

## CHAPTER XII

### Agility, Divisions, Equipment, Rules and Titles

#### SECTION 1

**Description of Sport:** Agility is a dog sport which uses features the use of varied obstacles and jumps laid out in a course which is run against time by a handler and a dog as the “Team”. The handler directs the dog through the course without touching the dog or the obstacles. The dog is off lead for the duration of the run. This sport is not to be performed as formally as in obedience and should rather reflect the Teams partnership in fun, performance and athleticism.

There will be three levels of Standard Agility, three levels of Jumpers and 3 levels of all Games offered through Canines and Humans United, LLC. This does not limit our desire to improve the Agility program within C.H.U. Any classes or games will be listed as they are developed.

#### SECTION 2

##### A. Description of Standard and Game Levels:

###### 1. **STANDARD**

**a.) LEVEL 1:** Only Teams, of any description, that have not earned titles in Agility may compete at this level. No dog can be entered in more than one class at the same trial, i.e.; Level 1, 2, or 3. Move up must be sequential. Teams must accumulate runs in Standard, Jumpers and Games to gain a title. See title chart for details. To earn this title, the team must earn their runs in 3 different trials. 12 to 15 obstacles may be used at this level.

**b.) LEVEL 2:** Only Teams, of any description, that have earned titles in Level 1 may compete at this level. No dog may be entered more than once in the same agility class per trial. No dog can be entered in more than one class at the same trial, i.e.; Level 1, 2, or 3. Move up must be sequential. Teams must accumulate runs in both Standard and Games to gain a title, see title chart for details. To earn this title, the team must earn their runs in 4 different trials. 14 to 17 obstacles may be used at this level.

**c.) LEVEL 3:** Only Teams, of any description, that have earned titles in Level 1 & 2 may compete at this level. No dog may be entered more than once in the same agility class per trial. No dog can be entered in more than one class at the same trial, i.e.; Level 1, 2, or 3. Move up must be sequential. Teams must accumulate runs in both Standard and Games to gain a title, see title chart for details. To earn this title, the team must earn their runs in 4 different trials. 17 to 25 obstacles may be used at this level.

2. **JUMPERS:** This consists of any and all jumps without the addition of the Weave Poles, Contact or Tunnels. This game accentuates the Handler and dog's speed and jumping abilities while traversing this fun and challenging game.
  - a.) **LEVEL 1:** Only Teams, of any description, that have not earned titles in Agility may compete at this level. No dog may be entered more than once in the same agility class per trial. No dog can be entered in more than one class at the same trial, i.e.; Level 1, 2, or 3. Move up must be sequential. To earn this title, the team must earn their runs in 3 different trials. 12 to 15 obstacles may be used at this level.
  - b.) **LEVEL 2:** Only Teams, of any description, that have earned titles in Level 1 may compete at this level. No dog can be entered in more than one class at the same trial, i.e.; Level 1, 2, or 3. Move up must be sequential. 14 to 17 obstacles may be used at this level.
  - c.) **LEVEL 3:** Only Teams, of any description, that have earned titles in Level 1 & 2 may compete at this level. No dog can be entered in more than one class at the same trial, i.e.; Level 1, 2, or 3. Move up must be sequential. 17 to 25 obstacles may be used at this level.
3. **GAMES:** This category consists of any and all C.H.U. Agility Games. Games will accentuate the Handler and Dog's speed, timing and skills through agility. There are multiple levels and championships within the "games". There will be separate categories for the games to fall into as they apply to titling. The following generalized requirements apply to most games.
  - a.) **LEVEL 1:** Only Teams, of any description, that have not earned titles in Agility may compete at this level. No dog can be entered in more than one class at the same trial, i.e.; Level 1, 2, or 3. Move up must be sequential. To earn this title, the team must earn their runs in 3 different trials. 8 to 15 obstacles may be used at this level.
  - b.) **LEVEL 2:** Only Teams, of any description, that have earned titles in Level 1 may compete at this level. No dog can be entered in more than one class at the same trial, i.e.; Level 1, 2, or 3. Move up must be sequential. To earn this title, the team must earn their runs in 4 different trials. 9 to 17 obstacles may be used at this level.
  - c.) **LEVEL 3:** Only Teams, of any description, that have earned titles in Level 1 & 2 may compete at this level. No dog can be entered in more than one class at the same trial, i.e.; Level 1, 2, or 3. Move up must be sequential. To earn this title, the team must earn their runs in 4 different trials. 12 to 20 obstacles may be used at this level.
4. **CHAMPIONSHIP LEVELS:** Championships may be run in any category or class, including Games, once the required Titles in each division have been met.

## **SECTION 3**

### **Description of Equipment:**

#### **A. Equipment Groups:**

Contact Equipment: A-Frame, Dog Walk, Teeter-Totter

Non-Contact Equipment: 6 Weave Poles, 12 Weave Poles

Pause Equipment: Pause table, Pause Box

Tunnel Equipment: Chute, Open, Hoop

Jump Equipment: Panel Jumps, Single Bar Jumps, Double Bar Jumps, Triple Bar Jumps, Tire Jumps, Double Spread, Triple Spread, Wing Jumps, Broad Jump, Log Jump,

#### **B. Construction of Equipment:**

##### **A-Frame:**

a.) Panels: Both panel lengths must be 8 or 9 feet in length with contact zones marked at 42 inches with a ¼ inch variance allowed. The panels and/or framework may be made of wood, composite or aluminum. There may be no gap at the apex. Chain or solid bracing must hold obstacle secure and must be located midway of the panel. Overall regulation height is 59 inches for most divisions, see divisions for exceptions.

b.) Color: The color of the contact zone must be contrasting with the rest of the panel. While it is highly recommended the zone be yellow, it can be any light color except white, red, black or brown. The color is to be extended around the edges of the frame to allow visibility from the side.

c.) Slats: Slats will be approximately 3/8 of an inch to 1 inch thick and ¾ to 1 inch in width. Slats must extend to the ends of the panels and are spaced 12 inches apart with a 2 inch tolerance. Slats must be rounded or beveled.

d.) Surface: The entire surface is covered or painted with a non-skid material, alternating layers of sand and flat latex paint or rubberized coverings from Rubber On The Run is strongly advised. Rubber matting or carpet is prohibited. If the panel is covered with adhered rubber no slats are required.

##### **Dog Walk:**

a.) Planks: All sections must be 12 feet long by 12 inches wide with a ½ inch tolerance. All three planks must be equal in length and be made of the same material. The planks may be made of wood, composite or aluminum. There may be no gap in the hinge attachments of the planks.

b.) Color: The color of the contact zone must be contrasting with the rest of the planks that ascend or descend. While it is highly recommended the zone be yellow, it can be any light color except white, red, black or brown. The color is to be extended around the edges of the frame to allow visibility from the side.

c.) Supports: The supports may be constructed of steel pipe, aluminum, square steel piping, PVC piping as long as they are secure and non-shifting during the run. The

supports must raise the planks evenly to a regulation height of 48 inches with a 2 inch tolerance. Additional non-shifting braces may be added for additional stabilization.

d.) Slats: Slats will be approximately 3/8 of an inch to 1 inch thick and 3/4 to 1 inch in width. Slats must extend to the ends of the planks and there are no space requirements. Slats must be rounded or beveled.

e.) Surface: The entire surface is covered or painted with a non-skid material, alternating layers of sand and flat latex paint or rubberized coverings from Rubber On The Run is strongly advised. Rubber matting or carpet or prohibited. If the panel is covered with adhered rubber no slats are required.

### **Teeter-Totter:**

a.) Plank: The plank must be 12 feet long by 12 inches wide with a 1/2 inch tolerance. The plank may be made of wood, composite or aluminum. The contact zones are 42 inches in length. One end of the plank must be weighted or offset so that following the exit of the dog will allow the plank to reset within 3 seconds. This must be accomplished when a 3 pound weight is placed 12 inches from the end of the plank.

b.) Color: The color of the contact zone must be contrasting with the rest of the plank. While it is highly recommended the zone be yellow, it can be any light color except white, red, black or brown. The color is to be extended around the edges of the frame to allow visibility from the side.

c.) Support: The support may be constructed of steel pipe, aluminum, square steel piping, PVC piping as long as the support is secure and non-shifting during use. The support must raise the teeter plank to a regulation height of 24 inches at the pivot point. The support must allow for an angle of incline of approximately 20 degrees.

d.) Slats: Slats will be approximately 3/8 of an inch to 1 inch thick and 3/4 to 1 inch in width. Slats must extend to the ends of the planks and there are no space requirements. Slats must be rounded or beveled.

e.) Surface: The entire surface is covered or painted with a non-skid material, alternating layers of sand and flat latex paint or rubberized coverings from Rubber On The Run is strongly advised. Rubber matting or carpet or prohibited. If the panel is covered with adhered rubber no slats are required.

### **Weave Poles:**

a.) Poles; the poles are made from PVC up to 1.5 inches in diameter and 36 – 48 inches in height. The spacing of the poles is set at 24 inches with a 1 inch tolerance. They must be able to flex slightly at the base while the dog moves through them. There may not be a springing action that springs back against and strikes the dog upon use. Poles must have stripes or striping on them, no plain poles are allowed. Spacing and placement of stripes or striping is not regulated.

b.) Base: The base runner is constructed of 1/8 to 1/4 inch by 2 inch steel or aluminum. Bracing is attached at right angles to each base runner. No single pole holders are allowed.

c.) Surface: The surface of the base must be smooth and without rising.

**Pause Table:** This is a position less piece, the dog may stand, sit or down once on it. There is a 5 second pause which is counted off by the judge. It is completely square in construction with different height requirements for different divisions and classes of dog height.

a.) Table Top: Must be between 36 and 42 inches square with a 4 to 5 inch side to each side.

b.) Surface: Top and sides must be coated with flat sanded non-skid paint or rubberized coverings by Rubber On The Run. Rubber matting, carpet or astro turf is prohibited.

c.) Table Legs: Must be adjustable to 8", 14", and 20". It may be constructed of steel, aluminum or PVC piping.

**Pause Box:** Similar to the Pause Table, this is a position less piece, the dog may stand, sit or down once in it. There is a 5 second pause which is counted off by the judge.

a.) Construction: It is completely square in construction without different height requirements for different divisions and classes of dog height. It must be between 36 – 42 inches with a pipe measurement of 2" to 4" sch 40 PVC.

b.) Color: The PVC must be striped with paint or tape. Each side must be numbered, as the dog must enter the box for the required number as set forth by the Judge. Entering the improper numbered side will result in a minor to major fault.

**Chute Tunnel:** This obstacle consists of a short open section to which is attached a collapsed cloth chute through which the dog must push its way to the outside.

a.) Entry section: the open entry must be made of rigid yet flexible plastic, domed/oval/flat bottomed style 24 inches in diameter, or a box entry with top and bottom sections of 24 inches and the sides of 36 inches. No round or barrel type entry sections are allowed.

b.) Surface: the surface must be non-skid rubberized the same as all contact equipment.

c.) Base: the entry must be heavy enough not to move easily or braced as to not allow movement while the dog is pushing through tunnel portion. Sand bags or constructed base must be utilized.

d.) Chute: the collapsed or closed portion of the tunnel must be made with a medium weight fabric, any color except white or pale colors are acceptable. The fabric length shall cover or appear to close the exit of the base, it shall not touch the ground at any time or length. It must allow a minimum of 1" of clear view space while draped across the opening to allow light into the tunnel entry section/base. The fabric is to allow free exit from the base without any areas of entanglement, it may not be stretched, taut or completely closed. There shall be no fabric extending from the bottom of the entry section, or at the base of the entry section, so as to allow stable footing for the dog to exit the tunnel and prevent any slipping or tumbling.

**Open Tunnel:** This obstacle may be between 15 and 20 feet in length with openings of 24 inches at each end. Opening variance of 2 inches is allowed.

a.) Fabric: May be constructed of vinyl or gripped vinyl, it is advised that the tunnels be a light color or opaque material. Must be able to bend and curve.

b.) Supports: Sandbags or like material must be used to stabilize and keep the tunnel from rolling or shifting.

**Hoop Tunnel:** This obstacle consists of hoops that are secured in place to a PVC framework and give a zig zag appearance from above. The PVC framework is bridged in appearance from above.

a.) Frame; must be made of 1" PVC piping, two base runners with upright bridging 32 inches high and 30 inches between. One guide pole at the beginning of the tunnel is required and must be incorporated into the base to the left of the entry.

b.) Hoops: must be made of flexible piping or hoops 3/4" in diameter. The hoops must have a 30 inch opening. The hoops are to be secured to the framework using Velcro, elastic banding, or screws. The hoops must touch the ground.

**Bar Jumps:** The bars must be able to displace easily should the dogs hit the bars for their safety. The construction and all requirements are the same for panel, single, double and triple bar jumps, as well as the spread jumps.

a.) Stanchions: May be between 36 – 40" in height and constructed of 1-1/2" sch 40 PVC piping. They must be fitted with cup style supports. The supports must be spaced from 2" to 26". The stanchions may be striped.

b.) Bar: Must be striped with paint or tape in contrasting colors to provide maximum visibility to the dog. The bar must be constructed of no less than 1" sch 40 PVC piping. The length must be 4-5 feet.

**Panel Jump :** The panels must be able to displace easily should the dogs hit the bars for their safety.

a.) Stanchions: May be between 36 – 40" in height and constructed of 1-1/2" sch 40 PVC piping. They must be fitted with cup style supports. The supports must be spaced from 2" to 26". The stanchions may be striped.

b.) Bar: The construction of the panels may be made of PVC or aluminum. The panel must be 4" in width. Must be striped with paint or tape in contrasting colors to provide maximum visibility to the dog. The bar must be constructed of no less than 1" sch 40 PVC piping. The length must be 4-5 feet.

**Spread Jumps:** These jumps consist of 2 or 3 displaceable bars that are separated both vertically and horizontally. Bars shall be placed at required jump heights evenly across. These jumps may be used as ascending or descending.

**Tire Jump:**

a.) Framework: This may be made of aluminum, wood or PVC with a distance between the uprights of 48". The height of the uprights must allow for a jump height of 26". The uprights must be connected at the top and bottom, with the bottom section touching the ground to allow for a jump height of 4".

b.) Tire: This may have an inside diameter of 24" to 30" and be constructed of 3 – 4" drain pipe material. The tire must be able to break away should a dog miss time their jump through the obstacle. Tire should be hung by a cord, and stabilized by side bands or bungees.

c.) Color: The tire should be painted or taped in contrasting colors to provide maximum visibility to the dog.

**Wings Jump:** Wings may be detachable to stanchions or used as a solid attachment to a stanchion. Design may be varied from picket looking to lattice. They may be rectangular or angled. May be colored. If using an open design, hanging plants or fabric may be used for distraction.

**Broad Jump:** There are 5 sections to this jump and may be constructed of wood, aluminum or PVC. The distance between the sections are adjusted by adding or removing sections to allow for levels and divisions. The boards must be striped with paint or tape to provide maximum visibility to the dog. Uprights shall be placed at all four corners of this obstacle. Up to 4 uprights 36”to 48 inches in height must be placed next to obstacle. If 4 are to be used they must be place at 4 corners, if 2 are used they must be placed in the middle of the stack. The uprights must be striped with paint or tape to provide maximum visibility to the dog.

Jump Height	Jump Width	# of boards	Max Height
4”	8”	1	6”
8”	16”	2	6”
12”	24”	3	8”
16”	32”	4	8”
20”	40”	5	8”
24” and up	48”	5	8”

**Log Jump:** There must be ten sections for a complete log-jump. The length is between 42 and 48 inches and must be constructed from 4”PVC. The first layer consists of 4 logs, second layer 3 logs, and third layer 2 logs with one log to top the obstacle. Layers may be removed to adjust height as required for levels and classes; 7”, 10.5”and 14 inches.

a.) Color: The logs must be striped with paint or tape to provide maximum visibility to the dog.

b.) Uprights: Up to 4 uprights 36”to 48 inches in height must be placed next to obstacle. If 4 are to be used they must be place at 4 corners, if 2 are used they must be placed in the middle of the stack. The uprights must be striped with paint or tape to provide maximum visibility to the dog.

### **C. Description of equipment required and permitted at each level of Standard.**

1.      Level 1:      Contact Obstacles: A-Frame, Dog Walk; both must be used.  
                         Pause Obstacles: Table, Box; only one may be used.  
                         Tunnels: Open Tunnel, Chute, Hoop Tunnel; 1 – 3 may be used  
                         Jumps: Single Bar Jump, Double Bar Jump, Log Jump, Double Spread Jump, Tire Jump. At least 3 jumps other than the Single Bar Jump must be used.
2.      Level 2:      Contact Obstacles: All contact obstacles are required.  
                         Non-Contact : 6 Pole Weaves  
                         Pause Obstacles: Table, Box; only one may be used.  
                         Tunnels: Open Tunnel, Chute Tunnel, Hoop Tunnel; 2 -3 must be used.  
                         Jumps: Single Bar Jump, Double Bar Jump, Log Jump, Double Spread Jump, Triple Spread Jump, Tire Jump, Wing Jumps. All listed must be used.
3.      Level 3:      All obstacles must be used.

### **C. Description of equipment required and permitted at each level of Jumpers.**

1.      Level 1:      Contact Obstacles: No Contacts may be used.  
                         Pause Obstacles: None may be used.  
                         Tunnels: None may be used.  
                         Jumps: Single Bar Jump, Double Bar Jump, Log Jump, Double Spread Jump, Tire Jump. At least 3 jumps other than the Single Bar Jump must be used.
2.      Level 2:      Contact Obstacles: No Contacts may be used.  
                         Non-Contact : None  
                         Pause Obstacles: None may be used.  
                         Tunnels: None may be used.  
                         Jumps: Single Bar Jump, Double Bar Jump, Log Jump, Double Spread Jump, Triple Spread Jump, Tire Jump, Wing Jumps. All listed must be used.
3.      Level 3:      All jumps must be used.



### **C. Description of equipment required and permitted at each level of Tunnels.**

1.      Level 1:      Contact Obstacles: No Contact Obstacles may be used.  
                         Pause Obstacles: None may be used.  
                         Tunnels: Open Tunnel, Chute Tunnel, Hoop Tunnel.  
                         Jumps: None may be used.
2.      Level 2:      Contact Obstacles: No Contact Obstacles may be used.  
                         Pause Obstacles: None may be used.  
                         Tunnels: Open Tunnel, Chute Tunnel, Hoop Tunnel.  
                         Jumps: None may be used.
3.      Level 3:      Contact Obstacles: No Contact Obstacles may be used.  
                         Pause Obstacles: None may be used.  
                         Jumps: None may be used.  
                         Tunnels: All Tunnels must be used.

## **SECTION 4**

### **A. Ring/Course Requirements:**

1. Size: Level 1 rings must be at least 3000 square feet, Level 2 and Jumpers rings must be at least 3800 and 4000 square feet for Level 3.
2. Surface: The surface of an indoor agility ring must be made of non-skid material with adequate padding such as rolled rubber. No carpet. The surface of an outdoor agility ring must be flat, free of debris and holes. Grass must be mowed.

**B. Course Design:** The same course design must be used for all size divisions of the same class of any given trial, i.e. “nested courses”.

**C. Length of Course:** The length of Level 1 courses must be a minimum of 100 yards and a maximum of 200 yards. All other courses must be a minimum of 150 yards and a maximum of 250 yards in length.

Course Times	Yards per Second
Standard Level 1	2.00 – 2.50
Standard Level 2	2.25 – 2.75
Standard Level 3	2.50 – 3.00
Jumpers Level 1	2.25 – 3.00
Jumpers Level 2	2.75 – 3.25
Jumpers Level 3	3.00 – 3.50
Tunnelers Level 1	2.75 – 3.00
Tunnelers Level 2	3.00 – 3.50
Tunnelers Level 3	3.25 – 3.75

**D. Obstacle Usage:** The following obstacle may only be used once on any standard course:

1. Pause Table, Pause Box, A-Frame, Dog Walk, Teeter-Totter, Hoop Tunnel and Chute Tunnel.

*\*\*\*these obstacles may be used twice in Over & Under and/or Tunnelers \*\*\**

## **SECTION 5**

### **A. Team Ring Manners**

1. Dog Equipment: Collars: All standard collar requirements for Canines & Humans United apply, with the exception of the wearing of harnesses and tags. No harnesses or tags are allowed while running agility. No bandanas, capes, sunglasses, doggles, or other accessories are permitted. Ribbons and rubber bands may be allowed only to hold a dog's hair from its eyes. Leashes: All standard leash requirements for Canines & Humans United apply. Dogs must be leashed entering the ring and prior to exiting but, not during familiarization or actual run. A small leash without a loop or knot may be worn during the course familiarization only.
2. Barking: Continuous non-stop barking with signs of stress or not showing signs of enjoyment in the task may be assessed a minor fault at the Judge's discretion.
3. Elimination: A dog that eliminates or vomits in the ring at any time during the familiarization or actual run shall be disqualified.
4. Environmental Shutdown: Any dog that shows extreme fear of equipment, environment either to the Judge, Officials or spectators while in the ring shall be excused and assessed a disqualifying score.
5. Leaving the ring: Any dog that leaves the ring unleashed during the course familiarization or actual run shall be disqualified. Should the dog leave the course during an actual run due to over exuberance or miscalculation while working, i.e. unable to stop, but returns immediately on command, shall be assessed a major deduction.
6. Behavior: Any dog that shows aggression to the officials, Judge, or other dogs in or out of the ring shall be dismissed from competition. Any dog clearly out of control and/or unruly shall be dismissed from competition.

### **B. COURSE WALK THROUGH AND FAMILIARIZATION**

1. Handler Walk Through without dog: Immediately following the Judge's briefing, a period of 10 minutes will be allotted for all handlers from all divisions of the classes to walk the course without their dogs to familiarize themselves with the course. Course may or may not be posted by the Judge at their discretion.
2. Immediately following the Handler walk through, those Teams in Level 1 and Level 2, A – Divisions only will be allowed to walk through the course with their dogs on leash for 5 minutes. This is done under the Ring Judge's direct supervision to maintain flow and enforce rules. The Handler may release the lead but not remove it from the collar while the dog goes through the Tire, Weaves, Tunnels, and Wing Jumps. Handlers may walk the entire course and not negotiate the obstacles with their dogs, but may not run the course by negotiating all obstacles in total during this time.

### **C. DOG MEASUREMENTS AND SIZE DIVISION**

1. Determining Dog Size: A dog's height is determined by drawing a straight line from the top of the withers perpendicular to the ground while the dog is standing in a normal stance. Dog must not be leaning.
2. Size Correction: When a dog is found to be above or below the limit for the size division they are entered into, the dog must be moved to the correct division. If the dog runs in the incorrect division, they will be assessed a non-qualifying score.
3. Host clubs may choose a cut-off time upon check-in for any and all measurements.
4. Judge's Option: The Judge has the option to measure a dog at any time. The Judge's determination is final.

### **D. DETERMINING JUMP HEIGHT**

1. Regular: All dogs between the ages of 1 year and 5 years
2. Senior: All dogs between the ages of 6 years and up
3. Choice: All dogs who are physically able to run agility and are unable either due to physical structure; i.e. large boned, previous injury, etc. and are not capable of jumping their regular height,

Measurement	Regular	Senior	Choice
8"and under	4"	4"	4"
Over 8" up to 12"	8"	4"	4"
Over 12" up to 16"	12"	8"	4"
Over 16" up to 20"	16"	12"	8"
Over 20" up to 24"	20"	16"	12"
Over 24"	24"	20"	16"

### **E. JUMP HEIGHT CATEGORY**

1. A dog may be entered in only one Jump Height Category at any CHU Agility Trial.
2. As described a trial is constituted as one or more consecutive trial dates/days.
3. A dog may have their category changed when entering into another trial on another day.
4. If a dog's category is changed, does carry over to the changed category.
5. Senior dogs, Toy and Giant Breeds are allotted 12 additional seconds to every course.
6. All Titles will be specific and in accordance to the categories as listed below:

1-6 yr	REGULAR	Jumps at full height
7- up	SENIOR	Jumps one height lower
other	CHOICE	Jumps two lower

## SECTION 6

### PERFORMANCE

#### A. Scoring the Run:

1. A Qualifying run is any score earned that is within the Allowed Fault Limit.
2. If the Allowed Fault Limit is exceeded, a non-qualifying score will be assessed.
3. If a dog is Off Course during a run it is defined as taking an obstacle out of sequence and is further defined as touching the obstacle with one paw or over a jump.
4. Only one (1) Off Course may be called per incident no matter the number of obstacles taken.
5. Giant Breeds will have an additional 12 seconds allotted for any course.
6. Senior Dogs will have an additional 12 seconds allotted for any course.
7. Time Faults are calculated as 1 second = 1 fault.
8. Time Keepers shall record time to the 1/100<sup>th</sup> of the second
9. The Judge has full authority to add up to 10 seconds if trial is an outside trial and weather warrants so.
10. Judge's decision is always final, there will be no arguing or ill manners directed toward any trial official.
11. Junior Handlers may run in any division and category.
12. Junior Handler Titles will be indicated by Jr.
13. FEO entries may enter into any class, category or level.
14. FEO entries are not eligible for awards, prizes nor are their runs tracked and/or accumulated toward titles.
15. Level 1 & 2 may not exceed 10 faults.
16. Level 3 may not exceed 5 faults.

#### B. Faults and Eliminations:

FAULTS ASSESSED	FAULT DESCRIPTIONS
5	Bar Down (maximum of 5 faults per any one jump)
5	Off Course
5	Broad Jump stepped on or knocked over
5	Missed Contact
5	Handler intentionally blocking Judge's view or forcing the path
5	Handler touches obstacle
5	Stepping through weaves or over/under obstacle
5	Delay at start or finish
5	Excessive force at start line
5	Poor sportsmanship
5-15	Unsafe performance of any obstacle
5-15- Excusal	Excessive force or any abusive treatment of dog, officials, spectators or other handlers.
10	Swearing in the ring
10	Signs of aggression to Judge, Stewards or other dogs'
10	Signs of aggression to other Handler's or spectators

10	Dog not under control either in or out of the ring
10-15	Deliberately moving an obstacle that is on the course once the Judge has set the course either during run or walk through
15	Fly-Off
No Time	Collar or tab leash is used to guide or pull dog through course or over obstacles
No Time	Leaving the ring before the run is completed
No Time	Dog out of control
No Time	Refusal of obstacle
No Time	Dog eliminates in the ring
No Time	Exceeding the Maximum Course Time allotted
No Time	Exceeding the Maximum Fault Limit if established

### C. Allowable Faults for Standard and Jumpers

All obstacles must be performed successfully unless within the faults allowed to qualify:

- Levels 1 and 2 may not exceed 10 faults total
- Level 3 and Tunnelers may not exceed 5 faults
- Championship levels must be run clean with no faults allowed

<b>Faults Allowed</b>	<b>Level 1</b>	<b>Level 2</b>	<b>Level 3</b>
Bar Down	1	1	1
Off Course	1	1	0
Other Faults	1	1	1
Over Time	5	5	5

**D. Judge's Signals:** *Judge will brief each scribe prior to start of class, it is helpful to have a "cheat sheet" for the scribes as well.*

Bar Knocked Down	5 Faults	One Open Hand
Off Course	5 Faults	Circular Motion w/Index
All other faults	5 – 15 Faults	Open & Close of Hand
Major Fault	10 – 15 Faults	Hands on hips
No Time	No time will be listed for dog	Hands forming a "T"

**E. Placement/s:** Placements are determined in the following order:

1. Qualifiers
2. Number of faults or points
3. Time
4. No Time and non-qualifying times/dogs are not eligible for placements and/or ribbons

## SECTION 7

### THE GAMES

**A. TUNNELS:** This consists of any and all tunnels only. See equipment requirements for levels. No contacts, jumps or weaves are allowed in this class. No blind entries are allowed in level 1. This game accentuates the Handler and dog's speed and tunneling abilities while traversing this fun and challenging game. Category Fun.

LEVEL	NUMBER REQ	EQUIPMENT
ONE	1 – 12 up to 14	All tunnels
TWO	1 – 14 up to 16	All tunnels
THREE	1 – 15 up to 16	All tunnels

Faults Allowed	Level 1	Level 2	Level 3	Championship
Wrong entry	1	1	0	0
Missed entry	1	0	0	0
Other faults	1	1	1	1
Over Time	5	5	5	3

**B. OVER & UNDER:** This consists of all contacts and tunnels only. The Teeter may not be utilized in Level 1. The use of jumps may be not be utilized anywhere in the course. See requirements for levels. This game accentuates the Handler and dog's control in contact zones and the speed of tunneling abilities while traversing this fun and challenging game. Category Fun.

Faults Allowed	Level 1	Level 2	Level 3	Championship
Wrong entry	1	1	0	0
Missed entry	1	0	0	0
Fly-Off contact	1	1	0	0
Missed contact	0	0	0	0
Other faults	1	1	1	1
Over Time	5	5	5	3

There are 12 – 15 obstacles for these courses. Contacts may be bi-directional and may only be used twice. The Teeter may only be used in one direction of course, but may be used twice as well. The Teeter may only be used in Level 1. A Pause Box may be used, this obstacle does not stop the clock. The Pause Table will stop the clock.

Obstacle Requirement	Max Used	Min. Used	Lv 1	Lv 2	Lv 3	Ch Lv
Dog Walk	2	1	2	2	2	2
A-Frame	2	1	1	2	2	2
Teeter	2	0	0	0	1	2

Pause Table	1	1	1	1	1	1
Pause Box	1	0	0	0	1	1
Open Tunnel	3	1	1	2	3	3
Chute Tunnel	2	1	1	1	1	1
Hoop Tunnel	1	1	1	1	1	1

**C. OPTIONS;** This is a game of “Options”, meaning there are two courses run side by side. They may consist of any contact, (one on each course or one may be used for both courses), a tunnel, (one on each course or one may be used for both courses) and Weave Poles, only 6 are allowed at all levels (once set per course). The use of jumps may be utilized anywhere in the courses. The Pause Table will stop the clock for both courses. Category Strategy.

Faults Allowed	Level 1	Level 2	Level 3	Championship
Bar Down	1	1	1	0
Wrong entry	1	1	0	0
Missed entry	1	0	0	0
Fly-Off contact	1	1	0	0
Missed contact	0	0	0	0
Other faults	1	1	1	1
Over Time	5	5	5	3

There are 12 – 15 obstacles for these courses. Contacts may be bi-directional and may only be used twice. The Teeter may only be used in one direction of course, but may be used twice as well. The Teeter and Weaves may not be used in Level 1. A Pause Box may be used; this obstacle does not stop the clock. The Broad Jump may be used either direction; ascending or descending. The Pause Table will stop the clock.

Obstacle Requirement	Max Used	Min. Used	Lv 1	Lv 2	Lv 3	Ch Lv
Dog Walk	2	1	2	2	2	2
A-Frame	2	1	1	2	2	2
Teeter	2	0	0	0	1	2
Weaves	12 poles	0	0	6p	12p	12p
Pause Table	1	1	1	1	1	1
Pause Box	1	1	0	0	1	1
Broad Jump	1	0	0	1	1	1
Double Jump	1	0	1	1	1	1
Triple Jump	1	1	1	1	1	1
Bar Jumps	5	3	3	4	5	7

The course shall be as equal as possible in yardage, however, the time will be determined by the longer of two courses if they are different. The Start Line may begin on different obstacles, on different sides of first obstacle or the same direction on the first obstacle but must change by the third obstacle. The courses shall be marked by two different markers or two different colored markers.

**D. TAG!:** TAG is a team agility game and is categorized in the Handlers Class. This includes two or more dog/handler teams competing on a course together. The course will be split, each team member is required to run one half of the course. Tag courses may include all of the obstacles, see the Standard/Jumpers/Tunnelers course obstacle requirements. The courses shall be split between one half Standard and the second half may be from Jumpers or Tunnelers. The Pause Table is excluded as an obstacle for the course and shall be used as the exchange point for passing a baton. The Baton must be passed only when the dog completing the first half has all four paws on the table. The second dog may be held on a leash, but the leash must be removed to run their lap, this is a handler option. The first dog must remain on the table and may be restrained with a leash (handler option) until the second dog has completed their portion of the course. The Baton must be passed to the second handler running, if the Baton is dropped both teams are disqualified. This is scored on a time-plus-faults basis. All faults, time and scoring shall coincide with the Standard/Jumpers rules. The following table sets the number of obstacles for each half to complete:

Level 1	Level 2	Level 3	Championship
8 each	10 each	10-11 each	10-12 each

**E. SNOOKER:** This game is in the Strategy Class. This game is named after the billiards game popular in Great Britain, and is a point-basis class wherein the handler develops their strategy for accumulating as many points as possible during the allotted time by performing the obstacles in "Snooker" sequence, which is defined by color. The obstacles are labeled by a color and number. A "Red" obstacle is always a displaceable bar jump and a "Color" obstacle may be an obstacle designated as a color other than red (i.e., yellow, green, brown, blue, white or black). Colors (i.e., points) are assigned by the judge to the obstacles based upon their relative difficulty, as determined by their nature or by their placement on the course. Point/color associations are shown in the following table:

Color	Point Value
Red	1
Yellow	2
Green	3
Brown	4
Blue	5
White	6
Black	7

The snooker class consists of an opening sequence immediately followed by a closing sequence, both of which must be performed within the overall performance time allotted by the judge.

The opening sequence is "Red-Color-Red-Color-Red-Color, and so on until all "Red" obstacles and their following "Color" obstacle have been performed. However, if a "Red" is faulted while performing the sequence, the "Color" opportunity immediately following



that "Red" is lost, you must go to the next "Red" to be able to perform the "Color" sequence. No points are earned for faulted obstacles. Once all "Reds" have been performed (including the "Color" of handler's choice following each "Red" that is successfully performed, the "Closing Sequence" begins. The closing sequence is "Yellow-Green-Brown-Blue-White-Black (i.e., the "Colors other than Red" in increasing point value as defined).

The round is over when the course time allowed expires, when a fault occurs in the closing sequence, an improper sequence of obstacles is performed, or the course has been completed by the dog on the Pause Table. The dog does not need to stay on the table to stop time. The competitor's score is the number of points earned during their round.

The maximum score possible in the opening sequence is determined by the number of "Reds" defined in the course plan by the judge. If three "Reds" are defined, then the maximum number of points is 24; if four "Reds" are defined, then the maximum is 32 points; and so forth. The maximum can be achieved by performing each "Red" successfully (1 point apiece) and then following each "Red" with the "Black" obstacle, which is worth 7 points each time it is performed successfully. So the maximum points possible in the opening sequence are 8 points times the number of "Reds". The maximum point value of the closing sequence is always 27 points, which is the sum of the Yellow, Green, Brown, Blue, White and Black obstacles ( $2+3+4+5+6+7=27$ ). Therefore, the maximum possible score in snooker is defined by the sum of possible points in the opening and closing sequences. The opening sequence sum required for each level shall be:

Level 1	Level 2	Level 3	Championship
24	26	28	32

**F. Hot Potato:** This is a game of precision. You start on the Pause Table and return to the table after each series of jumps and tunnels is taken. Any tunnel may be used and any configuration of tunnels may be used. In level one only single bar and single bar wings may be used. Levels 2 and up may use any jump. Each side of the box or table will be set with a series of jumps and a tunnel, set of 4 total.

The dog will start on the table or box and take the jump and tunnel patterns as numbered, the dog must return to the table each time before taking the next set. When returning to the table box, it may be used as a touch and go, (all 4 paws must be on the table at the same time), the last time on the table stops the clock and the dog must stay on the table. Entry and exit from the table must be "clean" and no corners allowed. In levels 1 only two (2) corner faults are allowed. In Level 2, only one corner fault is allowed. In level 3, no corner faults are allowed. In level 1 & 2, the team is allowed to knock one (1) bar and qualify, there shall be no bars knocked in levels 3. 6 Pole weaves may replace one tunnel in Level 2. Two sets of 6 pole weaves may replace two tunnels in Level 3. Category Strategy.

LEVEL	NUMBER REQ	EQUIPMENT	Time
ONE	1 – 12	2 jumps, 1 tunnel	70 seconds
TWO	1 – 16	2-3 jumps, 1- 2 tunnels or weaves	65 seconds
THREE	1 – 16	2-3 jumps, 1-2 tunnels, each may be used twice at different entries, i.e., opposite sides of jumps/tunnels, 2 sets of weaves	60 seconds

**G. CHUTES & LADDERS:** This is a game of speed. All courses are to begin in the Pause Box and end on the Pause Table. The Pause Table stops the clock. The courses are laid in a serpentine fashion. The fastest time in each jump height division wins. Maximum course time for Level 1 is 55 seconds. Only single bar jumps may be used. The jumps are set up even and facing the tunnels. The tunnels are curved only in Level 1. The courses shall consist of 2 jumps followed by a tunnel in Level 1, numbered 1 – 15 with number 15 being the table.

Level 2 courses shall start with a 6 pole weave that must be followed by a single or double bar jump then a tunnel. The jumps may be angled. Once past the first three obstacles, the same pattern of two jumps to a tunnel must be followed, with the exception of the jumps may be angled. No wrapping around jumps. Tunnels may be curved or hooked. Maximum course time is 50 seconds.

Level 3 courses shall start and end with a 6 pole weave, with the last weave leading to the table. The jumps may be angled and wrap jumping is allowed. Wing Jumps, Double Spread and Triple Spread Jumps are allowed. Tunnels may be configured in any shape. Maximum course time is 50 seconds. Category Handlers.

## SECTION 8

### TITLES

The competing team must complete the following legs to earn titles as listed. You may move up in each class as you have completed the qualifying rounds required. You do not have to complete ALL titles to move up. For example: If you earn (2) two Standard qualifiers, you may move up to Level 2 Standard even if you haven't completed the requirements in the Games Classes. Or: If you earn (1) one qualifier in Tunnelers you may move up to Level 2 Tunnelers before you get the qualifier in Over & Under. This applies to each Category & Class. Refer to the Category Table for progression toward title legs. In Levels 1 & 2, the Bronze, Silver and Gold Championships need an additional 4 legs of all categories to be achieved for each (Bronze, Silver & Gold).

CATEGORY	CLASS
Standard	Standard
Handlers	Jumpers, Tag, Chutes & Ladders
Strategy	Snooker, Options, Hot Potato
Fun	Tunnelers, Over & Under

#### A. Upper Level Titles:

##### Level 1

CATEGORY	REQUIREMENTS (legs)	TITLE
Standard	2 Qualifying legs	CHUSTDL1
Handlers	2 Qualifying legs in different games	CHUHL1
Strategy	2 Qualifying legs in different games	CHUSL1
Fun	2 Qualifying legs in different games	CHUFL1
Total	8 legs	CHUAG1
Only CAG1 may be used after the dog's name, this signifies that all Level 1 titles have been earned.		

##### Level 2

CATEGORY	REQUIREMENTS (legs)	TITLE
Standard	5 Qualifying legs	CHUSTDL2
Handlers	4 Qualifying legs	CHUHL2
Strategy	2 Qualifying leg	CHUSL2
Fun	2 Qualifying leg	CHUFL2
Total	13 legs	CHUAG2
Only CAG2 may be used after the dog's name, this signifies that all Level 1 titles have been earned.		

### Level 3

CATEGORY	REQUIREMENTS (legs)	TITLE
Standard	7 Qualifying legs	CHUSTDL3
Handlers	4 Qualifying legs	CHUHL3
Strategy	3 Qualifying leg	CHUSL3
Fun	3 Qualifying leg	CHUFL3
Total	17 legs	CHUAG3
Only CAG3 may be used after the dog's name, this signifies that all Level 1 titles have been earned.		

Masters Championships (MACH) may be earned after Level 3 Titles only. The following requirements are in addition to those already earned for previous title. Multiple Master Championships may be earned with numerical indications following the final letter.

CATEGORY	Additional Legs	Additional Legs	Additional Legs
Standard	10 Qualifying legs	15 Qualifying legs	20 Qualifying legs
Handlers	6 Qualifying legs	10 Qualifying legs	15 Qualifying legs
Strategy	6 Qualifying leg	10 Qualifying legs	15 Qualifying legs
Fun	6 Qualifying leg	10 Qualifying legs	15 Qualifying legs
Title	CHUMACH	CHUMACH2	CHUMACH3

Once the requirements are achieved, at each level, the following titles will follow the dog's name.

CAG1	CAG2	CAG3
CAG1BR	CAG2BR	CAG3BR
CAG1S	CAG2S	CAG3S
CAG1G	CAG2G	CAG3G
CAG1CH	CAG2CH	CAG3MACH
NO MASTERS	NO MASTERS	CAG3MACH(+ #)

### B. Individual Class/Stand-Alone Titles

Individual Game/Class Championships may also be earned. Individual/Class title legs may be earned as stand-alone titles or as progression toward upper level titles. If competing in conjunction with Upper Level Titles, the legs shall be in addition to those necessary to have earned the Bronze Title per level. If competing in Stand Alone titles, the legs requirements are increased. The Title shall have an "A" to indicate a stand-alone title, if no upper level title is desired.

Requirements for in addition to achieved upper level titles:

CLASS	LEGS	TITLES
Standard	5, 10, 15, 25	CSTD BR, CSTD S, CSTD G, CSTD CH
Jumpers	5, 10 15, 25	CJUBR, CJUS, CJUG, CSDCH
Tunnelers	5, 10, 15, 25	CTNBR, CTNS, CTNG, CTNCH
Over & Under	5, 10, 15, 20	COUBR, COUS, COUG, COUCH
Snooker	5, 10, 15, 20	CSNBR, CSNS, CSNG, CSNCH
Options	5, 10, 15, 20	COPBR, COPS, COPG, COPCH
Tag	5, 10, 15, 20	CTGBR, CTGS, CTGG, CTGCH
Chutes & Ladders	5, 10, 15, 20	CCLBR, CCLS, CCLGG, CCLCH
Hot Potato	5, 10, 15, 20	CHPBR, CHPS, CHPGG, CHPCH

Requirements for stand-alone titles:

CLASS	LEGS	TITLES
Standard	10, 15, 20, 35	CSTD BRA, CSTD SA, CSTD GA, CSTD CHA
Jumpers	10, 15, 20, 35	CJUBRA, CJUSA, CJUGA, CSDCHA
Tunnelers	10, 15, 20, 35	CTNBRA, CTNSA, CTNGA, CTNCHA
Over & Under	10, 15, 20, 25	COUBRA, COUSA, COUGA, COUCHA
Snooker	10, 15, 20, 25	CSNBRA, CSNSA, CSNGA, CSNCHA
Options	10, 15, 20, 25	COPBRA, COPSA, COPGA, COPCHA
Tag	10, 15, 20, 25	CTGBRA, CTGSA, CTGGA, CTGCHA
Chutes & Ladders	10, 15, 20, 25	CCLBRA, CTGSA, CCLGA, CCLCHA
Hot Potato	10, 15, 20, 25	CHPBRA, CHP SA, CHPGA, CHPCHA

In development :

Gamble