collar in the Ring - For safety reasons, dogs must not wear slip chains, collars, leads or any other item when on course. Any dog wearing a collar (of any type) while competing must be eliminated. This must not preclude a handler leading a dog to the start line with a leash and collar.

Obstacle Repetition - If a handler directs the dog to repeat an obstacle already performed (as defined for each obstacle in Section 5, Obstacle Performance Standards) in a class other than gamblers or snooker and not as required by the flow of the course, all scoring shall cease and the timer will be notified by the judge to sound the whistle at Open Standard Course Time (SCT). The dog and handler must leave the course at the sound of the whistle and will be eliminated for the purposes of scoring.

Leaving The Ring - All dogs must leave the ring under control and be put on leash immediately after leaving the ring.

Food Or Toys In The Ring - Food, drink, toys, other devices or cigarettes shall not be permitted in the ring at any time, including walk-through and course building. Any handler using such items must be dismissed for the run or day at the Judge's discretion.

Timing Devices - The use of timing devices (stop watches, etc.) by any competitor during the running of any course must result in dismissal for the run or day at the Judge's discretion. This does not apply to the walk-through.

Setting Up Sequences - Any competitor setting up equipment on the trial site, or setting up sequences (including moving designated warm-up jumps), to mirror the judge's courses, for warm-up or practice will be dismissed from the trial. (For the weekend or total number of days of the event). All prizes, placing and qualifiers will be revoked, and the individual(s) and their dog(s) will be asked to leave the trial site.

Fouling The Ring - Any dog that fouls the ring must be dismissed for that run.

Touching The Dog Or Obstacle - A handler is permitted to talk, cheer, and encourage his or her dog during the course run. There is no restriction on the number of commands used. A handler may direct his dog using voice commands, hand signals or both but must not intentionally touch the dog or any obstacle. Five (5) faults will be assessed each time the handler touches an obstacle. The Judge shall assess faults for deliberately touching the dog to be equivalent to the degree of the offence, from five (5) faults to dismissal from the course. A handler that deliberately touches their dog and causes it to yelp may be dismissed. This includes the exchange area in the team relay class.

Accidental bumping between the dog and handler must not be faulted.

In the opening sequence of Snooker or Gamblers, if a competitor gently touches the dog, on purpose, during the run, (they want to encourage or gently direct the dog physically or reward the dog physically), the judge will call to the scribe "FEO"; the run will instantly become an FEO run; the competitor may continue with the run; the judge will keep judging as appropriate for the game.

Blocking - A handler that steps into a dog's path or a handler that positions him/herself such that the dog must move to avoid the handler, the rebydeflecting the dog from what would otherwise have been a wrong course, must receive a 5-fault blocking penalty if the dog makes any contact with the handler.

Handler Stepping Over Or On Obstacles - A handler that steps over, under or on any obstacle shall receive five (5) faults per occurrence.

Dog Stepping On Or Under Obstacles - A dog that crosses the fabric portion of the collapsible tunnel, walks/runs under a contact obstacle, table or tire in such a manner as would not normally be required by the normal flow of the course or would not normally be required to perform an obstacle correctly, shall receive five (5) faults per occurrence. It is not a wrong course. See "Wrong Course" for dogs that jump over a portion of the obstacle.

Dog Nipping - A dog repeatedly nipping at the handler may result in a penalty of five (5) faults to dismissal, at the discretion of the Judge.

Dog Leaving The Ring - A dog leaving the ring shall result in dismissal of the dog and handler from the ring. Leaving the ring is defined as a dog that has physically left the course area with his attention distracted away from the handler. This is not intended to cause dismissal of a dog that has passed beneath the ring ropes inadvertently, as long as the dog is continuously demonstrating attentiveness and responsiveness to its handler.

Unsportsmanlike Behaviour - Unsportsmanlike behaviour will be penalized, depending on its severity, from five (5) faults to dismissal from the trial. This may include language and gestures directed towards a dog, another competitor, ring official, trial official or Judge.

At any time during Gamblers or Snooker, if a handler maneuvers through, goes over, or under equipment; that action be deemed "unsportsmanlike behavior", and the team be whistled off the course, by the judge, resulting in D for dismissal; point accumulated become null, no Q earned.

Anyone subjecting a Judge or a member of the organizing committee to abuse, whether they are competing in the trial or not, must be dismissed from the trial site.

Wrong Course - A dog must be faulted for running the wrong course if it:

- Takes an obstacle out of order (one (1) or more paws in a tunnel or on a contact obstacle, jumping or displacing a bar on a jump)
- Jumps over any obstacle in such a manner as would not normally be required by the normal flow of the course or would not normally be required to perform an obstacle correctly. This does not include a dog crossing the fabric portion of the chute, running under a contact, running under the table, or running under the tire (see "Dog Stepping On Or Under Obstacles")
- Takes an obstacle in the wrong direction (except the table)
- Cuts through the line of weave poles out of sequence

The following faults shall apply:

- **Starters:** five (5) faults. A dog must only be faulted one wrong course per obstacle.
- **Advanced:** five (5) faults. A dog must be faulted one wrong course per occurrence.

Note: *Subsequent off course(s) will be called on the same obstacle if the dog puts itself back on course by incurring a refusal on that obstacle and then goes off course again.*

- **Masters:** Elimination.

If a dog is faulted for wrong course, the Judge must cease scoring until the dog has returned to the correct course; this applies to all classes/levels. If, in the opinion of the judge, the handler intends to continue without returning to the missed obstacle, a non-completion penalty shall be assessed, and scoring shall resume immediately.

Note: *Elimination for wrong course means that the dog will not be assigned a placing in the trial but does not necessarily mean that the dog will be dismissed from the ring and prevented from completing the course.*

Out Of Control - If a dog is out of control on the course, beyond the point of completing the course in the maximum course time, or is performing in an unsafe manner, the Judge may dismiss the dog and handler from the ring or instruct the handler to bypass the obstacle, in which case a non-completion fault will be assessed.

Refusal - When a dog stops forward motion in front of an obstacle (as specifically described below), runs under a bar on a jump, goes under the table, goes under the tire, jumps between the tire and the

frame or runs past the plane of an obstacle in sequence **and has to circle or be taken back by the handler to attempt it again**, it is called a refusal. A refusal requires backward motion of the dog's back feet against the normal flow required by the flow of the course. This means a dog spinning directly in front of an obstacle is incurring a refusal. In all classes, the plane of the obstacle shall be defined as having been broken when the dog's nose breaks the plane.

In Starters Standard, Jumpers and Team Relay classes, the judge shall signal all refusals except on contacts, weave poles and table. For the purposes of scoring, the dog shall receive five (5) faults for each refusal. In the Advanced and Masters classes a dog shall receive five (5) faults for a refusal, and three (3) refusals shall result in elimination.

Under no circumstances shall a dog that hesitates (i.e., without backward motion of the dog's rear feet) be faulted for a refusal. A dog that runs by the plane of a contact obstacle and is still able to ascend the obstacle without turning back must not be faulted for a refusal.

Non-completion - If an obstacle is missed entirely or not completed, as per Chapter 5, the dog shall receive twenty (20) faults. This must be given in lieu of a wrong course penalty. Running past an obstacle without attempting it will be a non-completion penalty; no refusal will be assessed. If the dog runs by the last obstacle on course and crosses the finish line, a non-completion penalty will be assessed, regardless of whether the dog is brought back to complete the obstacle.

Non-completion:

- At the **Starters** class level three (3) non-completions shall result in elimination
- At the **Advanced** class level two (2) non-completions shall result in elimination
- At the **Masters** class level one (1) non-completion shall result in elimination

For Steeplechase, Jumpers, Team Relay, Challenge, and Standard Classes, the finish line becomes live after completion of the second-last obstacle.

Interference - If a loose dog, course official or spectator gets in the way of the dog, the handler must be allowed to attempt the course a second time at their discretion. If the handler elects to run a second time, only the second score and time shall be recorded and used for the determination of placements.

Severe Weather/Obstacle Breakage - In the event that a jump is blown down or otherwise breaks during an otherwise clear round the Judge may award the qualifying round providing the dog performs the jump as far as is possible.

In the event of breakage of a piece of equipment or severe weather during the trial, the Judge may make suitable substitutions as follows:

- Table - In the case where a table top is fouled and cannot be cleaned adequately, a pause box may be substituted
- Chute - The chute may be held open or a tunnel may be substituted for the chute provided neither alter the course difficulty
- Tire - If the tire breaks and cannot be repaired, a single bar jump with a height bar and a ground bar may be substituted
- Contacts - No substitutions are permitted.

Incorrect Height – At the sole discretion of the judge, a handler may be offered a re-run if an obstacle is set at an incorrect height and the incorrect height setting has, in the judge's opinion, impeded the dog's performance. If the handler elects to run a second time, only the second score and time shall be recorded and used for determination of placements.

Timer Malfunction - In a case in which the stopwatch or electronic timer malfunctions or the Timer makes an error, the Timer must notify the Judge as soon as the problem is discovered and the run must be halted. The handler will be allowed to attempt the course a second time. If the handler elects to run a second time, only the second score and time shall be recorded and used for the determination of placements. The first run is null and void and cannot be used for scoring purposes.

In Gamblers and Snooker classes, if not enough time is given, the handler will be given the option to rerun or keep the score earned in the first run. If too much time is given before the final whistle blows, the run is null and void and cannot be used for scoring purposes. The handler will be given the option to rerun.

2.9 – Electronic Timing

Guidelines for Judging Electronically Timed Runs

If a club will be using an Electronic Timing System (ETS), the judge(s) shall be informed when the assignment is requested and/or accepted. The ETS may be used to automatically start the time, automatically stop the time or both.

A person must be designated as a timekeeper in the event of failure of the ETS.

If an ETS is used to start the time, the first obstacle shall be the start line. If an ETS is used to stop the time, the last obstacle shall be the finish line. If an ETS is not being used to either start or stop the time, a start or finish line must be designated by the judge accordingly.

The course shall be measured beginning with the front plane of the first obstacle (if an ETS is used to start the time) or the designated start line and ending with the back plane of the last obstacle (if an ETS is used to stop the time) or the designated finish line.

When using an ETS to start the time and the dog bypasses the first obstacle, not breaking the beam, timekeepers are instructed to start the ETS manually and the following faults will be given:

- 5 faults for a refusal if the dog returns to complete the first obstacle
- Wrong course penalty if the dog performs any piece of equipment before going back to complete the first obstacle
- A non-completion penalty if the dog does not return to complete the first obstacle

If the dog correctly completes the first obstacle, but the ETS does not start, the timekeeper shall signal this to the judge, who will stop the run. The run will be restarted with no penalties.

When using an ETS to stop the time, if the dog bypasses the last obstacle without performing it, the timekeepers are instructed to stop the ETS manually when the dog crosses the plane of the obstacle where the timer beams are placed. The dog will incur a non-completion penalty.

Guidelines for Course Design

The start/finish lines must be designed so that a timekeeper may be on course in the event of failure of the ETS.

If the club specifies that the ETS must be used to start the time, the following obstacles are the only obstacles permitted as the starting obstacle:

- Jumps (any kind)
- Tire
- Tunnels
- Collapsed tunnels.

If any other obstacles are used as the 1st obstacle, the time must be started manually and the judge must designate the start line accordingly.

If the club specifies that the ETS must be used to stop time, the following obstacles are the only obstacles permitted as the finishing obstacle:

- Jumps (any kind)
- Tire
- Tunnels

If any other obstacles are used as the last obstacle, the time must be stopped manually and the judge must specify a finish line accordingly.

An ETS shall not be used in Snooker classes, except to provide for

a consistent timing period. A start/finish line will be designated and the timekeepers will manually start/stop the ETS as the dog crosses the start/finish line.

For the Gamblers class a start line will be designated and the timekeepers will manually start the ETS when the dog crosses the start line.

Where an ETS is used for Gamblers and Snooker, any electronic display of the running time must be positioned so that the competitor on course cannot see the running time.

An ETS can be used for the last obstacle in the final gamble as long as it is a permitted obstacle listed in point #3. The dog must take the final obstacle to stop the time even if the gamble is unsuccessful or "no time" will be assigned.

If the handler interferes with the ETS in any way to either start or stop the clock, a penalty shall be assessed. If at the start line, a 5 fault penalty shall be assessed. If at the finish line, a non-completion penalty will be assessed as the dog did not cross the finish line before the time was stopped. As well, the stopped time shall be the recorded time.

2.10 - Scoring and Ranking

Except where otherwise noted for the game classes, the dog with the fewest faults accumulated (course and time faults) shall be declared the winner of the agility trial in that class. In the event that dogs are tied in faults, the dog with the fastest course time shall be declared the winner.

Any dog or team which is eliminated or dismissed shall not be given a score or ranking in the class. A dog or team that is eliminated but permitted to finish the course will have a time recorded and posted.

At no time shall faults be deducted from the total faults the dog has incurred by subtracting faults equivalent to the time saved by completing the course under the SCT. Should two (2) or more dogs be tied at the completion of a class, the host club has the option of awarding more than one (1) placement or of requiring a run-off to determine placements.

Standard/Jumpers - The dog with the fewest faults accumulated (course and time faults) shall be declared the winner of the agility trial in that class. In the event that dogs are tied in faults, the dog with the fastest course time shall be declared the winner. In the event that dogs are also tied in course times, then a run-off may be held. The dog with the fewest faults in the run-off shall be declared the winner. In the event of a fault tie in the run-off, the dog with the fastest course time shall be declared the winner.

Steeplechase - The dog with the lowest combined time-plus-faults score shall be declared the winner, with all other competing dogs assigned placements based on ascending order of time-plus-faults scores. In the event of a tie in time-plus-faults scores, the dog with

fewer faults will place ahead of the dog with more faults; otherwise the tie will stand.

Gamblers/Snooker - The dog with the highest number of points shall be declared the winner of the agility trial in that class. In the event that dogs are tied in points, the dog with the fastest course time shall be declared the winner. In the event that dogs are also tied in course times, then a run-off may be held. The dog with the most points in the run-off shall be declared the winner. In the event of a point tie in the run-off, the dog with the fastest course time shall be declared the winner.

Team Relay - The faults of the individual dogs shall be added together and one (1) course time shall be determined. If one (1) dog on the team is eliminated or dismissed, the team is eliminated and no score is recorded. The team with the fewest faults accumulated (course and time faults) shall be declared the winner of the agility trial in that class. In the event that teams are tied, the team with the fastest course time shall be declared the winner in that class.

Challenge - The dog with the fewest faults accumulated (course and time faults) shall be declared the winner of the agility trial in that class. In the event that dogs are tied in faults, the dog with the fastest course time shall be declared the winner. In the event that dogs are also tied in course times, then a run-off may be held. The dog with the fewest faults in the run-off shall be declared the winner. In the event of a fault tie in the run-off, the dog with the fastest course time shall be declared the winner.

In the event the teams are also tied in course times and the host club elects to have a run-off, the preceding rules shall apply.

2.11 - Prizes and Awards

A member group or club holding a sanctioned AAC agility trial must offer a qualifying ribbon or rosette to each dog that receives a qualifying score, and a ribbon or rosette to the dogs placing first through fourth in each division (open and mini) of each class. This is the minimum requirement. Groups or clubs wishing to do the same for placements in all height divisions (6"-10"-16"-22"-26") may do so. For definitions of open and mini, refer to Appendix B.

Each qualifying score ribbon shall be a bi-coloured red and white flat ribbon, at least two inches (2 in.) wide (one inch (1 in.) red, one inch (1 in.) white) and eight inches (8 in.) long or shall be a red and white rosette at least three and one-half inches (3 ½ in.) in diameter, eight inches (8 in.) long and two inches (2 in.) wide. The ribbon or rosette shall bear the AAC logo, the words AAC Sanctioned Agility Trial and Qualifying Score. The name of the host group or club and the name of the class, class level and performance level are optional. When rosettes are used, the AAC logo shall be printed in the centre.

Placement rosettes (or flat ribbons) shall bear the AAC logo and the words AAC Sanctioned Agility Trial. The words First, Second, Third, or Fourth may be replaced by numbers on a side tab. The name of the class, class level, performance level, the host group or club, jump height division and date of the trial are optional.

The following colours shall be used for the placement ribbon/rosettes:

Placement	Colour
1st	Red
2nd	Green
3rd	Purple
4th	White
5th	Yellow
6th	Pink
7th	Burgundy
8th	Silver
9th	Turquoise
10th	Blue

Note: Multi-coloured placement ribbons/rosettes are acceptable as long as the colours shown above predominate (i.e., A first place red rosette with a white fringe, e.g., is acceptable).

Trophies and/or other awards may also be awarded but **must not** bear the AAC logo unless sponsored by AAC.

CHAPTER 3 AAC Titles and Classes

3.1 - AAC Titles

Agility certification shall be tested on multiple levels resulting in the award of separate titles upon fulfillment of the minimum requirements for each as described below. Qualifying scores are recorded under the name of the course-designing Judge.

Agility Dog of Canada (ADC) - A dog must achieve three (3) clear rounds (no course or time faults) under at least two (2) different Judges in the Starters Standard Class at one or more sanctioned AAC trials conducted pursuant to these rules and regulations. The Agility Dog of Canada title certifies that the dog has demonstrated its agility through the successful performance of the minimum standards permitted in agility.

Starters Games Dog of Canada (SGDC) - A dog must achieve two (2) clear rounds in each of the three Starters-level games (jumpers, gamblers and snooker) under at least two (2) different judges. The Starters Games Dog of Canada title certifies that the dog has demonstrated versatility through the successful performance of the minimum standards permitted in each of the three games. Moving to Advanced in a given game will require two (2) Starters Qs in that game earned under two (2) different judges.

Advanced Agility Dog of Canada (AADC) - A dog must achieve three (3) clear rounds under at least two (2) different Judges in the Advanced Standard Class at one or more sanctioned AAC trials conducted pursuant to these rules and regulations. The Advanced Agility Dog of Canada title certifies that the dog has demonstrated its advanced degree of agility with emphasis on handler control, speed and consistency of performance above the minimum standards.

Advanced Games Dog of Canada (AGDC) - A dog must achieve three (3) clear rounds under two different judges in each of the three Advanced-level games (jumpers, gamblers and snooker). The Advanced Games Dog of Canada title certifies that the dog has demonstrated an advanced degree of versatility with emphasis on handler control, speed and consistency of performance above the minimum standards permitted in each of the three games. Moving to Masters in a given game will require three (3) Advanced Qs in that game earned under two (2) different judges.

Master Agility Dog of Canada (MADC) - A dog must achieve three (3) clear rounds under at least two (2) different Judges in the Masters Standard Class at one or more sanctioned AAC trials conducted pursuant to these rules and regulations. The Masters Agility Dog of Canada title certifies that the dog has demonstrated its high degree of agility with further emphasis on handler control, speed and consistency of performance above the Advanced standard.

Masters Gamblers Dog of Canada (MGDC) - A dog must successfully complete the requirements for the Masters Gamblers Class four (4) times under at least two (2) different Judges to achieve this title.

Masters Jumpers Dog of Canada (MJDC) - A dog must successfully complete the requirements for the Masters Jumpers Class four (4) times under at least two (2) different Judges to achieve this title.

Masters Snooker Dog of Canada (MSDC) - A dog must successfully complete the requirements for the Masters Snooker Class four (4) times under at least two (2) different Judges to achieve this title.

Agility Trial Champion of Canada (ATChC) - This title is awarded to a dog that has achieved the Master Agility Dog of Canada, Masters Jumpers, Masters Gamblers and Masters Snooker titles. A dog must demonstrate its versatility within the sport through a stringent qualification process.

Masters Steeplechase Dog of Canada (MSCDC) - A dog must successfully complete the requirements for the Steeplechase Class ten (10) times under at least four (4) different Judges to achieve this title.

Masters Team Relay Dog of Canada (MTRDC) - A dog must successfully complete the requirements for the Team Relay Class four (4) times under at least two (2) different Judges to achieve this title.

Note: These legs must be earned in Masters Team Relay before January 1, 2010 or in the single level Team Relay after January 1, 2010.

Expert and Versatility Titles

For each Masters class (Standard, Jumpers, Snooker, Gamblers), and Team Relay:

Expert "class" Bronze

10 Qualifying Scores under at least two different judges
ExSt Bronze, ExJ Bronze, ExSn Bronze, ExG Bronze, ExT Bronze

Expert "class" Silver

25 Qualifying Scores under at least two different judges
ExSt Silver, ExJ Silver, ExSn Silver, ExG Silver, ExT Silver

Expert "class" Gold

50 Qualifying Scores under at least two different judges
ExSt Gold, ExJ Gold, ExSn Gold, ExG Gold, ExT Gold

Note: All Team Relay Q's earned in any class will count towards these titles.

Steeplechase

Expert Steeplechase Bronze ExSc Bronze

25 Qualifying Scores under at least two different judges

Expert Steeplechase Silver ExSc Silver

50 Qualifying Scores under at least two different judges

Expert Steeplechase Gold ExSc Gold

100 Qualifying Scores under at least two different judges

AAC Challenge

Expert Challenge Bronze ExC Bronze

25 Qualifying Scores under at least two different judges

Expert Challenge Silver ExC Silver

50 Qualifying Scores under at least two different judges

Expert Challenge Gold ExC Gold

100 Qualifying Scores under at least two different judges

Versatility

Versatility Bronze Award Any 3 Bronze Expert Titles V BA

Versatility Silver Award Any 4 Silver Expert Titles V SA

Versatility Gold Award Any 5 Gold Expert Titles V GA

Versatility Lifetime Award Any 6 Gold Expert Titles V LA

Post-ATChC Titles

To earn these titles, a dog must have completed an ATChC title. All qualifying scores earned in Steeplechase, Masters Standard and Masters Games classes, including those earned prior to completion of the ATChC title, count toward the achievement of these titles. Qualifying scores leading to these titles may be earned in any combination of Regular, Special or Veteran classes. Games requirements can be met with any combination of qualifying scores in Steeplechase, Masters Gamblers, Masters Snooker, Masters Jumpers, Challenge and Team Relay classes provided the minimum requirements for the ATChC are met.

Bronze Award of Merit

10 Masters Standard, 25 games

Silver Award of Merit

25 Masters Standard, 50 games

Gold Award of Merit

50 Masters Standard, 100 games

Lifetime Achievement Award of Excellence

100 Masters Standard, 125 games

All of the above titles may be earned by Veteran and Special class level dogs. The qualifications for each class are pursuant to the regulations covering the Veteran and Special class levels.

3.2 - Performance Levels & Move Ups

There are three (3) Performance Levels in AAC agility: Starters, Advanced and Masters. Any dog that earns a title must move up to the next performance level at the next trial it attends (if the performance level is offered). If a performance level is not offered at a given trial, a dog may not compete for qualifying scores, placement, prizes, etc., one (1) performance level down but may run FEO at the host club's discretion.

Dogs that achieve their Masters or Masters game titles shall be permitted to continue competing in these classes and shall be eligible for qualifying scores, placement, prizes, etc.

3.3 - Class Levels

AAC agility has three (3) Class Levels: Regular, Special and Veteran. All dogs that meet AAC eligibility criteria may enter the Regular Class Level, except as noted below:

Veteran Class

The Veteran class level is for dogs seven (7) years of age or older. This class is also open to dogs five (5) years of age or older who have been competing in the Special class level for a minimum of twelve (12) months. A dog may no longer compete in the Regular classes once entered at an official trial in any of the Veteran classes.

Special Class

The Special class level shall be open to all dogs. Handlers running a dog in Specials will have the option to move in to Regular classes once during the dog's career. Such a switch will require the handler to notify the AAC via the appropriate Regional Director (a form will be developed and available on the web site), but will not require justification or approval. Any switch from Specials to Regular cannot be made mid-trial. Other than the one time move previously stated, a dog may no longer compete in the Regular class level once entered at an official trial in the Special class level; however, they are eligible for the Veteran class level.

Note: A competitor may request to move their dog from Regulars to Specials or Veterans, or from Specials to Veterans mid-trial.

Note: For all Regular classes the A Frame shall be set at 5'6".

Dogs moving into the Special and Veteran class levels move laterally, taking any legs they have earned in the Regular classes with them. The Special and Veteran class levels shall be subject to the same rules and regulations as all Regular classes except:

- For Veteran class levels, all jumps must be set one (1) or two (2) jump height(s) lower than would be required in the Regular classes. Handlers can opt to have their dogs jump at either allowable height at any given trial, provided they enter and jump the same height for all classes at that particular trial

- For Special class levels, all jumps must be set one (1) jump height lower than would be required in the Regular classes

- The table shall be set to correspond with the jump height OR, alternatively, two heights may be used: ten inches (10 in.) for the 6", 10" and 16" jump height divisions, and twenty-two inches (22 in.) for the 22" jump height division

- All spread jumps (including the broad jump) shall be replaced with single jumps

- The A-frame shall be set to five feet (5 ft.) as measured from the ground to the apex

- Special classes shall run the same SCT as Regular classes. Veteran course times shall be as calculated for Regular classes plus twenty percent (20%). This includes the closing sequence time in Gamblers but not the opening time in Gamblers nor the course time in Snooker

- Where obstacles are assigned a point value such as in Gamblers and Snooker, the single jumps that replace the spreads will retain the point value of the obstacles replaced. In order to receive points for the single jump that replaces the ascending spread jump, it can be taken only in the direction that would have been required to perform the ascending spread jump correctly

- In all Special and Veteran class levels, at all performance levels, the single bar jumps that are used to replace spreads must have two (2) bars.

The same course shall be used for the Special and Veteran class as is used for the Regular classes except with the modifications noted above.

In the case of the Team Relay class, the A-Frame is set at 5' for all dogs and there will be no spread jumps on course.

Note: In Veteran class levels, all dogs **must** jump at least one (1) height lower than their Regular jump height division, and may move down one (1) additional height, at the handler's discretion.

At any Class Level and Performance Level, qualifying legs are not awarded to a dog that is ineligible to compete by reason of age requirements or performance level.

3.4 - Starters Standard Agility Class

The Starters Standard Class is open to dogs that have not earned

the ADC title. There shall be a minimum of fifteen (15) obstacles and a maximum of seventeen (17) obstacles in this class. The dog must demonstrate an ability to perform the obstacles safely.

The course must flow, with at least one (1) change of handling side and some obstacle discrimination. The judge shall signal all refusals except on the contacts, weave poles and table. For the purposes of scoring, the dog shall receive five (5) faults for each refusal. Three (3) non-completions shall result in elimination. See Chapter 5 - Obstacle Performance Standards for more information.

A dog must achieve three (3) qualifying scores (qualifying scores defined as no faults) under at least two (2) different Judges in this class to be awarded the Agility Dog of Canada (ADC) title.

At the Starters performance level, the minimum required obstacles are: single jump, teeter, A-frame, dog walk, double bar jump, ascending spread jump, tire, flexible tunnel, collapsible tunnel, six (6) to twelve (12) consecutive weave poles and table.

Note: The maximum number of contact obstacles allowed in any class is three (3).

3.5 - Advanced Standard Agility Class

The Advanced Standard Class is open to dogs that have earned the ADC title, but not the AADC. There shall be a minimum of seventeen (17) obstacles and a maximum of nineteen (19) obstacles in this class. The goal of this class is to test the handler's ability to direct the dog at a faster rate of speed, working through a more difficult course. Distance and directional control, as well as the dog's ability to discriminate between obstacles, should be exhibited. The course should flow, allowing the handler to exhibit the ability to work the dog on either side. Three (3) refusals will result in elimination. Two (2) non-completions will result in elimination. See Chapter 5 - Obstacle Performance Standards for more information.

A dog must earn three (3) qualifying scores (qualifying scores defined as no faults) under at least two (2) different Judges to be awarded the Advanced Agility Dog of Canada (AADC) title.

At the Advanced performance level, the required obstacles are: single jump, teeter, A-frame, dog walk, a spread jump, tire, flexible tunnel, collapsible tunnel, ten (10) to twelve (12) weave poles and table.

3.6 - Masters Standard Agility Class

The Masters Standard Class is open to dogs that have earned the AADC title. There shall be a minimum of eighteen (18) obstacles and a maximum of twenty (20) obstacles in this class. The goal of this class is to test both the dog's and handler's ability to maneuver through complex courses at a fast pace. The dogs should switch easily from side to side and work at further distances and with greater control. The courses should be smooth and enable the team to show their working ability.

Three (3) refusals will result in elimination. One (1) wrong course

will result in elimination. On e (1) n on-completion will result in elimination. See Chapter 5 - Ob stacle Performance Stan dards fo r more information.

A do g must earn th ree (3) qualif ying s cores (qual ifying s cores defined as no faults) under at leas t two (2) different Judges, to be awarded the Masters Agility Dog of Canada (MADC) title.

At the Masters level, the required obstacles are: single jump, teeter, A-frame, dog walk, a sp read jump, tire, fl exible tunnel, collapsible tunnel and ten (10) to twelve (12) weave p oles. Th e tab le is optional.

3.7 - Gamblers Class Overview

Object of the Game

This game demonstrates the handler's strategy and the dog's ability to work at a distance from the handler. The object of the game is to accumulate as many points as possible during the opening sequence and successfully complete the gamble.

Method of Play

The game is comprised of two parts, the opening sequence for the accumulation of points and the gamble during which the dog must work at a distance from the handler.

The opening sequence and the clock are s tarted wh en th e do g crosses th e Judge' s p rescribed s tarting lin e. In th e opening sequence, each ob stacle is assigned a p oint valu e by th e Judge as described in "Required Obstacles And Obstacle Value," later in this section. The handler accumulates points in the opening sequence by successfully performing obstacles of the handler's choice in the time allotted.

At the end of the opening sequence, a whistle will signal the dog and handler to proceed to the gamble area. The dog is required to execute the designated gamble obstacles in the prescribed order. This must be accomplished fault free and within the designated time. While the dog is performing the gamble, the handler is required to stay behind a line marked on the ground as prescribed by the Judge.

The clock is stopped when the dog reaches the finish point as prescribed by the Judge.

Course Time

The time allotted for the opening sequence shall be forty (40) seconds for the Regular, Veteran and Special class levels. The Judge must determine the time designated for the gamble (adding twenty percent (20%) for Veteran dogs) Mini dogs must have at least an additional 2 (two) seconds allotted for the gamble (adding twenty percent (20%) for Veteran dogs).

Gamble times shall be set with regard to the performance level, the difficulty of the gamble, the type of obstacles and the distance the dog is required to cover.

Required Obstacles and Obstacle Values

Obstacles shall be assigned point values during the opening sequence as follows:

single jumps.....1 point
tunnel, tire, fewer than 10 weave poles, spread jumps2 points
contact obstacles.....3 points
obstacle of choice (Judge's discretion)4 points
10 -12 weave poles, or dog walk.....5 points

Note: The dog walk may be either a 3- point or 5- point obstacle, depending on whether a set of 10-12 weave poles is included.

The maximum obstacle value shall be five (5) points. Only one (1) obstacle valued at five (5) points and one (1) obstacle valued at four (4) points shall be permitted on any course. There shall be either two (2) or three (3) obstacles valued at three (3) points. There shall be no alignment of 3-point, 4-point and 5-point obstacles. The Judge's obstacle of choice may be an y approved AAC obstacle or combination of two (2) or three (3) obstacles. The combinations are required to be taken fault free in the designated sequence to be credited with their assigned point value.

The gamble sequence will consist of three (3) to five (5) obstacles, as defined for each performance level, plus an endpoint (such as a table, finish line or ETS placed on the last gamble obstacle) to stop the clock. If the finish point is a table it may be set at ten inches (10 in.) for any dog whose jump height is 6", 10", or 16" and twenty-two inches (22 in.) for any dog whose jump height is 22" or 26" OR all four (4) table heights may be used, corresponding to the dog's jump height division, at the Judge's discretion.

Note: The single jumps that replace the spreads in the Special and Veteran divisions will retain the point value of the obstacles replaced. In order to receive points for the single jump that replaces the ascending spread jump, it can be taken only in the direction that would have been required to perform the ascending spread jump correctly.

Rules

In the opening sequence the dog is required to complete obstacles successfully in the order chosen by the handler. If the dog attempts an obstacle but is not successful, it may repeat. Each obstacle may be attempted as many times as desired but points will be awarded for only two (2) successful attempts whether the obstacle is completed alone or as part of a mini-gamble. A whistle, or horn will indicate the end of the opening sequence at which time the dog must move to the gamble sequence.

At any time during Gamblers, if a handler maneuvers through, goes over, or under equipment; that action be deemed "unsportsmanlike behavior", and the team be whistled off the course, by the judge, resulting in D for dismissal; points accumulated become null, no Q earned.

In the opening sequence of Gamblers, if a competitor gently touches the dog, on purpose, during the run, (they want to encourage or gently direct the dog physically or reward the dog physically), the judge will call to the scribe "FEO"; the run will instantly become an FEO run; the competitor may continue with the run; the judge will keep judging as appropriate for Gamblers.

Note: After the judge has designated the run a FEO non-competitive run, the team can continue the game until either time expires, or they are whistled off for faults in the opening or closing sequence.

Points will not be awarded for any obstacle that is not completed before the whistle blows, nor will points be awarded for any obstacle that is performed by the dog while moving to the gamble. See definition of "complete" at the end of this section. The handler may be in the gamble area when the gamble whistle blows; however, in this case, the handler must leave the gamble area before the dog has committed to the first obstacle in the gamble sequence.

In addition, the Judge may design mini-gambles within the time allotted for the opening sequence. These mini-gambles must meet the requirements of the ending gamble in that they must meet the minimum/maximum distance requirements designated for each performance level. All faults that would apply in the ending gamble will also apply to the mini-gambles. A mini-gamble consists of a minimum of one (1) obstacle and maximum of three (3) obstacles. If the mini-gamble is completed successfully, it is worth double the point value of the obstacles. If the dog does not perform these obstacles at the minimum distance from the handler, but does not fault them, the dog will receive the original point value of the obstacles. A maximum of two (2) mini-gambles may be incorporated in the opening sequence. A handler may accumulate points for successfully completing each obstacle only twice, whether the obstacle is completed alone or as part of a mini-gamble. During the opening sequence, the dog may perform obstacles that are part of the ending gamble in non-sequential order. One (1) obstacle may be repeated back to back; however, no two (2) obstacles may be done in closing gamble sequence order.

During the opening sequence, a handler and dog team will be eliminated if:

- The dog performs two (2) or more of the gamble obstacles in closing gamble sequence order; this does not apply to one (1) obstacle being performed back-to-back or two (2) or more obstacles performed in reverse sequential order, i.e., against the numbered flow of the closing gamble obstacle order (Example: In the case of a three-obstacle gamble, it would be permissible to perform any of the following in the opening: 1-1, 2-2, 3-3, 2-1, 3-2, 1-3, 3-1, 3-2-1, but NOT 1-2, 2-3, or 1-2-3)

- The handler stands idle in the area of the gamble obstacles or the dog performs an obstacle repeatedly without accumulating points for the purpose of awaiting the gamble whistle (i.e., not accumulating points)

- The handler uses a timing device.

At no time prior to the dog commencing the closing sequence (i.e. performing the first obstacle of the main gamble after the first whistle has been blown) may the dog perform two (2) or more sequential obstacles of the main gamble.

At no time will knocked bars or a displaced breakaway tire be replaced. The referee if a dog knocks down a bar in the opening sequence that is part of the gamble, it is no longer possible for the dog to complete the gamble and qualify.

The handler **must** attempt the gamble section in order to retain the points accumulated during the opening sequence. The dog must complete the sequence in the designated order and direction, fault-free, to successfully complete the gamble. If a dog incurs any fault during the gamble, the gamble portion of the game shall end, the Judge shall blow the whistle and the dog must proceed directly to the finish point to stop the clock.

If the handler crosses the gamble line while the dog is performing the gamble the Judge shall blow the whistle and the dog must proceed directly to the finish point to stop the clock. In both cases the gamble shall be considered unsuccessful.

The design of the gamble shall require the dog, at some point, to work at the minimum/maximum distances from the handler as prescribed in each performance level. The gamble obstacles may be any obstacles approved for use at an AAC trial. A Judge may design the gamble to test direction control or obstacle discrimination. The handler is required to stay behind a prescribed line and instruct the dog to take the designated obstacles. All standard class rules shall apply during the gamble except refusals will not be faulted at the Starters performance level. Wrong courses will be faulted at all performance levels.

Scoring

To receive a qualifying score, a Regular/Specials dog must successfully complete the gamble and reach the endpoint within the time allotted, as well as accumulate twenty (20) points in Starters and Advanced and twenty-eight (28) points in Masters during the opening sequence. A Veteran dog must accumulate sixteen (16) points in Starters and Advanced and twenty-two (22) points in Masters during the opening sequence.

Points accumulated during the opening sequence will be doubled if the dog successfully completes the gamble in the time allowed. The dog must touch the designated finish point in order to receive its accumulated points.

Note: For the purposes of scoring, an obstacle shall be defined as completed when the dog is beyond faulting (Example: Paw in contact zone when the whistle blows).

3.8 - Starters Gamblers Class

Eligibility

The Starters Gamblers class is open to all dogs that have not received two (2) qualifying scores in this class or who had not earned their ADC title as of January 1, 2005, or had not earned one (1) qualifying score in this class before January 1, 2009.

This class shall be run in accordance with the rules and regulations as defined in Section 3.7 - Gamblers Class Overview, except as noted below:

- Twenty (20) seconds or more shall be designated for the gamble (add twenty percent (20%) for Veteran class level). Mini dogs must have at least an additional 2 (two) seconds (add twenty percent (20%) for Veteran class level).
- The gamble sequence will consist of three (3) obstacles, plus an endpoint (such as a table or finish line) to stop the clock
- The design of the mini and ending gamble(s) shall require the dog to, at some point, work a minimum of ten feet (10 ft.) to a maximum of fourteen feet (14 ft.) from the handler
- Weave poles or contacts may not be used in the mini nor ending gamble
- Refusals will NOT be called in the Mini Gambles.
- All Starters Standard Class rules shall apply during the gamble EXCEPT that refusals shall not be faulted.

3.9 - Advanced Gamblers Class

Eligibility

The Advanced Gamblers class is open to all dogs that earned an ADC prior to January 1, 2005, or who have received one (1) qualifying score in the Starters Gamblers Class after January 1, 2005 but prior to January 1, 2009, and have not received three (3) qualifying scores under two (2) different Judges in this class or who, prior to January 1, 2005, had not received one (1) qualifying score in this class and one (1) qualifying score in the Advanced Standard Class, or had not received two (2) qualifying scores in this class after January 1, 2005, but before January 1, 2009.

This class shall be run in accordance with the rules and regulations as defined in Section 3.7 - Gamblers Class Overview, except as noted below:

- Refusals are not faulted in the opening sequence, with the exception of mini-gambles
- Refusals are not faulted on the first obstacle in mini or ending gambles
- Weave poles and contacts may be used in the gamble

- Eighteen (18) seconds or more shall be designated for the gamble (add twenty percent (20%) for Veteran class level). Mini dogs must have at least an additional 2 (two) seconds (add twenty percent (20%) for Veteran class level).

- Mini-gambles and the ending gamble shall require the dog to, at some point, work a minimum of fourteen feet (14 ft.) to a maximum of eighteen feet (18 ft.) from the handler

- The ending gamble shall have a minimum of three (3) obstacles and maximum of four (4) obstacles, plus an endpoint (such as table or finish line) to stop the clock

- All Advanced Standard Class rules shall apply during the gamble (i.e., refusals and wrong course will be faulted).

3.10 - Masters Gamblers Class

Eligibility

The Masters Gamblers class is open to all dogs that have received three (3) qualifying scores under two (2) different Judges in the Advanced Gamblers Class or who, prior to January 1, 2005, had earned one (1) qualifying score in the Advanced Gamblers Class and one (1) qualifying score in the Advanced Standard Class, or who had earned two (2) qualifying scores under two (2) different Judges in the Advanced Gamblers Class after January 1, 2005, but before January 1, 2009.

This class shall be run in accordance with the rules and regulations as defined in Section 3.7 - Gamblers Class Overview, except as noted below:

- Refusals are not faulted in the opening sequence, with the exception of mini-gambles
- Refusals are not faulted on the first obstacle in mini- or ending gambles
- In the opening and closing sequence, dogs are required to execute the weave poles at the Masters level according to the Masters level obstacle performance standards set out in section 5.2 (i.e., they cannot pop out)

- Weave poles and contacts may be used in the gamble

- Fifteen (15) seconds or more shall be designated for the gamble (add twenty percent (20%) for Veteran class level). Mini dogs must have at least an additional 2 (two) seconds (add twenty percent (20%) for Veteran class level).

- The ending gamble will consist of a minimum of three (3) obstacles and maximum of five (5) obstacles, plus an endpoint (such as table or finish line) to stop the clock

- Mini gambles and the ending gamble shall require the dog to, at some point, work a minimum of eighteen feet (18 ft.) to a

maximum of twenty-two feet (22 ft.) from the handler

- All Masters Standard Class rules shall apply during the gamble (i.e. refusals will be faulted and wrong course will result in elimination).

3.11 - Snooker Class Overview

Object of the Game

This game demonstrates the handler and dog's versatility as they work together against the clock. The object of the game is to accumulate as many points as possible in the opening and closing sequences within the allotted time.

Method of Play

Each of the obstacles is assigned an identifying number equaling its point value. The obstacles must be performed in the prescribed order of the opening sequence followed by the closing sequence, in the time allotted. The dog and handler team accumulate points with every obstacle completed correctly.

At any time during Snooker, if a handler maneuvers through, goes over, or under equipment; that action be deemed "unsportsmanlike behavior", and the team be whistled off the course, by the judge, resulting in D for dismissal; points accumulated become null, no Q earned.

The opening sequence and the clock are started when the dog crosses the Judge's prescribed starting line. The one (1) point jumps are defined as the "red" jumps and all others are defined as "obstacles of choice." The opening sequence consists of performing red/obstacle of choice pairs until a minimum of three (3) pairs have been attempted. At that point the handler may elect to do an extra red/obstacle of choice pair (if the course contains four (4) reds) or move directly in to the closing sequence. In the opening sequence, obstacles must be taken in the following order: red, obstacle of choice, a different red, obstacle of choice, a different red, and obstacle of choice. The reds may be taken in either direction. An obstacle of choice may not be performed until a red has been performed successfully.

In the opening sequence of Snooker if a competitor gently touches the dog, on purpose, during the run, (they want to encourage or gently direct the dog physically or reward the dog physically), the judge will call to the scribe "FEO"; the run will instantly become an FEO run; the competitor may continue with the run; the judge will keep judging as appropriate for Snooker.

Note: After the judge has designated the run a FEO non-competitive run, the team can continue the game until either time expires, or they are whistled off for faults in the opening or closing sequence.

All obstacles of choice may be taken in either direction except combinations and unidirectional obstacles (including those designated by the judge as unidirectional). The opening sequence must be completed before the closing sequence is started.

An obstacle has been selected for performance in the opening sequence if the dog has touched or crossed the obstacle (Example: Placing a paw on a ramp, jumping over a ramp of the dog walk, passing through the tire frame or crossing the line of weave poles). When an obstacle of choice has been selected the handler has two choices:

- 1) Perform the obstacle of choice
 - i) If successful they will be awarded that obstacle's point value
 - ii) If they fault the obstacle (Example: Miss a contact, knock a bar, etc.) no points will be awarded.

- 2) Skip the selected obstacle of choice. If the handler elects to skip the selected obstacle of choice they will be deemed to have been unsuccessful and no points will be awarded for that obstacle of choice. However, they shall be considered to have done an obstacle of choice.

The opening sequence continues until three (3) red/obstacle of choice pairs have been attempted at which point the handler can either start the closing sequence or attempt the optional fourth red/obstacle of choice pair.

Example: A dog does a red and cuts through the middle of the weave poles. The weave poles have been selected and the handler may elect to perform the poles and be awarded the points for them, or may elect to skip the poles and continue with the game, either doing an unused red or starting the closing sequence. If the dog cuts through the poles and starts another obstacle of choice, scoring will cease for selecting two (2) obstacles of choice back to back. Successfully performing a red gives the handler the right to attempt an obstacle of choice.

During the opening sequence displaced bars will not be replaced. In the closing sequence scoring will cease when the dog reaches a jump whose bar has been displaced in the opening sequence.

The closing sequence consists of successfully performing as many of the 2, 3, 4, 5, 6, and 7-point obstacles as possible, in sequence, before the allotted time elapses. The closing sequence obstacles must be taken in the order and direction specified by the Judge.

The clock is stopped when the dog reaches the finish point as prescribed by the Judge.

Course Time

The dog and handler team are given a total of sixty (60) seconds in Starters and Advanced and fifty-five (55) seconds in Masters to complete the opening and the closing sequences.

Required Obstacles

The game consists of a minimum of nine (9) obstacles that are assigned point values from one (1) through seven (7), and must contain at least two (2) from the following: contact obstacles, 10 or more weave poles, 2-obstacle or 3-obstacle combinations.

The Judge may design the game with three (3) or four (4) red jumps.

Decoy obstacles may NOT be used. The Judge must prescribe a start line. The finish point prescribed by the Judge may be a line or table. If the finish point is a table it may be set at ten inches (10 in) for any dog whose jump height division is 6", 10", or 16" and twenty-two inches (22 in.) for any dog whose jump height division is 22" or 26" OR all four (4) table heights may be used, corresponding to the dog's jump height division, at the Judge's discretion.

Rules

In the opening sequence, Standard class fault definitions shall apply. The following rules must be followed in the opening sequence:

- The red jumps may be taken in any order
- A red must be performed successfully before an obstacle of choice is taken
- Each red may be taken only once
- An obstacle of choice must be attempted before the next red is taken
- A red or an obstacle of choice taken out of sequence shall result in cessation of scoring
- No points are awarded if a red or an obstacle of choice is faulted
- At no time will displaced bars be replaced by the ring crew
- A contact or tunnel touched by one (1) or more paws, out of sequence, will result in cessation of scoring
- If a red is faulted, the dog must attempt and successfully complete a different red jump that has not yet been performed before selecting an obstacle of choice
- When the Judge designs the game with four (4) red jumps, three (3) must be attempted, the fourth being optional
- If an obstacle of choice is faulted, the dog must next perform an unused red jump, or may begin the closing sequence if at least three (3) red/obstacle pairs have been attempted
- All obstacles in any combination must be completed fault-free in the designated sequence to be credited with their assigned point value.

In the closing sequence, all Standard class fault definitions shall apply and scoring shall cease for any fault. Faults shall be signaled by the Judge blowing a whistle, which also ends the run. The dog shall then proceed to the finish point to stop the clock.

Scoring

A qualifying score for Regular and Special Class levels is thirty-seven (37) points in Starters and Advanced and forty (40) points in Masters. A qualifying score for the Veteran Class level is thirty-two (32) points in Starters and Advanced and thirty-four (34) points in Masters.

It is not necessary to complete the closing sequence to qualify. The red jumps are assigned a point value of one (1) and the obstacles of choice are assigned identifying numbers from two (2) through seven (7) equaling their point value.

Successful completion of the game has a maximum of fifty-one (51) points if three (3) red jumps are used or fifty-nine (59) points if four (4) reds are used. Scoring will cease during the opening sequence under the following conditions:

- Red faulted followed by obstacle of choice
- Red not faulted followed by another or same red
- Two (2) obstacles of choice performed back to back
- A previously used red is taken again
- Time expires.

Scoring will cease during the closing sequence under the following conditions:

- Obstacle is faulted
- Sequence is broken
- Time expires.

Once scoring ceases, a whistle will indicate the dismissal of the dog and handler, who must immediately go to the finish point to stop the clock. The Timer must continue to time the dog until it reaches the finish point, even after the SCT has been reached. The winner will be the dog that has accumulated the most points. In the event that two (2) or more dogs are tied in points, the winner shall be the dog that reaches the finish point in the least time.

If the dog does not go to the finish point the dog will receive NO TIME (NT). The dog may still earn a qualifying score.

Note: For the purposes of scoring, an obstacle shall be defined as completed when the dog is beyond faulting (Example: Paw in contact zone when the whistle blows).

Note: In order to receive points for the single jump that replaces the ascending spread jump in Special and Veteran classes, it can be taken only in the direction that would have been required to perform the ascending spread jump correctly.

3.12 - Starters Snooker Class

Eligibility

The Starters Snooker class is open to all dogs that have not received two (2) qualifying scores in this class or who had not earned their ADC title as of January 1, 2005, or had not earned one (1) qualifying score in this class before January 1, 2009.

This class shall be run in accordance with the rules and regulations as defined in Section 3.11 - Snooker Class Overview, except as noted below:

- In the opening and closing sequences, all Starters Standard class fault definitions shall apply EXCEPT that refusals shall not be faulted.

3.13 - Advanced Snooker Class

Eligibility

The Advanced Snooker class is open to all dogs that earned an ADC prior to January 1, 2005, or who have received one (1) qualifying score in the Starters Snooker Class after January 1, 2005 but prior to January 1, 2009, and have not received three (3) qualifying scores under two (2) different Judges in this class or who, prior to January 1, 2005, had not received one (1) qualifying score in this class and one (1) qualifying score in the Advanced Standard Class, or had not received two (2) qualifying scores in this class after January 1, 2005, but before January 1, 2009.

This class shall be run in accordance with the rules and regulations as defined in Section 3.11 - Snooker Class Overview, except as noted below:

- In the opening sequence, all Advanced Standard Class fault definitions shall apply, except that refusals shall not be faulted (including obstacles in combination)
- In the closing sequence, all Advanced Standard Class fault definitions shall apply and the dog and handler team will be dismissed for any fault, including refusals.

3.14 - Masters Snooker Class

Eligibility

The Masters Snooker class is open to all dogs that have received three (3) qualifying scores under two (2) different Judges in the Advanced Snooker Class or who, prior to January 1, 2005, had earned one (1) qualifying score in the Advanced Snooker Class and one (1) qualifying score in the Advanced Standard Class, or who had earned two (2) qualifying scores under two (2) different Judges in the Advanced Snooker Class after January 1, 2005, but before January 1, 2009.

This class shall be run in accordance with the rules and regulations as defined in Section 3.11 - Snooker Class Overview, except as noted below:

- In the opening sequence, all Masters Standard class fault definitions shall apply, except that refusals shall not be faulted (including obstacles in combination)

- The dog is required to execute the weave poles in keeping with the Masters performance standards set out in Section 5.2, as follows:

- Following a correct entry, if the dog misses a pole and is taken back to the point of exit to resume the line of poles, no points will be awarded

- Following a correct entry, if the dog misses a pole and is taken back to the beginning to re-start, the Judge shall blow the whistle and scoring shall cease

- In the closing sequence, all Masters Standard class fault definitions shall apply and the dog and handler team will be dismissed for any fault, including refusals.

3.15 - Team Relay Class Overview

Eligibility

The class is open to all dogs eligible to compete in other AAC qualifying events at the Starters, Advanced or Masters levels.

This class shall be run in accordance with the rules and regulations as defined in Section 3.15 - Team Relay Class Overview, except as noted below:

- The course shall follow the rules, regulations, and course design guidelines as defined for the Masters Standard class

- The SCT's shall be set in accordance with the Masters Standard class times as shown in Section 2.6

- A minimum of twelve (12) obstacles shall be used with each dog on the team performing at least ten (10) obstacles and no more than twelve (12) obstacles set at a height correct for their size

- Each dog is required to perform at least one (1) contact obstacle and a minimum of ten (10) weave poles

- Faults are marked as in the Masters Standard class. Three (3) refusals per team will result in elimination.

Number of Team Members

A team consists of two (2) dogs each with a different handler.

Any team consisting entirely of mini dogs shall compete in the mini division and any team with at least one (1) open dog on the team shall compete in the open division.

Object of the Game

This game demonstrates team spirit, strategy and sportsmanship.

Method of Play

The course shall follow the course design guidelines for the Masters Standard classes. Each handler shall run one (1) section of the course. The course shall include two (2) exchange boxes, a minimum of 10 feet apart and clearly marked with "A" and "B". The first dog and handler team will finish their run by entering Box A and the second dog and handler team will begin their run from within Box B. Both dogs and both handlers must be within their respective exchange box prior to the second dog leaving their exchange box to start the second team's run. The clock is started when the first dog crosses the Judge's prescribed starting line and stopped when the last dog crosses the Judge's prescribed finish line.

Note: During their team relay run, team relay partners are permitted to offer oral assistance to one another without penalty.

Standard Course Time

The standard course time (SCT) shall be set in accordance with the Masters Standard class times as shown in Section 2.6. The SCT for a mixed team (i.e., one (1) open dog and one (1) mini dog) shall be set as if all dogs are in the open class. Veteran times shall be set as per Section 2.6. The judge shall measure the distance of each side of the Team course separately, adding them together to determine the total course distance used to calculate SCT. The judge shall begin measuring the first side of the course, starting with the designated start line and finishing with the point at which the dog will reasonably be expected to enter Box A. No distance is to be measured within Box A, between Box A and B nor within Box B. The second side of the course is measured, starting with the point at which the second dog will reasonably be expected to exit Box B and finishing with the designated finish line. Three (3) seconds is to be added to the calculated SCT to allow for team members to safely enter/exit their respective boxes.

Required Obstacles

There shall be a maximum of twenty-four (24) obstacles and a minimum of twelve (12) obstacles used, with each dog on the team running at least ten (10) obstacles set at the correct height for their height class. Obstacles may include any approved obstacle except spread or broad jumps. An A-frame may be included at the judge's discretion. If an A-frame is included as an obstacle, the A-frame shall be set at the height for the Special/Veteran class (5'0").

Course design shall be such that no jump or tire will be common to all team members. This is to meet the requirement that dogs on mixed teams must jump their own jump height. There shall be two (2) exchange boxes marked off on the ground and labeled A and B. These areas shall not be counted as obstacles. Spread jumps and the table shall not be used in this class.

Rules

This class shall be run in accordance with the rules and regulations as defined in the Masters Standard class. The exchange boxes shall be labeled Box A and B with the first team designated to finish their run by entering Box A and the second team designated to start their run from within Box B. Both handlers and both dogs are required

to be in their designated exchange box prior to the second dog leaving Box B to start their run. At the handlers' discretion, the handler(s) may signal with a verbal or hand to indicate when they are in the designated exchange area.

In consultation with their team partners, handlers shall be permitted to choose which half of the course they will run. It is the responsibility of the handlers to notify the gate steward of their decision immediately after walking the course.

Note: If there is an odd number of dogs entered, then and only then a dog that has already run shall run a second time. The dog that is running the second time must run a different section of the course than it ran previously and is not eligible to qualify on the second run.

Scoring

Team Relay is a time plus faults event. Faults are marked as in the Standard class. Course faults accumulated by each dog are added to determine the total number of course faults per team. A single time shall be measured and recorded for the team and the time faults (if any) shall be added to the course faults to determine the total team faults. Faults particular to this class are as follows:

Dog from one team at any time entering the designated exchange box of the other team20 faults

Handler or dog not in their designated exchange box when the second dog starts.....10 faults

Second handler or dog leaving prior to the first dog in the designated area.....10 faults

The team with the fewest accumulated faults (course and time faults) shall be declared the winner of this class. In the event that teams are tied in faults, then the team with the fastest course time shall be declared the winner in this class.

If one (1) member of the team is eliminated, the team is eliminated.

A maximum of 5 Faults (time plus course faults) shall be permitted for a qualifying score, but to qualify the dog must complete the course with a combined time-plus-faults score equal to or less than the SCT as determined by the judge.

3.16 - Jumpers Class Overview

Object of the Game

This game demonstrates a dog's natural jumping ability.

Method of Play

The dog is required to complete a course comprised of jumps and tunnels as prescribed by the Judge.

Course Time

The Standard Course Time (SCT) shall be set in accordance with Section 2.6.

Required Obstacles

The required obstacles include the following:

- Eight (8) jumps
- One (1) tire jump
- Ascending spread or broad jump
- Double jump
- One (1) flexible tunnel and/or one (1) collapsible tunnel.

Rules

This class shall be run in accordance with the rules and regulations as defined in the Standard classes.

Scoring

To qualify the dog must complete the course fault-free within the standard course time. Faults are marked as in the Standard classes. The dog with the fewest faults accumulated (course and time faults) shall be declared the winner of the agility trial in this class. In the event that dogs are tied in faults, the dog with the fastest course time shall be declared the winner of this class.

3.17 - Starters Jumpers Class

Eligibility

The Starters Jumpers class is open to all dogs that have not received two (2) qualifying scores in this class or who had not earned their ADC title as of January 1, 2005, or had not earned one (1) qualifying score in this class before January 1, 2009.

This class shall be run in accordance with the rules and regulations as defined in Section 3.16 - Jumpers Class Overview, except as noted below:

- This class shall be run in accordance with the rules and regulations as defined in the Starters Standard class
- Faults are marked as in the Starters Standard class
- The course shall have a minimum of fifteen (15) obstacles and a maximum of seventeen (17) obstacles
- Decoy jumps or tunnels are not permitted.

3.18 - Advanced Jumpers Class

Eligibility

The Advanced Jumpers class is open to all dogs that earned an ADC prior to January 1, 2005, or who have received one (1) qualifying score in the Starters Jumpers Class after January 1, 2005 but prior to January 1, 2009, and have not received three (3) qualifying scores under two (2) different Judges in this class or who, prior to January 1, 2005, had not received one (1) qualifying score in this class and one (1) qualifying score in the Advanced Standard Class, or had not received two (2) qualifying scores in this class after January 1, 2005, but before January 1, 2009.

This class shall be run in accordance with the rules and regulations as defined in Section 3.16 - Jumpers Class Overview, except as noted below:

- The SCT shall be set in accordance with Section 2.6
- This class shall be run in accordance with the rules and regulations as defined in the Advanced Standard class
- Faults are marked as in the Advanced Standard class
- The course shall have a minimum of seventeen (17) obstacles and a maximum of nineteen (19) obstacles
- The course shall have a minimum of one (1) spread jump
- Course design may include one (1) or two (2) decoy jumps or tunnels not to be performed.

3.19 - Masters Jumpers Class

Eligibility

The Masters Jumpers class is open to all dogs that have received three (3) qualifying scores under two (2) different Judges in the Advanced Jumpers Class or who, prior to January 1, 2005, had earned one (1) qualifying score in the Advanced Jumpers Class and one (1) qualifying score in the Advanced Standard Class, or who had earned two (2) qualifying scores under two (2) different Judges in the Advanced Jumpers Class after January 1, 2005, but before January 1, 2009.

This class shall be run in accordance with the rules and regulations as defined in Section 3.16 - Jumpers Class Overview, except as noted below:

- The SCT shall be set in accordance with Section 2.6
- This class shall be run in accordance with the rules and regulations as defined in the Masters Standard class
- Faults are marked as in the Masters Standard class
- The course shall have a minimum of eighteen (18) obstacles and a maximum of twenty (20) obstacles
- The course shall have a minimum of one (1) spread jump
- The course must contain two (2) or more decoy jumps or tunnels not to be performed

3.20 Steeplechase Class

Eligibility

The class is open to all dogs eligible to compete in other AAC qualifying events at the Starters, Advanced or Masters levels.

Object of the Game

The Steeplechase Class demonstrates the dog's ability to run and jump at high speeds while maintaining control on the A-Frame and weave poles.

Method of Play

The dog is required to perform each obstacle at the handler's direction in the sequence indicated by the judge.

Course Time

The Standard Course time shall be between 3.5 and 4.3 yps (with 20% added for Veterans).

Minimum Required Obstacles

The course shall consist of a minimum of eighteen (18) and a maximum of twenty (20) obstacles.

Required equipment:

- Minimum of Six (6) jumps
- One (1) tunnel, either flexible or collapsible
- A-Frame
- Twelve (12) weave poles

Optional equipment:

- Tire jump
- Spread jumps

Prohibited obstacles:

- Dogwalk
- Teeter
- Table

Required Obstacle Usage

Either twelve (12) weave poles or the A-Frame must be used twice (**Example:** *The A-frame used twice plus twelve poles, or the A-frame used once plus twenty-four (24) weave poles. Max two (2) weave pole entrances per course.*)

- Spread jumps will be removed for Specials and Veteran classes

Rules/Scoring

Steeplechase is a time-plus-faults event. The following rules/faults apply:

- Refusals will not be faulted
- Off-course (including back-weaving) = 20 faults
- Knocked bar = 5 faults
- Non-Completion = 20 faults
- Missed contacts = 5 faults
- Weave poles judged at Starters level (i.e., no refusals, no faults for popping poles)

- 30 faults (course faults + time faults) = Elimination.

To qualify the dog must complete the course with a combined time-plus-faults score equal to or less than the SCT as determined by the judge. The dog with the lowest combined time-plus-faults score shall be declared the winner, with all other competing dogs assigned placements based on a ascending order of time-plus-faults scores. In the event of a tie in time-plus-faults scores, the dog with fewer faults will place ahead of the dog with more faults; otherwise the tie will stand.

3.21 Challenge Class

Eligibility

Only those dogs competing in A AC Masters Standard classes are eligible to enter Challenge.

Object of the Game

Challenge class is to provide a class that tests the handling skills as well as the speed of the agility team. The level of this class is to reflect a similarity to World Level courses in its difficulty and handling requirements.

Method of Play

The dog and handler team must navigate the course as set by the Judge.

Course Time

A "Target Course Time" for Challenge will be set using the Masters Standard yards-per-second range and based on the measurements provided by the course design software set at 16 inches. If any dog in a particular height class/division runs clean and beats the Target Course Time, his time multiplied by 1.2 becomes the standard course time for that class. A MCT of 1.5 minutes be applied to the running of the Challenge class.

Required Obstacles

The course shall consist of a minimum of twenty (20) and a maximum of twenty three (23) obstacles.

Required equipment:

- Tire jumps, single use only
- Tunnels, a minimum of one (1) and maximum of three (3) entrances allowed.
- Chute, single use only.
- Dog Walk, single use only
- A Frame, single use only
- Teeter totter, single use only
- Weave poles, to be used only in 1 x 12 pole configuration, single use only.
- Single jumps – both winged and wingless will be necessary. One bar jumps allowed
- Spread jumps: out of the three types of spread jumps available: double, ascending and broad jump, a selection of two (2) different spread jumps MUST be on the course, the third variety spread jump

is optional. A Minimum number of spread jumps to be performed is two (2), with a minimum of two (2) different types, a maximum number of spread jumps to be performed is four (4), made up of two (2) or three (3) different spread type jumps.

Double jump: Winged double preferred. To be replaced by single jump for Specials and Veterans. May be used more than once. If a club offers two double jumps, they could both be placed on course.

Ascending spread: Winged ascending preferred. To be replaced by single jump for Specials and Veterans. May be used more than once

Broad jump: Strongly encouraged. To be replaced by a single jump for Specials and Vets. May be used once only. Both the Oxer and Ascending broad jump formation allowed. The Ascending style broad jump is preferred as it is more visible and the variety used at World events. Note: the 4 corner marking poles for the Broad jump should be freestanding or easily displaceable for safety reasons.

Optional equipment:

- Table
- Third spread jump

Scoring:

All the current AAC Masters Standard Performance Rules shall apply with the exception of the table performance. The dog's position on the table is optional as long as the dog stays on the table, (can be a sit, down, standing or moving or any combination); the 5 second count starts as soon as all 4 feet are on the table. If the dog leaves the table before completion of the 5 second count, the regular penalties apply.

For the Challenge class **only**, obstacle repetition will be faulted with immediate dismissal. The purpose of this class is to test the handler's agility skills at the highest levels and as there is no set SCT obstacle repetition will not be allowed.

All dogs running in that division and height with a clean run and within the SCT, earn a Qualifying score.



Chapter 4

Junior Handlers Program

4.1 - Philosophy and General Regulations

The Junior Handler Program is open to children up to and including seventeen (17) years of age as of the date of the trial. The Board of Directors of AAC may use their discretion to extend this upper age limit in certain individual cases. It is designed to encourage youth enjoyment of the sport of agility as a fun family event.

4.2 - Registration

Each junior handler must pay a one-time fee and will be assigned a Junior Identification Number similar to the standard Dog Identification Number. This is for the purpose of tracking the handler's achievements. The fee for the Junior ID shall be the same as for the Dog ID number. Note that if a dog is competing in the regular AAC classes and in the Junior Handler Program, both a Junior ID and a Dog ID are required. All dogs participating in the Junior Handlers Program must also have a valid AAC Dog ID Card. The Junior ID Application form is to be mailed to the Trial Approval Coordinator.

4.3 - Hosting A Junior Event

A Junior Handler class may be held by any AAC member club in accordance with these rules and regulations. The event(s) may be held in conjunction with an AAC sanctioned trial or as its own event. If held in conjunction with other AAC sanctioned events, approval for the event shall be obtained as described in Chapter 2 of the AAC Rules and Regulations. Furthermore, except where specifically noted all rules and regulations applicable to hosting an AAC trial shall apply.

Junior Handler trial results must be sent to the Trial Results Coordinator.

4.4 - Eligibility

Juniors and dogs may compete without regard to their accomplishments in any other agility class. The junior may handle a different dog from one (1) trial to the next, but is permitted to run only one dog per junior handler class. The dog may or may not be owned by the handler. Any dog entered in a junior handler class may not run the same course twice.

Juniors can run in and earn qualifying scores in all classes, including games. Juniors will have veteran times and may run at a height lower than that at which the dog normally competes, and can accumulate their qualifying scores with different dogs. It is the handler's option as to whether the dog runs at its regulation height

or one (1) jump height lower for the junior handler class. This also applies to dogs who normally run/would run in Special and Veteran divisions, who would already be required to jump one (1) or two (2) jump heights lower than in the regular classes. These dogs may drop one (1) further jump height from their normal Special or Veteran jump height

To earn JH titles, juniors must enter under their JH ID number as opposed to that of the dog they are running. Juniors running for JH Qs at a given trial may not also run for "dog Qs" at the same trial, and no dog will be permitted to run the same course twice. (That is, a dog cannot run in a class under his dog ID number with a non-junior handler and also run the same class with a junior handler showing under a JH number.)

4.5 - Certificates

The junior handler program has three (3) levels of classes: Starters, Advanced and Masters for certificates designated as Junior Handler Award of Merit - Starters Level, Junior Handler Award of Merit - Advanced Level and Junior Handler Award of Merit - Masters Level. This program is also extended to all games.

Note that these are certificates of accomplishment presented to the handlers and not titles conferred upon the dog(s).

4.6 - Prizes And Awards

Each qualifying handler (0 faults) shall receive the same red and white qualifying ribbon/rosette as is presented for qualifying scores in other classes. Junior handler classes shall be considered separate classes for the purposes of determining placements. At the discretion of the host club, all junior handlers may be presented with some form of participation ribbon or prize. Also at the discretion of the host club, qualifying and placement ribbons/rosettes may be inscribed to reflect that it is a junior event.

4.7 - Judges

Junior events will be judged by the same judge who officiates the non-junior portion of the corresponding class. At the judge's discretion, a separate briefing may be held for junior handlers.

4.8 - Trial Results

The same form as is used for AAC trial results must be filled in for all qualifying juniors, with the Junior ID Number filled in instead of the Dog ID Number. The qualifying classes shall be designated as Starters, Advanced, or Masters. This form shall be submitted to the Trial Results Coordinator along with the rest of the trial results.

4.9 - General Rules

Faults in the AAC Junior Handlers Classes shall be the same as those described in the AAC Rules and Regulations for the Standard Classes except as specifically noted in this policy. The following applies to all Junior Classes:

- Dogs may jump one (1) height lower than their normal height at the handler's discretion. This applies to dogs who are or would be normally entered in Regular, Special or Veteran classes. The A-frame shall be set at five feet (5')
- In the event that there are three (3) unsuccessful attempts at an obstacle the Judge shall direct the handler to go on to the next obstacle. Note that a 20 fault non-completion penalty shall be assessed for all levels
- All elimination penalties shall apply except that at three (3) non-completions shall not result in elimination
- Entry forms shall be signed by the junior's parent/guardian.

4.10 - Class Description

Starters Junior Class

This class shall be for handlers who have not earned a Junior Handler Award of Merit - Starters Level. A Handler must achieve three (3) clear rounds (0 course and time faults) in this class pursuant to these rules and regulations. Handlers who have already earned this award may enter the Starters Class (and shall be eligible for all prizes and awards) if the Advanced junior handler class is not offered.

Starters junior handler classes will use the same course as is used for Starters dogs and will be judged by the same judge.

In addition to the General Rules, the following modifications to the Starters Standard Class rules shall apply:

- Accidental touching of the dog shall not be faulted
- Accidental touching of the equipment shall not be faulted
- Refusals are not faulted
- The SCT shall be equivalent to that set for Veteran dogs

- A 10-fault penalty shall be assessed if the parent/ guardian enters the ring or offers assistance from outside the ring. Only one (1) such 10 fault penalty shall be assessed per handler per run.

Advanced Junior Class

This class shall be for handlers who have not earned a Junior Handler Award of Merit - Advanced Level. A Handler must achieve three (3) clear rounds (0 course and time faults) in this class pursuant to these rules and regulations. Handlers who have already earned this award may enter the Advanced Class (and be eligible for all prizes and awards) if the Masters Class is not offered.

Advanced junior handler classes will use the same course as is used for Advanced dogs and will be judged by the same judge.

In addition to the General Rules, the following modifications to the Advanced Standard Class rules shall apply:

- Accidental touching of the dog shall not be faulted
- Accidental touching of the equipment shall not be faulted
- Refusals are not faulted
- The SCT shall be equivalent to that set for Veteran dogs
- An elimination penalty shall be assessed if the parent/guardian enters the ring or offers assistance from outside the ring.

Masters Junior Class

This class shall be for handlers who have not earned a Junior Handler Award of Merit - Masters Level. A Handler must achieve three (3) clear rounds (0 course and time faults) in this class pursuant to these rules and regulations. Handlers who have already earned this award may not enter the Masters Junior Class.

Masters junior handler classes will use the same course as is used for Masters dogs and will be judged by the same judge.

In addition to the General Rules, the following modifications to the Masters Standard Class rules shall apply:

- The SCT shall be that set for Veteran dogs
- An elimination penalty shall be assessed if the parent/guardian enters the ring or offers assistance from outside the ring.

Chapter 5

Obstacle Performance Standards

5.1 - General Notes

The following shall apply to all obstacles:

- Unless specifically indicated under the section for each obstacle, all penalties outlined in Section 2.7 Course Handling and General Faults, will be applied
- Equipment must be secured against high winds and to prevent rolling or twisting but staking of the cloth portion of the chute is NOT allowed
- Obstacle jump heights, spans, etc., shall be those shown in Table III in Appendix C
- Any obstacle not completed shall be assessed twenty (20) faults
- The handler touching any obstacle shall be assessed five (5) faults
- Intentionally touching the dog shall be assessed a minimum of five (5) faults
- Blocking of the dog by the handler positioning themselves to impede the dog's path, resulting in ANY contact, shall be assessed five (5) faults
- The handler may wave their hand(s) over any obstacle
- If the dog takes any obstacle out of sequence, it shall be assessed a wrong course penalty
- If the dog takes any obstacle in the wrong direction, it shall be assessed a wrong course penalty
- A dog that has performed an obstacle shall not be assessed a non-completion penalty. See definitions in this chapter.
- A dog that runs past the last obstacle and crosses the finish line will be assessed a non-completion penalty.

Handlers are expected to determine whether an obstacle has been performed or not.

The following shall apply to all obstacles in **Starters Standard and Jumpers** classes:

- Refusals shall be faulted on all obstacles except contacts, table and weave poles
- One (1) wrong course shall be faulted per obstacle; scoring ceases until the dog has returned to the correct course unless, in the opinion of the judge, the handler does not intend to return to the missed obstacle

- Three (3) non-completions shall result in elimination.

The following shall apply to all obstacles in **Starters Gamblers and Snooker** classes:

- Refusals shall not be faulted.

The following shall apply to all obstacles in all **Advanced Classes**:

- All refusals shall be faulted
- All wrong courses shall be faulted
- Two (2) non-completions shall result in elimination
- Three (3) refusals shall result in elimination.

The following shall apply to all obstacles in all **Masters Classes**:

- All refusals shall be faulted
- One (1) wrong course shall result in elimination
- One (1) non-completion shall result in elimination
- Three (3) refusals shall result in elimination.

For the purpose of determining refusals, the plane of the obstacles shall be defined as:

- Weave Poles - the first pole if the dog is on the left side of the poles or the second pole if the dog is on the right side of the poles; the dog does not have to enter the poles to incur a refusal
- Contact Obstacles - where the up panel or plank touches the ground
- Tunnels - the opening of the entry side of the tunnel
- Tire Jump - the front line of the tire
- Table - the back line as defined by the flow of the course
- Broad Jump - the front line of the first board
- All Jumps - the front line of the bar or the front bar of the double and spread jumps.

5.2 - Weave Poles

- The dog is required to enter the weave pole obstacle from right to left, between poles one (1) and two (2), and then weave through all the poles in sequence in the direction designated by the Judge

General

- If the dog makes a wrong entry into the weave poles, it must go back and make a correct entry
- No penalty will be assessed for the dog bumping the poles while traveling through
- A dog that back-weaves shall be assessed a wrong course penalty. Back weaving is defined as a dog passing through three (3) consecutive poles forming an "S" shape (three (3) poles, two (2) holes)
- Five (5) faults shall be assessed each time the handler touches the poles
- If the handler intentionally bumps the dog while it is weaving, a 5 fault blocking penalty shall be given per occurrence
- A dog that touches the poles or places any part of their body between the poles out of sequence shall be assessed a wrong course penalty
- A dog that does not complete all poles will receive a non-completion penalty
- The handler may use their hands in the line of poles to encourage the dog but may not touch any part of the poles or the dog.

Starters Classes

- No faults shall be assessed for incorrect entries. The dog must complete the poles correctly before going on to the next obstacle or it will incur a non-completion penalty.

Advanced Classes

- All wrong entries will be faulted a refusal penalty, except that once the dog has made a correct entry, it shall not be faulted for any subsequent wrong entries (refusals). The dog must complete the poles correctly before going to the next obstacle or it will incur a non-completion penalty.

Masters Classes

- All wrong entries will be faulted a refusal penalty, except that once the dog has made a correct entry, it shall not be faulted for any subsequent wrong entries (refusals). The dog must complete the poles correctly before going to the next obstacle or it will incur a non-completion penalty
- A five (5) fault penalty shall be assessed each time the dog misses a pole and/or has to be taken back.

5.3 - Contact Obstacles in General

- The dog must ascend all contact obstacles and descend touching the contact zone with at least one (1) foot or part thereof
- If a contact obstacle has not been performed (as defined below) the dog must repeat the obstacle or receive a non-completion penalty
- A five (5) fault penalty will be assessed for each missed contact zone
- The obstacle shall be defined as having been performed when the dog has all four (4) feet on the correct down panel or ramp
- If a dog puts one (1) or more feet on the up or down ramp of any contact obstacle out of sequence, a wrong course penalty will be assessed
- If a dog jumps off the up ramp after putting all four (4) feet on it, the dog may repeat or go on. If the dog repeats, it will incur a refusal penalty (in Advanced and Masters classes only). If it goes on it will incur a non-completion penalty.

5.4 - A-Frame

- The dog must ascend the up panel of the A-frame, in the direction designated by the Judge, go over the apex and descend the down panel, touching the contact zone on the down panel with at least one (1) foot or part thereof.

5.5 - Dog Walk

- The dog must ascend the up ramp of the dog walk, in the direction designated by the Judge, go across the plank and descend the down ramp, touching the contact zone on the down panel with at least one (1) foot or part thereof.

5.6 - Teeter

- The dog must ascend the ramp, touching the contact zone on ascent with at least one (1) foot or part thereof, continue to the point of balance, cause the ramp to lower and descend the down ramp, touching the contact zone with at least one (1) foot or part thereof.

General

- Any dog that jumps off the teeter after the dog has passed the dog's pivot point but before the ramp touches the ground will be assessed ten (10) faults for a fly-off. A dog can not incur a fly-off until the ramp has left the ground (with the exception of very light dogs that can run the full length of the ramp without moving it)

- This obstacle shall be defined as being performed when the dog has caused the plank to pass through the horizontal position regardless of whether the dog touched the up contact zone.

5.7 - Flexible Tunnel

The dog enters the tunnel in the direction indicated by the Judge and exits at the other end of the tunnel.

General

- If a dog puts one (1) or more feet in the tunnel out of sequence, a wrong course penalty will be assessed
- If a dog jumps over the tunnel it will be assessed a wrong course penalty
- If a dog places one (1) or more feet in the tunnel and then comes out, a refusal penalty will be assessed. The dog may repeat. If it does not, it will receive a non-completion penalty.

5.8 - Collapsible Tunnel

The dog enters the tunnel through the rigid end and burrows through the collapsible portion.

General

- If a handler walks on any portion of the tunnel they will be assessed five (5) faults
- If a dog walks on the fabric portion of the chute in such a manner as would not normally be required by the normal flow of the course, five (5) faults will be assessed. This is not a wrong course
- If a dog puts one (1) or more feet in the tunnel out of sequence, a wrong course penalty will be assessed
- If a dog jumps over the solid portion of the tunnel it will be assessed a wrong course penalty
- If a dog places one (1) or more feet in the tunnel and then comes out, a refusal penalty will be assessed. The dog may repeat. If it does not, it will receive a non-completion penalty.

5.9 - Tire Jump

The dog must jump through the tire opening in the direction designated by the Judge.

General

- If the dog jumps through the space between the tire and the frame or runs under the tire, it may repeat. If the dog does not repeat, a non-completion penalty shall be assessed

- If the dog takes the obstacle in the wrong direction, it shall be assessed a wrong course penalty
- If the dog runs under the tire in the wrong direction, it will be assessed five (5) faults

- A breakaway tire may be taken only once in any course.

Note: A breakaway tire is defined as a tire with a section that displaces and cannot be reset without human intervention

- In Gamblers and Snooker, at no time will the breakaway tire be reset by ring crew. If the dog displaces the tire in Gamblers or Snooker, it will receive points for the first performance, but not for subsequent performances (including the gamble, if the tire is included).

- If the dog jumps through the space between the tire and the frame or runs under the tire, it shall be assessed a refusal penalty but may repeat. If the dog does not repeat, a non-completion penalty shall be assessed.

5.10 - Table

The dog is required to jump on to the table and adopt the down position for a consecutive count of five (5) seconds. The Judge will call the time and give the order to go.

General

- If the dog breaks the down position before the count is completed, the Judge will restart the count from the beginning when the dog has resumed the down position. No fault will be called
- A penalty ranging from five (5) faults to dismissal will be assessed if a handler physically puts the dog into the down position
- If the dog places any part of any foot on the table's top surface out of sequence a wrong course penalty shall be assessed
- If the dog runs under the table out of sequence it shall be assessed five (5) faults
- If a dog leaves the table before the Judge says "go" but returns to complete, it will be assessed five (5) faults per occurrence, if the dog does not return to complete the consecutive count of five (5), the dog shall receive a non-completion penalty.

Note: It is physically impossible for some deep-chested breeds (e.g., Doberman, Whippet) to place both elbows and chest down on the table at the same time. Judges must take this into account when judging the performance of the table.

Advanced/Masters Classes

- If the dog runs under or jumps over the table, it shall be assessed a refusal penalty.

5.11 - Broad Jump

The dog must jump over the boards, between the marker poles, in the direction designated by the judge.

General

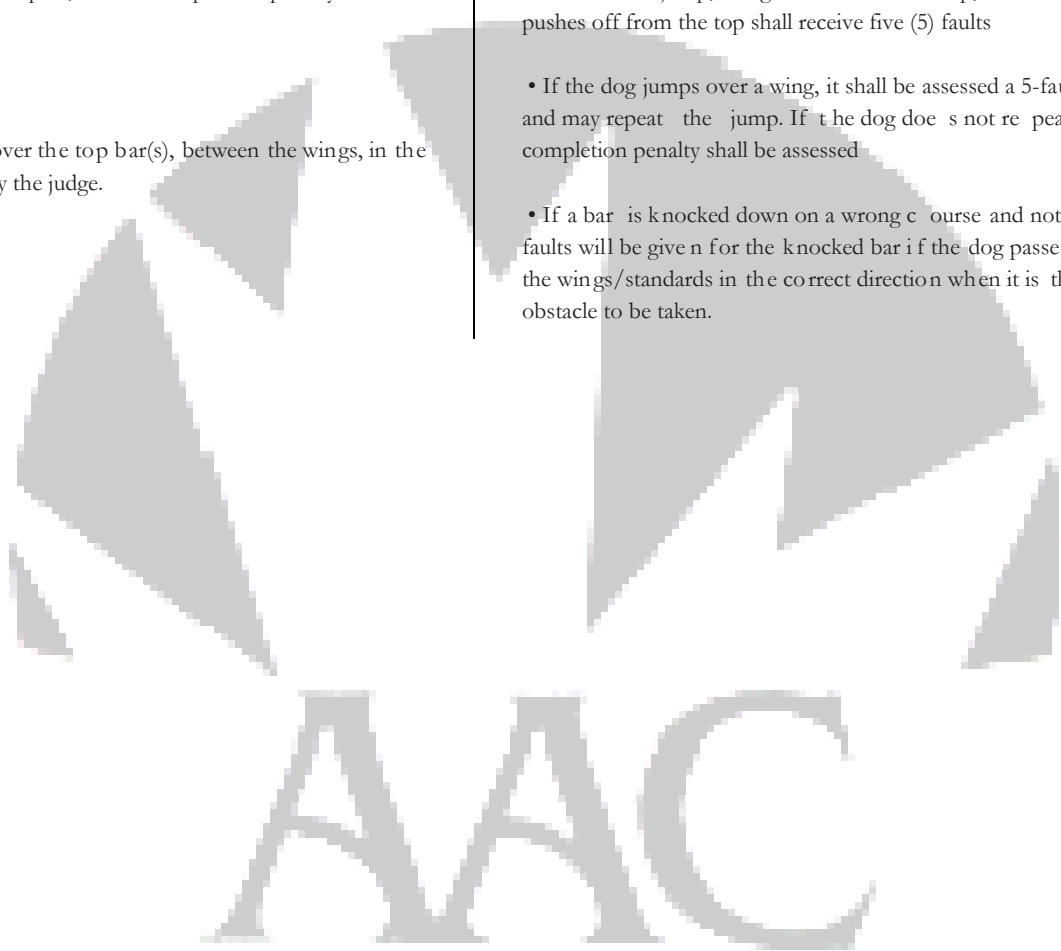
- If the dog touches a board or marker pole in the process of jumping, it will be assessed a 5-fault penalty
- If the dog walks over the broad jump, jumps the obstacle on an angle such that it enters or exits the side of the jump, it may repeat. If the dog does not repeat, a non-completion penalty shall be assessed

5.12 - All Jumps

The dog must jump over the top bar(s), between the wings, in the direction designated by the judge.

General

- If the dog runs under the bar(s) or jumps the obstacle at an angle such that the full spread is not cleared on the ascending spread or double jump, the dog may repeat
- If the dog does not repeat, a non-completion penalty shall be assessed
- If the dog knocks down any bar on any jump a 5-fault penalty shall be assessed
- For the wall jump, a dog that lands on the top, touches the top or pushes off from the top shall receive five (5) faults
- If the dog jumps over a wing, it shall be assessed a 5-fault penalty and may repeat the jump. If the dog does not repeat, a non-completion penalty shall be assessed
- If a bar is knocked down on a wrong course and not reset, no faults will be given for the knocked bar if the dog passes through the wings/standards in the correct direction when it is the correct obstacle to be taken.



APPENDIX A

Scoring Summary

THIS SUMMARY IS PROVIDED FOR CONVENIENCE

ONLY. In the case of dispute or for a more detailed explanation, refer to the scoring under course handling in Chapter 2 and each obstacle in Chapter 5. The scoring summarized below applies to all obstacles except where noted.

General

blocking.....	5 faults per occurrence
bumping dog intentionally.....	5 faults
crossing cloth portion of chute (different from jumping over).....	5 faults
displaced bar (jumps).....	5 faults
handler touching the dog.....	5 faults to dismissal
handler touching an obstacle.....	5 faults
handler stepping over/under/on obstacle	5 faults
jumping over wing (jumps).....	5 faults
leaving table before 5 second count finished.....	5 faults
missed contact zone (contact obstacles).....	5 faults
not completing the span (spread).....	5 faults
obstacle repetition.....	Open SCT + elimination
running under contacts, table, tire, jumps not in the flow of the course	5 faults
fly-off (teeter)	10 faults
leaving exchange box early (team relay)	10 faults
entering wrong exchange box (team relay)	20 faults
dog running out of control on course.....	dismissal
dog fouling ring.....	dismissal
exceeding maximum course time.....	dismissal
food or devices on course	dismissal
handler touching the dog.....	5 faults to dismissal
leaving the ring	dismissal
outside assistance.....	elimination
unsportsmanlike behaviour	5 faults to dismissal

Refusals

refusals in Advanced and Masters.....	5 faults
refusals in Starters (except contacts, table and weave poles).....	5 faults
three refusals in Advanced and Masters	elimination
going under the table	5 faults
jumping between tire and tire frame	5 faults
running past the plane	5 faults
running/jumping under tire.....	5 faults
running under bar (jumps)	5 faults
wrong entry (weave poles)	5 faults

Wrong Course

wrong course in Masters.....	elimination
wrong course in Starters	5 faults
wrong course in Advanced.....	5 faults per occurrence
back weaving (3 holes, 2 poles)	5 faults or elimination
cuts through line of weave poles	
out of sequence.....	5 faults or elimination
displacing bar on jump out of sequence	5 faults or elimination

jumping over chute cloth (different from stepping on chute cloth)	5 faults or elimination
jumping over or on top of tunnel (including chute barrel)	5 faults or elimination
jumping over obstacle or portion thereof	
out of sequence	5 faults or elimination

Snooker - General

touching dog.....	FEO
unsportsmanlike behaviour	dismissal

Starters and Advanced Snooker Obstacle Values

Obstacles are assigned identifying numbers equaling their point value as below:

hurdles (red)	1 point
hurdle/spread/tunnels/tire	2 points
hurdle/spread/tunnels/tire/2 obstacle combo	3 points
spread/tunnels/tire/2 obstacle combo/ contact/5 to 9 weave poles.....	4 points
3 obstacle combo/contact/5 to 9 weave poles	5 points
3 obstacle combo/contact/10 to 12 weave poles	6 points
3 obstacle combo/contact/10 to 12 weave poles	7 points

Masters Snooker Obstacle Values

Obstacles are assigned identifying numbers equaling their point value as below:

hurdles (red)	1 point
any obstacle/obstacle combo.....	2 points
any obstacle/obstacle combo.....	3 points
any obstacle/obstacle combo.....	4 points
any obstacle/obstacle combo.....	5 points
any obstacle/obstacle combo.....	6 points
any obstacle/obstacle combo.....	7 points

Gamblers - General

touching dog.....	FEO
unsportsmanlike behaviour	dismissal

Gamblers Obstacle Values

Obstacles shall be assigned point values during the Opening Sequence as follows:

single hurdles (jumps)	1 point
tunnel, tire, fewer than 10 weave poles, spread jumps	2 points
contact obstacles	3 points
obstacle of choice (Judge's discretion)	4 points
10 -12 weave poles, or dog walk	5 points

Note: *The dog walk may be either a 3 or 5 point obstacle.*

The maximum obstacle value shall be 5 points. Only one obstacle valued at 5 points and one obstacle valued at 4 points shall be permitted on any course. There shall be either 2 or 3 obstacles valued at 3 points. There shall be no alignment of 3, 4 and 5 point obstacles.

The Judge's obstacle of choice may be any approved AAC obstacle or combination of two or three obstacles. The combinations are required to be taken fault-free in the designated sequence to be credited with their assigned point value.

APPENDIX B

Definitions

These definitions are provided for convenience only. In the case of dispute or for a more detailed explanation, refer to the scoring under course handling in Chapter 2 and each obstacle in Chapter 5.

Abuse - Any deliberate action on the part of a handler to injure or hurt a dog (Example: Beating, whipping, hitting, kicking, hanging, throwing of the dog). This can include verbal abuse and threatening gestures. Measures taken to discipline (control) a dog demonstrating aggressive behaviour towards another dog or human are not intended to be covered by this definition. Harsh corrections for anything other than the dog displaying aggression (to other dogs or people) will be characterized as abuse.

Class - An event, such as Standard, Gamblers, Snooker, Jumpers, Team Relay, Challenge or Steeplechase.

Class Level - The program the handler has chosen for the dog (Example: Regular, Special, or Veteran).

Contact Obstacles - The contact obstacles are the A-frame, dog walk and teeter.

Contact Zones - This refers to the yellow zones on each of the contact obstacles that a dog must touch.

Clear Round - Zero (0) faults.

Dismissal - The dog and handler are required to leave the course immediately and are not allowed to continue. No score or ranking is given to the dog.

Elimination - Elimination means that the dog will not be assigned a placing for that class but does not mean that the dog will be dismissed from the ring and prevented from completing the course. Times will still be recorded for any dog that is eliminated.

Fly-off - A fly-off occurs when a dog jumps off the teeter after the dog has passed the pivot point but before the ramp touches the ground.

Leaving the Ring - Leaving the ring is defined as a dog having physically left the course area with his attention distracted away from the handler. A dog that has passed beneath the ring ropes or bars but is continuously demonstrating attentiveness and responsiveness to the handler is not considered to have left the ring.

Maximum Course Time - The maximum time that a competitor has to complete a course. Any competitor that exceeds this time (if imposed) will be dismissed from the course and receive no score or ranking for that class. The maximum course time is set at no less than one and one half (1.5) times the longest standard course time for the class.

Mini - Refers to dogs that jump either 10" or 16" in the Regular classes, or 6" or 10" in the Veteran and Special classes.

Open - Refers to dogs that jump either 22" or 26" in the Regular classes, or 16" or 22" in the Veteran and Special classes.

Performance Level - The achievement level the dog has attained or is competing at in its agility career (Example: Starters, Advanced, or Masters).

Performed - Refers to the point at which an obstacle is considered to have been completed, as outlined in Chapter 5.

Qualifying Score - See individual classes.

Refusal - A refusal occurs when a dog stops forward motion in front of an obstacle, runs under a bar on a jump, goes under the table, goes under the tire, jumps between the tire and the frame or runs past the plane of an obstacle in sequence on a course **and has to circle or be taken back by the handler to attempt it again.** For further clarification see Section 2.7 - Course Handling and General Faults.

Regular Class Level - The class level for those not entered in the Special class level or Veteran class level.

Special Class Level - A class level for dogs that benefit from running a course modified as outlined in Section 3.3. This level is available to all dogs at the handler's discretion.

Spread Jump - The term Spread Jump is used to refer to the double bar, ascending spread or broad jump.

Standard Course Time - The time in which a competitor must complete the course without incurring time faults.

Touching - When used in reference to contact obstacles, it means that any part of one (1) paw must touch within the yellow contact zone.

Veteran Class Level - A class level available for all dogs seven (7) years of age or older currently competing in the Regular class level. This class is also available to dogs five (5) years of age or older who have been competing in the Special class level for a minimum of twelve (12) months.

Unsafe (See "Out of Control" 2.7) At the discretion of the Judge, unsafe execution faults may be assessed against a dog that repeatedly hits jump standards in a manner that the officiating Judge feels is not accidental, hangs up on the tire, or jumps on or off a piece of contact equipment from the side and above the contact zone.

Wrong Course - The dog takes an obstacle out of sequence or in the wrong direction.

APPENDIX C

Obstacle Construction Standards

General

All obstacles shall be of solid construction and must meet the following specifications to be approved for use at an AAC sanctioned agility trial. Furthermore, all obstacles must be constructed with the safety of the dog foremost in mind. All surfaces shall be free of sharp or hazardous edges and all parts of an obstacle that may contact a dog's pads through normal performance shall be constructed, painted, etc., so that they shall not damage the dog's pads.

Obstacles may be any colour with the exception of the contact obstacles and table.

Contact obstacles must have yellow contact zones with the rest of the obstacle being painted a contrasting colour. The top of the table must be a light/ reflective colour so that the surface does not get excessively hot. These obstacles shall be painted with an exterior paint and treated with an anti-slip additive.

The allowed variance for all specified dimensions shall be plus or minus five percent (5%).

Obstacle Heights

NOTES:

- Jump height is measured from the ground to the top of the pole
- Spread jump widths are measured from outside of pole to outside of pole (not centre to centre)
- Jumps must have a six (6) inch cup to accommodate the Veteran/Special classes
- A ten (10) inch table shall be used for dogs jumping six inches (6 in.)
- A ten (10) inch table may be used for dogs jumping 16" and a twenty-two (22) inch table may be used for dogs jumping 26", at the Judge's discretion. This applies to all classes.

Weave Poles

The weave poles consist of round plastic poles with an outside diameter of $\frac{3}{4}$ " to $1\frac{1}{4}$ " and between three feet (3 ft.) and four feet (4 ft.) tall. They are positioned in a straight line and spaced at intervals of twenty inches to twenty-one inches (20 in. to 21 in.) on centre. As of September 1, 2010, weave pole spacing will be changed to 24" on centre. The long implementation period reflects the need to replace equipment and allows both host clubs and individuals the time to do so. 24" poles must be used after September 1, 2010, but are not acceptable in the trial ring prior to that date.

A minimum of five (5) and a maximum of twelve (12) poles are used. All weave poles must be capped for safety reasons

The poles shall be marked with a contrasting colour so that fifty percent (50%) of the pole is light coloured by striping or banding. Striping on weave poles must be painted rather than taped to lessen the chance of injury as dogs push through the poles.

Poles must be held upright by semi-rigid or rigid cups/supports permitting the poles to stay upright if bumped by the dog while rapidly weaving through the line of poles. The "Weave-A-Matic" style of weave poles is acceptable provided the poles can be secured rigidly upright. If the poles are supported by a continuous base extending the full length of the poles, the base support shall be no higher than one-half inch ($\frac{1}{2}$ in.) and no wider than three inches (3 in.). Base supports shall always be constructed so as not to interfere with the dog. Stick-in-the-ground poles are **not** acceptable at anytime. The poles must stand upright. Weave poles may be staked.

Contact Obstacles – General

There shall be no raised surfaces on the obstacles, except as described below.

Anti-slip slats where required or used, shall be fastened horizontally at intervals between twelve inches and fifteen inches (12 in. and 15 in.). Slats shall be $\frac{1}{4}$ " high ($\frac{3}{8}$ " when used with rubber) and a maximum of one and one-half inches ($1\frac{1}{2}$ in.) wide with rounded edges. No slat shall be attached within four inches (4 in.) of the top line of any contact zone. The panels/planks must have a non-slip surface (rubber coating is acceptable) but matting of any kind is not allowed.

A-Frame

The A-frame shall be of sturdy construction consisting of two sidewalls, each being nine feet (9 ft.) in length and between three feet (3 ft.) and four feet (4 ft.) wide. The two panels shall be securely joined or hinged together such that there is no more than a one-quarter inch ($\frac{1}{4}$ in.) gap between panels or between each panel and the hinge. When standing upright, the apex shall be easily adjustable to five feet, zero inches (5 ft. 0 in.) and five feet, six inches (5 ft. 6 in.) above the ground.

Chains or other support devices shall be securely fastened to the sidewalls on each side, between two feet (2 ft.) and three feet (3 ft.) above the ground to prevent the panels from moving outward. Anti-slip slats shall be fastened horizontally on both panels as described in "Contact Obstacles - General" above.

The bottom forty-two inches (42 in.) of both panels shall be designated as the contact zones and shall be painted yellow.

Dog Walk

The dog walk shall be of sturdy, rigid construction to support large dogs safely and have a minimum amount of bounce. It consists of one (1) cross-plank and two (2) ramp-planks, each twelve feet (12 ft.)

long and ten inches to twelve inches (10 in. to 12 in.) wide. The top surface of the cross-plank shall be elevated four feet (4 ft.) above the ground by two (2) rigid supports at each end of the plank. The ramp-planks shall be securely fastened to the cross-plank or to the rigid supports.

No slats shall be allowed on the dog walk.

The bottom thirty-six inches (36 in.) of both ramp-planks shall be designated as the contact zones and shall be painted yellow.

Teeter

The teeter consists of a plank (or panel) supported near the centre by a base that acts as a fulcrum. The plank shall be twelve feet (12 ft.) long and between ten inches and twelve inches (10 in. and 12 in.) wide. The plank shall be balanced so that it hits the ground in less than three (3) seconds when a 3-pound weight is placed twenty-four inches (24 in.) from the raised end. The height of the teeter at the pivot shall be twenty-four inches (24 in.).

No slats shall be allowed on the teeter. Thirty-six inches (36 in.) at each end of the plank shall be designated as the contact zones and shall be painted yellow.

Flexible Tunnel

The flexible tunnel shall be fully enclosed except for the openings on each end and be capable of being curved to the extent that it is not possible to see through the tunnel from one end to the other. It shall be between fifteen and twenty feet (15 ft. and 20 ft.) long and have a diameter of twenty-four inches (24 in.). It shall be constructed of material that is opaque. Heavy commercial ducting is the recommended choice.

Collapsible Tunnel

The collapsible tunnel is comprised of a rigid tunnel and a fabric tunnel chute. The rigid tunnel shall be a solid tunnel anchored to a frame such that it may be securely fastened to the ground.

Note: A chute design incorporating the flexible tunnel as the "rigid" section and otherwise following all other chute specifications is considered an AAC approved chute.

It shall be approximately thirty inches (30 in.) long and have a diameter between twenty inches and twenty four inches (20 in. and 24 in.). An industrial plastic barrel with both ends removed is an excellent choice. The entrance to the plastic barrel shall be padded or sanded smooth.

The tunnel chute shall be of durable lightweight fabric such as nylon or similar material, sewn into a tube. One (1) end of the chute is securely fastened to the rigid tunnel such that it cannot be pulled loose when a large dog runs through it. The rigid tunnel may be staked. The chute should flare out over its full length to a an exit circumference of between seventy-two (72 in.) inches and ninety-six inches (96 in.) which, measured flat, gives a width between thirty-six inches (36 in.) and forty-eight inches (48 in.). The fabric portion of

the chute should be eight feet (8 ft) long from the attachment point to the flared end. The exit end of the tunnel chute must be appropriately weighted.

For safety reasons, staking of the tunnel chute is NOT allowed. The suggested method of weighting the cloth portion of the chute is to sew sand pockets, approximately six inches by six inches (6 in. x 6 in.), to the underside of the chute, eighteen inches to twenty-four inches (18 in. to 24 in.) apart. These are sewn on three (3) sides, the fourth side being a hook-and-loop closure. Sealable bags can then be filled with wet sand and inserted in the pockets.

Tire Jump

The tire jump shall consist of a tire-like hoop suspended within a sturdy frame.

The inside diameter of the tire shall be no less than nineteen inches (19 in.) and no greater than twenty-four inches (24 in.). The sidewall width of the tire shall be no less than four inches (4 in.) and no more than six inches (6 in.). The tire shall be banded or striped with contrasting colours to improve visibility. Suggested items to be used as a tire-like hoop include a life preserver, flexible drainage tile curved to form a circle, motorcycle tire, etc. If a tire is used, it must be wrapped or filled such that a dog's paw may not be caught on the inside while jumping through.

The support frame shall be of rigid construction to help prevent it from being knocked over when hit by a large dog. The frame should permit the tire to be firmly suspended at each of the five (5) jump heights: 6", 10", 16", 22" and 26". The height is measured from the bottom of the tire's centre opening to the ground. The gap between the outside of the tire and the frame should be no less than eight inches (8 in.) and no more than sixteen inches (16 in.).

The support frame must be staked to the ground at all four (4) corners in such a way that it cannot be knocked over if hit by a large dog. Where the surface does not permit staking it must be weighted securely at all four (4) corners.

Table

The table shall be a sturdy surface three (3) feet square with a non-slip surface. Carpet or rubber matting is acceptable. The surface must be a light colour to reflect heat. It shall be supported on a stable base capable of being securely anchored or weighted to the ground. The height of the table may be adjustable to each of the five (5) jump heights: 6", 10", 16", 22" and 26" but must be adjustable to at least 10" and 22". The side view of the table top edge shall be at least three inches (3 in.) deep for good visibility. If carpet is chosen for the surface of the table it is suggested that an alternate table top be available in case the surface should be fouled. See Obstacle Breakage in Section 2.

Pause Box

The pause box consists of a well-defined, four (4)-foot-square area on the ground that may be defined by poles four feet (4 ft.) high at each corner. The edges of the box must be no greater than four inches (4

in.) high and must not be sharp or otherwise create an unsafe condition for dogs or handlers.

Broad Jump

The Oxer (Hogback)

The Oxer or Hogback Broad Jump shall consist of two (2) to five (5) planks each between four feet and five feet (4ft and 5ft) long and between six (6) inches and nine (9) inches wide. Two (2) boards shall be four inches (4 in) high, two (2) shall be six inches (6 in) high and one board shall be eight inches (8 in) high. The tallest boards are placed in the middle to form an increase in elevation when moving from the centre from one end and a decrease when moving from the centre towards the other end. The tallest boards shall be the ones removed when the span is decreased for smaller dogs.

The Ascending

The Ascending Broad jump shall consist of five(5) boards between four feet (4ft) and five feet (5ft) long and between six inches (6 in) and nine inches (9 in) wide. The boards may be of different lengths and will have side braces to elevate each board. Each board shall ascend at least one (1) inch to two (2) inches from the front to the back of the board. No board will be lower than two (2) inches and no higher than eight (8) inches.

Marker poles between three-quarter inches (3/4 in) and one and one quarter inches (1 ¼ inches) outside diameter, four feet (4ft) tall, shall be placed at each corner of the jump, and shall be freestanding. These marker poles shall be marked with a contrasting colour so that fifty percent (50%) of each pole is light coloured by striping or banding.

Jumps - General

This section shall apply to all jumps.

All jumps shall be of sturdy construction with planks, rails or poles no less than four feet (4 ft.) and no more than five feet (5 ft.) wide. The side standards (wings) holding the planks, rails or poles shall be constructed so as not to topple if bumped by a dog while running. Wingless jumps are permissible. Jump heights shall be as shown in Table III.

The top planks, rails or poles shall be positioned parallel to the ground at the proper jump height. A minimum of two poles are required for all Starters classes. A pole may be used to indicate the ground line by positioning it at an angle to the ground.

All poles, rails and planks must be displaceable. Poles shall be no less than one and one quarter inches (1 ¼ in.) and no more than two inches (2 in.) outside diameter. All poles shall be marked with contrasting colours so that fifty percent (50%) of the pole is light coloured by striping or banding. Pole supports may not exceed the width of the poles and must not be more than one quarter inch (1/4 in.) deep. When pegs are used for pole supports, the peg and pole "stop" on the peg must conform to these requirements.

Side wings or other support standards shall be free of sharp or other hazardous edges and be a minimum of six inches (6 in.) higher than the jump height at the point where the wing joins with the plank, rail or pole, so that a clear indication of the jumping path is visible to the dog.

Double Bar Jump

The double bar jump consists of two pairs of parallel poles, with one pair placed at the appropriate jump height (parallel to the ground) and the other below. The lower pair of poles may be crossed (left side in jump cup, right side on ground; vice versa for the other pole) to indicate depth and/or the ground line, provided they are parallel when viewed from above. Note that the pole distances are measured from the outside to the outside and thus represent the actual jump spread. The jumping heights and parallel distance shall be as shown in Table III.

Ascending Spread Jump

The ascending spread jump consists of two (2) to five (5) poles positioned parallel to each other. The first pole shall be six inches (6 in.) from the ground, the second ten inches (10 in.), the third sixteen inches (16 in.), the fourth twenty-two inches (22 in.) and the fifth twenty-six inches (26 in.). The dog's normal jump height determines the highest pole. Spread distances and number of poles are shown in Table III. The dog jumps in the direction from lowest to highest pole.

Other Jumps

Any number of jumps of varying design may be used provided they meet the basic standards described in "Jumps - General." All jumps shall have displaceable planks, rails or poles of some sort. Wall jumps are acceptable as long as the maximum width jumped by the dog does not exceed eight inches (8 in.). No unnecessary hazards shall be permitted; however, this shall not prevent decoration of wings with trees and shrubs. Water jumps are not acceptable and in no circumstances shall fire or similar hazards be tolerated.

Table III: Jump Dimensions

Jump Height	Broad Jump			Double Bar		Ascending Spread		Table
	Width	Height	# of Boards	Width	Height	Width	Poles at:	
26"	52"	8"	5	15"	26"	26"	26,22,16,10,6"	22 or 26"
22"	44"	8"	5	15"	22"	22"	22,16,10,6"	22"
16"	32"	6"	3	12"	16"	16"	16,10,6"	10 or 16"
10"	20"	4"	2	8"	10"	10"	10,6"	10"
6"	No broad jump			No double		No spread		6 or 10"