

Minnesota 4-H

Dog Agility

Rules & Guidelines

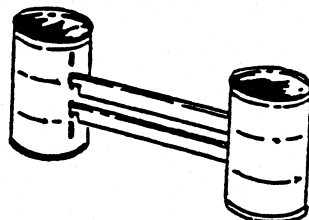


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This handbook is intended for 4-H'ers, 4-H leaders, Extension Educators, parents, show coordinators, and judges. It is designed to help establish uniform rules, regulations, and procedures for 4-H Dog Agility throughout the state. Please use this handbook when setting up your 4-H Dog Agility programs, trainings, and shows. All judges should be made familiar with these "Minnesota 4-H Dog Agility Rules & Guidelines" as they may differ from other agility venues like the United States Dog Agility Association (USDAA), American Kennel Club (AKC), or United Kennel Club (UKC).

Acknowledgements

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What is Agility?

Patterned after equestrian show jumping, dog agility combines the elements of a dog's agility, briskness, confidence, and a handler's control over an obstacle course designed for dogs. It is a fun sport with great spectator appeal.

Purpose of Agility

- ◆ Add new members and maintain established members in the dog project.
- ◆ Provide positive motivational training methods and interactions with the dog.
- ◆ Enhance a working relationship between the dog and handler.
- ◆ Provide a better-conditioned dog and handler.
- ◆ Promote good sportsmanship and citizenship.
- ◆ Promote a better-rounded handler/dog team.
- ◆ Add confidence to both dog and handler.

Safety Rules

Because the safety of both dogs and 4-H'ers is of paramount importance, the following rules will be enforced.

1. Counties sending competitors to state events must offer a minimum of eight (8) classes in agility – ten (10) classes are recommended. Members must attend at least six (6) classes in agility. Either 4-H classes or those of a recognized training school will be accepted. However, simply working with your dog in the back yard is not accepted.
2. In order to begin taking 4-H agility classes, a dog/handler team must have
 - ⇒ Achieved a minimum obedience score of 170 or higher at a county, or state 4-H dog show
 - ⇒ OR lost fewer than 30 points in a sub-novice class at a kennel club show
 - ⇒ OR must have completed 2 years of obedience trainingbefore beginning 4-H agility instruction. A verifiable dog show/match score may be substituted for a county or state show score provided that score was earned by the same dog/handler team. This is to ensure that a working relationship has been established between this handler and dog.
3. Dogs must be a minimum of 12 months old to begin agility training. It is recommended that larger breeds be at least 18 months old. This is because for most breeds the growth plates in the bones are still developing until the average age of fourteen months – even later for large breeds.
4. No dog with a physical or mental condition that would significantly impair their performance may participate. Some examples of these include (but are not limited to) hip dysplasia, disc problems, severely slipped stifles, shoulder problems, overweight, or advancing age.
 - ⇒ All 4-H'ers are strongly encouraged to consult their veterinarian before beginning agility training.
 - ⇒ A judge or the county trainer at county events will have the authority to stop the performance of any dog whose soundness they question.
5. Dogs that show signs of aggression toward humans or other dogs will not be permitted to participate.
6. In order to advance to the next class level, a score of 5 faults or less must be earned in a competition setting (e.g. county or state 4-H show, or a USDAA show or match). A dog/handler team receiving 5 faults or less in Beginners, Elementary or Intermediate must advance to the next level the following year. Handlers earning 5 faults or less in Senior may repeat the senior level



until 3 runs of 5 faults or less have been earned. They must then move to Advanced. A scored run during a demonstration or class will not count.

7. Female dogs in season are not permitted to compete at any level (county or state).
8. All parents/guardians and members must sign the "4-H Dog Agility Release Form" about injury to dog and handler to participate in classes, shows, and demonstrations. This form will include a section stating that they have been trained on all pieces of equipment for their particular class level, and they will not attempt any piece of equipment on which they have not been trained, as well as the number of classes they attended.
9. The judges may lessen the requirement at a county event if members in that county have not been trained sufficiently on a particular piece of equipment. If such modifications are made, these members will not be eligible to compete at the state show.
10. Agility competitions must be performed on a level, shock absorbent surface that provides good footing for the take-off and landing of jumps. Outdoors on short grass is the ideal. A fully matted or carpeted area may provide an acceptable alternative. The judge will inspect the area to be used, and if it is unacceptable, will request a different location. In extreme cases, the show may need to be cancelled.
11. The use of completely fenced area is encouraged (but not required).
12. Any dog which commits to a contact obstacle (A-frame, dog walk, see saw) with all four paws, and then bails off during a competition will be told by the judge to omit the obstacle and go on to the next. A 20-fault penalty will result. Any handler not obeying the judge will be eliminated, receiving *no* ribbon.
13. A familiarization period will be allowed prior to setting up the course at all county and state events. This will be done under the supervision of the ring crew. In Beginner and Elementary classes, it will consist of walking over each contact obstacle, each tunnel, the pause table, and a maximum of two jumps. In the Intermediate and Senior classes, all contact obstacles, and tire are allowed. Other obstacles may be included at the judge's discretion. Each competitor may have up to three attempts, but each obstacle may be completed only one time. This is not a training session. All obstacles except the see-saw and collapsed tunnel must be taken in reverse direction of the course. No familiarization is offered for Advanced class. No familiarization is offered in Jumpers classes.
14. A supervised warm-up area consisting of only a single jump will be provided in a specified area outside the ring. No obstacle or jump shall be permitted elsewhere on the show grounds for training, warm-up, or other preparatory purposes.
15. Judges will inspect all equipment prior to beginning the show, and may modify the requirements to the extent necessary to eliminate any piece of unsafe equipment.
16. All agility jumps must be of the type that have a displaceable bar or plank.

Additional rules

17. Training aids and treats are not permitted on the course during familiarization or competition.
18. When a collar is used (beginner required, elementary, intermediate optional) it must be a plain, flat, well-fitting buckle or clip/quick release collar with no tags or other attachments. Training collars, pinch collars, electronic collars, head halters, and fancy collars are not permitted. No slip leads or collars may be used during familiarization or competition. A slip lead may be used to bring a dog into the ring provided it is removed before the run begins.
19. Handlers may not jump over the jumps with their dogs.
20. Handlers may not touch their dogs or an obstacle while running the course.



21. Poor sportsmanship will not be tolerated. Any handler exhibiting poor sportsmanship such as swearing, yelling at their dog, excessive corrections, loud complaints about other exhibitors or the judge, etc., will be eliminated – receiving no ribbon.
22. Beginners using a leash must hold it at all times except when the dog is going through a tunnel. After each tunnel, the leash must be picked up before the next obstacle is executed. A 6-foot leash is recommended.
23. The judge will penalize any handler receiving outside assistance. In severe cases, the handler will receive a white ribbon. The show committee is also responsible for investigating any incidents reported to them. See standard faults (scoring section) for more information about this.
24. A dog unable to complete the course for any reason (including leaving the ring, ceasing to work for a significant period of time as defined by the judge, being out of control, etc.) will receive a white ribbon.
25. Any dog refusing an obstacle for the third time will be asked by the judge to go on to the next obstacle. Anyone not obeying the judge's order will be eliminated – receiving no ribbon. The rule for the weave poles is three attempts to achieve a correct entry. Once a correct entry is achieved, unlimited attempts to complete the poles are permitted. Handlers should carefully consider the effect of repeated attempts on their dog when choosing to continue trying.
26. Handlers may use voice commands, signals, or both. Handlers are encouraged to talk or cheer their dogs through the course. There is no penalty for multiple commands or verbal encouragement, but all must be in the spirit of good sportsmanship.
27. Any dog fouling the ring during competition – once they have entered the ring to run their course – will be eliminated – receiving a white ribbon. Vinegar, or some other odor-neutralizing substitute, should be on hand to clean fouled equipment. Fouled equipment may be removed from the course at the judge's discretion, and all dogs running the course previously may, at the judge's discretion, be required to re-run the course again.
28. Jump heights are as follows:

<u>Dog's Height</u>	<u>Height of Jump</u>	<u>Long Jump Width</u>
10" or less	4"	8"
Over 10" to 12"	8"	16"
Over 12" to 18"	12"	24"
Over 18" to 22"	16"	32"
Beginner – Over 22"	16"	32"
Elementary, Intermediate, Senior and Advanced – Over 22"	20"	40"

A handler may choose to jump their dog one jump height higher than designated above in Elementary, Intermediate, Senior or Advanced levels if they desire.

The above jump heights will be effective for state show competition in 2005. Counties must change their equipment to the new jump heights no later than the 2007 show season. The old jump heights of 6", 12", 18" and 24" will be permitted through 2006 for County level competition only.

29. Permanent Height Cards have been developed for 4-H. They must be signed by *certified* 4-H agility judges. Two measurements/signatures by different judges are required in most cases. If the



measurements are not the same or are within one inch of the jump height, three measurements/signatures by different judges will be required.

30. All courses must have clearly designated starts and finishes. All obstacles must be sequentially numbered with numbered cones or some other movable system. The numbers must be minimum of 4" tall.
31. All competitors in agility must be active in the dog project. This could include obedience, showmanship, dog bowl, pet therapy group, dog bite awareness team, assistant class trainer, show planning committee, a new member mentor, or any other aspect approved by your county leader.
32. The minimum ring size is at least a double obedience ring. 100' x 100' or 80'x120' (or larger) is recommended.
33. Obstacles on the course should be spaced approximately 18' apart. In no case shall obstacles be spaced any closer than 12' apart.
34. A member may not show more than two dogs in agility.
35. Any 4-H member may lease a dog for agility (per 4-H dog show rules – must provide the care and training for that dog pursuant to established 4-H dog show rules).

Agility Classes Offered at the State Level

It should be noted that this list of classes is for the State Show and it does not prevent a county from offering a pre-agility class or games classes at their county level show. If such classes are offered at invitational shows a description must be included on your flyer.

Standard Class Descriptions / Requirements:

Beginner

- This is a simple “S” shaped, “M” shaped, or “U” (horseshoe) shaped course.
- A total of 10 obstacles are used:
 - A-Frame (apex at 4'6")
 - Pause table at 8" for dogs jumping 4", 8" and 12", and at 16" for dogs jumping 16" (dogs in down position for 5 cumulative seconds)
 - Pipe tunnel
 - Closed Tunnel
 - Six Hurdles
- The standard course time is 60 seconds.
- All dogs will be shown on leash, wearing flat collars. A handler wishing to show off leash may begin competing at the Elementary class level with the consent of their county trainer. Such handlers should be aware of the higher A-frame at that level.
- A dog with a leg toward any agility title is ineligible.
- Members may show at this level until achieving a round of 5 or fewer faults in competition and must advance to the next level the following year.

Elementary

- This is a simple “M”, “S”, or “U” (horseshoe) course.
- A total of 10 obstacles are used:
 - A-frame (apex 5'0")
 - Pause table at 8" for dogs jumping 4", 8" and 12", and at 16" for dogs jumping 16" or 20" (dogs in down position for 5 cumulative seconds)
 - Pipe tunnel
 - Closed tunnel
 - Six hurdles



- The standard course time is 60 seconds.
- All dogs must be shown off leash. The handler may decide if the dog is shown with or without a collar.
- A dog with a leg toward a USDAA or NADAC, UKC or an AKC-Novice agility title is ineligible, as is a handler having earned a USDAA Junior Handler Program (UJHP) Elementary certificate.
- Members must show at this level until achieving a round of 5 faults or less in competition and then must advance to the next level the following year.

Intermediate

- This course is slightly more challenging than a figure 8.
- A total of 12-14 obstacles are used:
 - A-Frame (apex 5'6")
 - Pause table at 8" for dogs jumping 4", 8" and 12", and at 16" for dogs jumping 16" or 20" (dog in a down position for 5 consecutive seconds)
 - Pipe tunnel (1-2 depending on availability)
 - Closed tunnel
 - Dog walk (at elevation of 3')
 - Tire jump
 - Long jump
 - 5-6 weave poles
 - Four to six hurdles
- The standard course time is 75 seconds.
- All dogs must be shown off leash. The handler may decide if the dog is shown with or without a collar.
- Dogs with a leg toward a UKC title, a NADAC or USDAA regular title, or a leg toward an AKC-Open agility title are ineligible, as is a handler having earned a UJHP Intermediate Certificate.
- Members must show at this level until achieving a round of 5 faults or less in competition and then must advance to the next level the following year.



Senior

- This course is slightly more challenging than a figure 8.
- A total of 13-15 obstacles are used:
 - A-frame (apex at 5'6")
 - Pause tables are at 8" for dogs jumping 4", 8" and 12", and at 16" for dogs jumping 16" or 20" (dog in a down position for 5 consecutive seconds)
 - Pipe tunnel (1-2 depending on availability)
 - Closed tunnel
 - Dog walk (at elevation of 3')
 - Tire jump
 - Long jump
 - Five or six weave poles
 - See saw
 - Four to six hurdles
- Dogs must be shown with no collar or leash.
- The standard course time will be computed at 2 yards per second, but not exceeding 75 seconds.
- Dogs that have completed an Open title in AKC or a Starters/Novice title in USDAA or NADAC agility competition are ineligible for this class.
- Members must show at this level until achieving a round of 5 faults or less in competition and then may advance to the next level the following year or have the option to stay at this level for a maximum of three years of 5 faults or less. After the third year of 5 faults or less, members must advance to the next level the following year.



Advanced

- This course must cross its own path 2-3 times.
- Pipe tunnels may be placed under contact obstacles.
- Tunnel entrances may be placed adjacent to another obstacle.
- Call-offs, “traps”, and handler restrictions may be used.
- Mild to moderate angles of approach may be used for obstacles other than spread jumps.
- Approaches to and exits from spread jumps must be straight.
- A total of 16 to 20 obstacles will be used:
 - A-Frame (apex at 5’6”)
 - Pause table at 8” for dogs jumping 4”, 8” and 12”, and at 16” for dogs jumping 16” or 20” (dog in a down position for 5 consecutive seconds).
 - 1-3 pipe tunnels
 - Closed tunnel
 - Dog walk (elevation 3’, or optional 4’ elevation)
 - Tire jump
 - Long jump (the long jump is considered a spread jump)
 - 10-12 weave poles
 - See Saw
 - One-bar jump
 - Double bar jump (a double oxer type “spread jump”)
 - 4-8 additional hurdles
- Dogs are shown with no collar or leash.
- The standard course time will be computed as follows:
 - ⇒ 2.10 to 2.25 yards per second for dogs jumping 4, 8, and 12 inches.
 - ⇒ 2.30 to 2.50 yards per second for dogs jumping 16 and 20 inches.
 - ⇒ 2.25 and 2.50 yards per second should be used unless weather conditions are poor, or there are more than three 90-degree turns on the course.
- This class is for dogs and handlers who have earned a blue ribbon in one or more years in the 4-H Senior agility class (members who have earned 3 years of blue ribbons with the same dog are required to move to the advanced level), or are competing in USDAA Advanced, NADAC Open, or AKC Excellent level, or beyond.
- A dog and handler may remain at this level indefinitely.
- 4-H’ers may drop back to Senior level if they find competition difficult at advanced level provided they have not yet earned a blue ribbon in the advanced level or previously earned 3 runs of 5 faults or less in Senior level.
- Obstacle performance standards are the same as for senior level.
- No familiarization.

More advanced classes are not offered at this time, but may be considered at a future date, if needed.

Jumpers Class Descriptions / Requirements:

In 2005 ONLY, handlers will be grandfathered in to the corresponding jumpers level. Beginner and Elementary handlers should enter Jumpers 1. Intermediate and Senior handlers should enter Jumpers 2. Advanced handlers should enter Jumpers 3.



Jumpers 1

- This class corresponds to the ability of dogs and handlers in the Beginner and Elementary standard levels.
- A total of 10 - 13 obstacles are used (including any obstacles taken twice):
 - ❑ Hurdles (Long jump, double jump, single bar jump, and tire are prohibited at this class level)
 - ❑ 1-3 Pipe tunnels
- The course design may cross a maximum of twice, and may include a maximum of two side changes. The maximum approach angle to any jump is 45 degrees. Pinwheels, serpenpines and threadles are prohibited at this level.
- The standard course time is 50 seconds.
- Dogs may be shown on or off leash at this level. Dogs may wear a flat buckle collar with no tags or other attachments.
- A dog with a leg toward a jumpers agility title is ineligible.
- A score of 5 or fewer faults is required to move to the Jumpers 2 level.

Jumpers 2

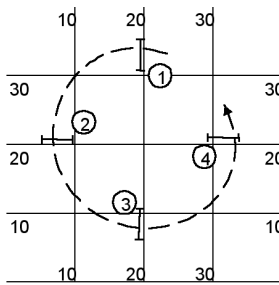
- This class corresponds roughly to the ability of dogs and handlers in Intermediate and Senior standard classes.
- A total of 13-16 obstacles are used (including any obstacles taken twice):
 - ❑ Hurdles (Long jump, double jump and single bar jump are prohibited at this class level)
 - ❑ 1-3 Pipe tunnels
 - ❑ Tire jump
- The course design will cross 2-3 times and will require 2-4 handler side changes. The maximum approach angle to a jump will be 90 degrees with ONE 135 degree approach permitted. Pinwheels are permitted. Serpentes and Threadles are NOT permitted.
- The standard course time will be computed at 2.5 yards per second for dogs jumping 4", 8", and 12", and at 2.75 yards per second for dogs jumping 16" and 20".
- All dogs must be shown off leash. The handler may decide if the dog is shown with or without a collar.
- A dog that has completed a Novice or Starters jumpers title in any organization is ineligible for this class level.
- Members must show at this level until achieving a round of 5 faults or less in competition and then may advance to the next level the following year or have the option to stay at this level for a maximum of three years of 5 faults or less. After the third year of 5 faults or less, members must advance to the next level the following year.



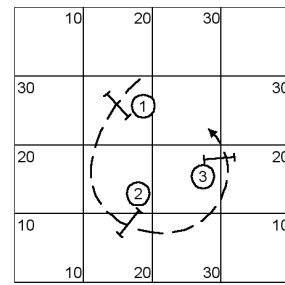
Jumpers 3

- This course corresponds roughly to the ability level of handlers and dogs in the Advanced standard class.
- A total of 16-20 obstacles are used (including any obstacles taken twice):
 - Hurdles
 - 1-bar jump
 - Double jump
 - Tire jump
 - 1-3 Open tunnels
- The course design will include 2-4 crossing patterns. Unlimited handler side changes are permitted. A maximum of one 270 degree turn may be used. Pinwheels, serpentines, and threadles are permitted.
- Dogs must be shown with no collar or leash.
- The standard course time will be computed at 3.0 yards per second for dogs jumping 4, 8, and 12", and at 3.25 yards per second for dogs jumping 16 and 20".
- Dogs may compete at this level indefinitely.
- 4-H'ers may drop back to Jumpers 2 if they find competition difficult at Jumpers 3 level provided they have not yet earned a blue ribbon in the Jumpers 3 level or previously earned 3 runs of 5 faults or less in Jumpers 2 level.

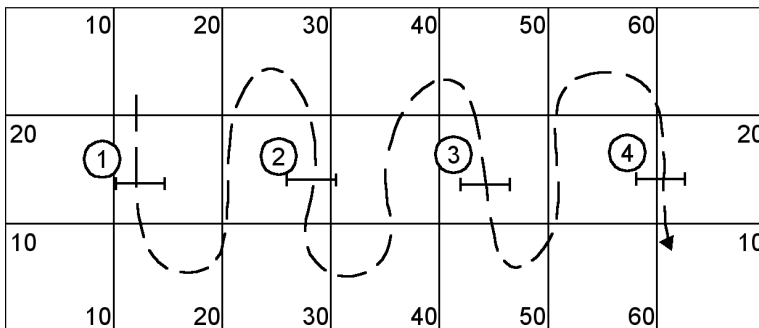
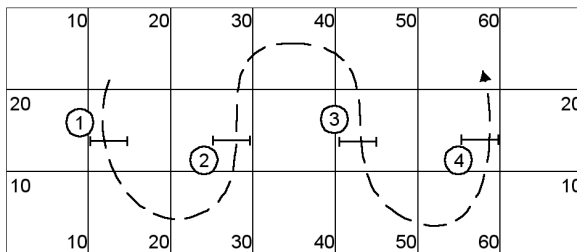
Examples of pinwheels, serpentines and threadles:



<--- Pinwheels --->



Serpentine --->



<--- Threadle



Obstacle Performance Requirements

- A-Frame** The dog must touch the safety zone while ascending the up ramp in the direction designated by the judge, cross over the apex and descend the down ramp, touching the safety contact zone before leaving the obstacle.
- Collapsed Tunnel** The dog must enter the rigid opening to the tunnel and burrow through the collapsed portion of the tunnel.
- Pipe Tunnel** The dog must enter the opening to the tunnel in the direction designated by the judge and exit the other end of the tunnel.
- Pause Table** The dog must jump onto the table and assume the down position for a period of 5 seconds. The judge will count the seconds out loud, commencing when the dog has fully assumed the down position. If the dog leaves the table, or gets up before the 5 seconds are over, the handler will instruct the dog to resume that position. In the beginner and elementary levels, an interrupted count is re-started from the point it was interrupted. In the intermediate, senior and advanced levels, an interrupted count will be re-started from the beginning.
- Hurdles** The dog must jump over the hurdle in the direction designated by the judge, crossing between the hurdle's two supports and over the pole or planks without knocking off the top bar or plank.
- Dog Walk** The dog must touch the safety contact zone while ascending the ramp in the direction designated by the judge, traverse the cross plank, and descend the other ramp, touching the safety contact zone.
- Tire Jump** The dog must jump through the tire in the direction designated by the judge. A dog may touch the tire with its feet.
- Weave Poles** The dog must weave in and out in a continuous motion down the complete line of poles. The dog begins by passing on the right side of the first pole, crossing the line of poles between pole number 1 & 2, then pass the left side of pole number 2, then crossing the line of poles between 2 and 3, and continuing in a sequence down the complete line of poles. A handler/dog team must correct for any missed poles, and fully complete the weaving pattern.
- Long Jump** The dog must jump over the planks without touching them, crossing between the front corner marker poles in the direction designated by the judge, clear the span of the planks and exit between the back corner marker poles.
- See Saw** The dog must touch the safety contact zone while ascending the see saw, cross the plank's pivot point, causing the see saw to tilt to the ground on the other end, and descend the remainder of the plank, touching the safety contact zone before leaving the plank. The plank shall touch the ground prior to the dog leaving the plank. The dog must be in control of the plank.



Scoring

Standard Faults – charged at 5 faults:

- ⇒ Wrong Course – Taking an obstacle in the wrong order or going the wrong direction over an obstacle (including back-weaving three or more weave poles). All 4 paws of the dog must be committed to an obstacle to be charged with this.
- ⇒ On and Off the Table – Charged for the first occurrence only.
- ⇒ Knocking a Bar Off a Hurdle – Applies whether it was the dog, the handler, or the leash that knocked the bar down.
- ⇒ Touching the Dog – Incidental touches accepted.
- ⇒ Missed Contact Zone – Yellow zone
- ⇒ Bailing Off the See-Saw – Before it tips down and touches the ground.
- ⇒ Dog steps on or walks over the Long Jump
- ⇒ Tugging on the Leash – 5 faults per occurrence, to elimination if it is severe or constant.
- ⇒ Outside Help or Interference – Such as someone telling the handler which obstacle is next, any commands or cues to the dog etc. 5 faults up to elimination, depending on severity.
- ⇒ Handler Touching any Obstacle
- ⇒ Handler Jumps Over the Jump with the Dog – Charged for each occurrence
- ⇒ Dog Goes in the Wrong Direction Between the Tire and the Frame
- ⇒ Anticipation of Table Count – Dog gets off before the judge finished saying the word “go”.
- ⇒ Failure to Pick up Leash – After a tunnel and before the next obstacle is performed.

Major Faults – charged at 20 faults:

- ⇒ Omitting any Obstacle – Includes being told by the judge to omit the obstacle because of the four paw safety rule. It also includes such things as the handler omitting an obstacle by choice or by error, or crossing the finish line before the last obstacle is completed correctly.
- ⇒ Three Refusals of a Single Obstacle – See rule #25 (on page 3).
- ⇒ Uncorrected Improper Entry to Weave Poles
- ⇒ Failing to Correct a Skipped Weave Pole
- ⇒ Bailing Off the See-Saw – Before the dog crosses the pivot point of the plank
- ⇒ Bailing Off the Dog Walk – Before beginning the descending plank
- ⇒ Failure to Correct on Pause Table – For any dog who jumps off before the beginning of the word “go”.

Elimination and automatic white ribbon:

- ⇒ Constant tugging on the leash
- ⇒ Dog who stops working or leaves the ring
- ⇒ Dog out of control
- ⇒ An extreme amount of outside help
- ⇒ An excessive amount of touching the obstacles or the dog
- ⇒ Fouling the course.

Elimination and no ribbon:

- ⇒ Poor sportsmanship – including, but not limited to...swearing, treating a dog harshly, complaining loudly about judges or other exhibitors, using treats in the ring, failure to omit and



- go on to the next obstacle when instructed to do so by the judge.
- ⇒ Abuse of dogs anywhere on the show grounds.
- ⇒ A dog who attacks or threatens to attack a human or another dog.

Scoring the Advanced Agility Class

- ⇒ Scoring is done as in the senior level class, except that refusals/run-outs will be judged on contact obstacles with a 5-fault penalty per occurrence. A refusal/run-out is defined as:
 - ⊗ A significant hesitation before an obstacle.
 - ⊗ Turning back on an obstacle after beginning the approach to the obstacle.
 - ⊗ Running past the front plane of any contact obstacle to be performed.
- ⇒ A refusal is not charged if a dog can still ascend the obstacle, stepping on the contact zone, without turning back to do so.

Time Faults:

- ⇒ Each class level has a specified time limit within which the course must be completed (standard course time).
- ⇒ The timer will time each performance to .01 of a second.
- ⇒ Any time beyond this allotted time is considered a time fault, and will be penalized on a 1 fault per one-second basis (or fraction).
- ⇒ No bonus points are added for completing the course faster than required.

Final Score:

- ⇒ Course and time faults (measured to .01 seconds) are added together.
- ⇒ The lowest total is the winner.
- ⇒ In the case of a tie, the dog with the faster time is the winner.
- ⇒ Run-offs should rarely be necessary. If they are required however, both dogs will re-run the entire course again, and the original scores will not be changed.

Ribbons and Awards

Ribbons in agility will be based on 20-25% blue, 50-60% red, and 20-25% white. In no case, however, will anyone with 5 or fewer faults be awarded anything less than a blue ribbon, and will anyone with 20 or fewer faults receive anything less than a red ribbon. (In other words, it is possible for the entire class to earn a blue ribbon if they all score 5 faults or less. It is never possible for the entire class to be white unless there are only 1-2 exhibitors).

If there are more than 15 dogs entered in a given class (Beginners, etc.) the awards will be split into two categories and equal awards will be given in each category. The two categories will be “mini” and “open”. Dogs in the 4”, 8”, and 12” jump heights will be considered together for the “mini” awards. Dogs in the 16” and 20” jump heights will be considered together for the “open” awards. Due to the different rates of standard course times in advanced, Jumpers 2 and Jumpers 3, “open” and “mini” must be separate at this level.



Games

Non-regular “games” classes have been a part of agility from the beginning of the sport. Some of the games have become somewhat standardized throughout the United States and a few have been included in these Minnesota 4-H rules.

These games classes are not officially recognized classes at this time for 4-H competition. They may be used at county or state shows if time permits – simply for the sheer fun of doing them. If games classes are offered at a state show, they must be limited to dogs that have participated in that day’s competition. At state shows rosettes and trophies will not be awarded in the games classes.

The benefits of participating in games classes include: meeting new friends from other counties and developing or demonstrating a specific aspect or skill in agility such as control, teamwork, sportsmanship, strategy, the ability to think quickly on your feet, etc. Each game is designed to feature one or more areas of skill as well as simply being fun.

The games classes are not limited to the ones listed here. Judges, project leaders, or members may make up new games. If additional games are used at your show, be sure to include a full description of them (rules, participation prerequisites, etc.) in your show flyer.

Note to judges: The course designs for games classes should be approved in advance by the designated course-plan reviewer along with the courses for regular classes!

Pairs Relay

In Pairs Relay sportsmanship and the ability to work well together with another team member while planning course strategy are the featured skills. In Pairs Relay two handlers and two dogs of the same jump height category (or adjacent categories -- “Open” dogs together and “mini” dogs together) will work together to complete a course. The first handler will leave the starting line carrying a baton and must negotiate the designated course to the baton exchange area. The second handler and dog wait in the exchange area. Both handlers and both dogs must be in the designated exchange area at the time the baton is passed or they are eliminated from the competition. If the baton is dropped at any time a 10-fault penalty is assessed. If the baton is thrown and falls on the ground a 20-fault penalty is assessed.

When pairing teams for this class it is suggested that pairs be randomly drawn to mix all competitors from various counties. It may be necessary for one person to run twice if there is an odd number of competitors. This may also be done by random draw or by volunteer.

When judges are considering what obstacles to include in their course design it is important to consider the number of dogs at each ability level. The Pairs Relay course can be designed in such a way that only Beginner/Elementary obstacles are used. It may also be designed so that one half of the course is for Beginner/Elementary dogs using only Beginner/Elementary obstacles and the other half is for Intermediate/Senior dogs using intermediate obstacles. If the second option is chosen the number of entries in Beginner/Elementary and in Intermediate/Senior should be about equal. Usually (but not always) the course design is two intersecting U (horseshoe) shapes.



Judges need to be sure that enough equipment is available because additional tunnels, etc., may be needed. The pause table is not used in this class. Each half of the course should have a minimum of five obstacles and a maximum of ten – six is average. The two halves of the course should have approximately the same number of obstacles. If both halves of the course are at Beginner level the difficulty level should be approximately the same as well.

The scoring for this class is done on a time plus faults basis. Course times will be approximately the same as in the regular agility classes (35 to 75 seconds). Beginners may show off leash at the handler's option.

The lines for the exchange box may be drawn on the ground by using surveyor's tape and golf tees. You should be able to find the surveyor's tape at most hardware stores.

Three Dog Team

Three Dog Team is very similar to the Pairs Relay. Essentially the same type of course design may be used as in Pairs Relay with two sides to a course. The first leg is run on the first part of the course, the second leg is run on the second part of the course, and the third leg is run on the first part of the course again. The two sides of the course could be both Beginner/Elementary level or be one side Beginner/Elementary and the other side Intermediate/Senior level. This would be the team-building game of choice when the Beginner/Elementary entry is expected to be approximately double the Intermediate/Senior entry.

Teams should be randomly drawn and it is important that the jump height of the dogs running the first/third legs of the relay be the same. Scoring is time plus faults – like in Pairs Relay.

Gamblers (sometimes called Joker)

This game has nothing at all to do with betting money on anything. This game is more difficult and is not often used in junior handler competitions since beginner dogs have much difficulty performing the gamble on leash. The purpose of this game is to demonstrate course handling and strategy as well as skill at distance handling.

In this game two time periods are used. In the point accumulation time period (opening or first – usually about 30-45 seconds), each obstacle is assigned a certain number of points and the handler and dog perform as many obstacles as possible for points. Each obstacle may be performed a maximum of twice for points during the point accumulation time period. Obstacles designated as part of “the gamble” (second time period) may be performed for points, but the handler is not permitted to do any two-gamble obstacles in succession, forward or reverse. If a jump is part of the gamble and a dog knocks the bar in the point accumulation time period, the bar is not reset. Therefore, the gamble cannot be completed successfully.

The judge randomly places obstacles on their course design without a clear path to be followed. The points assigned are as follows: 1 point for each jump, 3 points for tunnels and the tire, 5 points for contact obstacles and for the weave poles (5-6 poles). The judge will call out points for each obstacle completed correctly in the point accumulation time period. The scribe will then record the points. At the end of the point accumulation period, the timekeeper will blow the whistle to indicate that “the gamble” time period has begun. The pause table is not part of the obstacles for the point accumulation time period and will not count for points.



“The gamble” (second time period) is normally about 15-20 seconds long. During this time the handler may choose to be satisfied with the points already accumulated and run to the finish line or he/she may attempt to complete “the gamble” before the second whistle to obtain additional gamble points. The successful completion of the gamble is worth 15-20 points based on difficulty.

“The gamble” is a specified series of jumps and tunnels, which may end with either the pause table or a finish line. Normally, three obstacles are used (two jumps & a tunnel; a jump, a tunnel, & pause table; etc.). The distinctive element of “the gamble” is that there will be a line drawn on the ground which the handler may not cross.

Judges should remember when they are designing a gamble some of the 4-H’ers in this class may be on leash. The gamble line for Beginner dogs may be a different line than is required for the off leash levels. If a tunnel is used, on leash handlers are unable to cross the line to pick up the leash. If Beginner dogs are included, the line for these handlers should be no more than two feet from the jump bar (nor the wing) to make it possible for them to perform the jump on leash. A 2 - 3 foot distance would be appropriate for a tunnel or pause table for beginners, 3 – 4 feet for Elementary, 5 – 6 feet for Intermediate/Senior and up to 9 – 10 feet for the Advanced class.

Scoring is based on the highest total points accumulated. If a tie in points exists, the faster time is the winner.

Snooker

Snooker tests the strategy, control, and versatility of both the handler and dog against the clock. In this game, there is an opening sequence and a closing sequence to be performed. On the course, there will be three obstacles (normally these are jumps) that are labeled number 1 (a purist would have red number 1 signs). Then there would be other obstacles labeled 2 (yellow), 3 (green), 4 (brown), 5 (blue), 6 (pink), and 7 (black). Generally the more difficult obstacles have the higher numbers attached to them and are usually placed at a further distance from the number 1 obstacles.

The opening sequence is determined by the handler, but must be as follows: number 1 completed successfully, any other obstacle of their choice (2-7), a different number 1 obstacle completed successfully, any other obstacle of their choice (2-7), the third number 1 obstacle completed successfully, any other obstacle of their choice (2-7). The catch is that if at any time a jump bar is knocked down on a number 1 obstacle, the other obstacle of choice may not be performed (hence the quick thinking on your feet and versatility). Any error in the order of the sequence will cause the judge to blow the whistle and the handler/dog will be excused.

During the opening sequence the judge will call out the points earned for successful completion of an obstacle. The points are equal to the number that is placed in front of the obstacle. The scribe will record these.

The closing sequence begins as soon as the opening sequence is correctly completed. In the closing sequence, obstacles numbered 2, 3, 4, 5, 6, and 7 are taken in that order. Any break in the sequence will cause the judge to blow the whistle and excuse the handler/dog team. The judge will call out points for each obstacle successfully completed. After the final obstacle is completed it is important to cross the finish line in order to stop the clock.



There is a specified time after which the timer will blow the whistle and no further points will be accumulated. The judge will determine the time limit (generally 60-70 seconds) in advance. If time elapses and the whistle is blown before the dog/handler team completes the closing sequence, the dog/handler team should run for the finish line. The timekeeper does not stop the clock until the dog crosses the line.

Scoring is based on the highest total points accumulated. If two handlers are tied the handler with the highest points and the fastest time will be the winner.

Knock Out

Knock Out is an elimination type tournament. Two identical courses are placed side by side and two dogs each run their side of the course. Usually the courses are mini-courses of only 4-5 obstacles rather than a full-length course. The fastest dog who completes the course with no errors (errors such as a knocked down bar cause elimination) will advance to the next round. Competition continues in this manner until one dog/handler team has beaten everyone. This one can sometimes be a test of the dog's endurance and conditioning as well as speed since many rounds may be required before the winner is found.

Obstacle Construction Standards

It is highly recommended that each county considering Agility purchase the book, *Construction Plans for Dog Agility Obstacles* by Kenneth Tatsch. This book is available from the USDAA (address at the end of the agility rules). It will give you specific plans on how to build each piece of equipment. In addition, there are many suppliers of ready-made equipment. The following lists the standards of construction for each obstacle:

A-Frame

The A-frame shall be of sturdy construction (remember that it must support the largest breeds, and even an occasional 4-H'er safely) consisting of two sidewalls, each being approximately 9' in length and a minimum of 3' width. The sidewalls shall be securely hinged together on one end such that when standing upright in the "A-frame" position, the apex is adjustable from 4'6" to 5'6" from the ground.

Each wall section shall have non-slip slats securely fastened to the sidewalls at intervals of approximately 12". Scaling slats shall be fastened such that slats are approximately 6" (no less than 4") from the top line of the contact zone. For A-Frames constructed after January 1, 2001, slats shall measure not less than 1/4" and no more than 3/8" in thickness. Lower slat heights are preferred. Clubs may, at their option, round the edges of slats. The slats must be between 3/4" and 1 1/2" wide.

Chains or other support devices shall be fastened to the sidewalls on each side between 2' and 3' above the ground level to provide stability. The bottom 42" of each sidewall shall be designated a safety contact zone, shall be painted yellow and must be significant contrast to the obstacle color to form a distinct top line. White is not a permissible color.

Sidewall surfaces shall be roughened (we recommended applying a heavy coat of sand to wet paint, and then re-painting again) for better traction, but shall not be hazardous to dogs' pads. Rubber or similar matting shall not be permitted.



Pause Table

The pause table shall be a sturdy surface of 36” square with a roughened surface supported on a stable base that shall be capable of being securely anchored or weighted to the ground. The side view of the top edge shall be a minimum depth of three inches. The elevation of the table shall be 8” and 16” (either adjustable or have two tables). Rubber matting or similar material may be used on the table surface to improve traction.

Collapsed Tunnel

The collapsed tunnel is comprised of two parts – the rigid opening and the tunnel chute. The rigid opening shall be constructed with a frame of rigid construction that may be securely anchored or weighted to the ground. The rigid opening shall be approximately, but not more than, 30” in length and shall be between 18” and 24” in diameter.

The tunnel chute shall be of non-rigid material construction, such as a durable fabric or similar material. The chute shall be approximately 12’ in length and shall have a circumference of no less than 65” at the end where it is attached to the rigid opening. The chute should flare out over the twelve-foot distance to circumference of approximately 96”. It is recommended that the end of the chute have 1-2 grommets installed for staking outdoors. During adverse weather conditions (strong winds, heavy rain), judges may at their option, shorten the chute length to 6-7 feet.

Pipe Tunnel

The pipe tunnel shall be a rigid tunnel being fully enclosed except for the opening at each end, capable of being curved such that it is not possible to see through the tunnel from one end to the other. There shall be no obstruction or other hazards within the tunnel. The diameter of the tunnel shall be approximately 24” and the length shall be no less than 10’ and no more than 20’.

Hurdles/Jumps

Hurdles and jumps must be of sturdy construction with planks, rails or poles of no less than 48” and no more than 60” in length. The side standards holding the planks, rails or poles shall be constructed as to not topple if bumped by a dog while running and should include wings similar to those used in equestrian events of not over 18” in width. The height of the poles, planks, or bars to be jumped shall be adjustable to 4”, 8”, 12”, 16” and 20”.

Planks, rails, and poles shall be positioned parallel to the ground at the proper jump height. For pole-style hurdles, a minimum of two poles is required. A pole may be used to indicate a ground line by positioning it at an angle to the ground (or on the ground for 4” dogs). All poles, rails, and planks must be displaceable. Poles and rails shall be no less than 1 1/4” and no more than 1 3/4” in outside diameter. If PVC pipe is used, only Schedule 40 1 to 1 1/4 ID inch pipe may be used. All poles and rails shall be marked with contrasting colors through striping or banding. Pole supports may not exceed the width of the poles, must generally follow the contour of the pole and shall not be more than 1/8” in depth. When pegs are used for pole supports, the peg and pole “stop” on the peg must conform to these requirements. When a flat rail support is used, the support shall not exceed 1 1/2” width. Side wings or other support standards should be free of sharp or hazardous edges, and be a minimum of 6” higher than the highest jump height, and no more than 36” tall. This will provide a clear indication of the jumping path for the dog, yet not be too high for beginners on leash to negotiate.



One-bar Jump

Any of the regular hurdles used in the other levels of 4-H agility, with only one bar at the prescribed height (the second, lower bar used in other 4-H agility levels is omitted).

Double-bar Jump (double oxer spread jump)

Two regular agility hurdles may be placed one after the other, or a specifically constructed jump may be used for this purpose. The top bars of this jump will be set parallel, and must be adjustable to 4, 8, 12, 16 and 20 inches. The distance from the center of the front jump bar to the center of the back jump bar will be 2 inches apart for dogs jumping 4 inches, 4 inches apart for dogs jumping 8 inches, 6 inches apart for dogs jumping 12 inches, 8 inches apart for dog jumping 16 inches, and 10 inches apart for dogs jumping 20 inches. Four to five jump bars will be used for this jump. The underneath bar of the front side of the jump is lower than the underneath bar at the exit side. Alternately, a crossed pattern (using 1 or 2 bars) may be used below the bar on the exit side. If a jump does not have jump cups lower than 4 inches, it is permitted that the underneath bars be placed on the ground below the upper bars ONLY for the 4 inch jump height. The wings of the double jump may be wider than the 18 inches permitted in the other agility classes.

Dog Walk

The dog walk shall be of sturdy, rigid construction sufficient to support large dogs safely. The obstacle will consist of one cross-plank and two ramp-planks, each measuring at least 7', but no more than 12' in length and 12" in width. The cross-plank shall be elevated to 36" above the ground by two rigid supports on each end of the plank, to which the cross-plank and ramp-planks shall be securely fastened.

The ramp-planks shall have anti-slip slats fastened securely at approximately 12" to 15" intervals. Scaling slats shall be fastened such that slats are approximately 6" (no more than 4") from the top line of the contact zone. Slats shall measure not less than 1/4" and no more than 3/8" in thickness. The slats must be between 3/4" and 1 1/2" wide.

The bottom 36" of each ramp-plank shall be designated as a safety contact zone, shall be painted yellow and must be a significant color contrast to the obstacle color to form a distinct top line. White is not a permissible color.

Plank surfaces shall be roughened for better traction (see description under A-frame) but shall not be hazardous to dog's pads. Rubber or similar matting shall not be permitted.

Tire Jump

The tire jump shall consist of a tire suspended within a sturdy frame. The tire shall have an aperture diameter of no less than 20" and no greater than 24". The tire shall have a sidewall width of no less than 4". The tire should be wrapped or filled such that a dog's paws may not be caught on the inside of the tire while jumping through. 4" drainage pipe in a circular shape may be used in lieu of a real tire. The tire should be banded or striped in contrasting colors to improve visibility.

The frame shall be of rigid construction and shall be designed such that it will not topple under the pressure of a large dog hitting the tire at high speed. The frame should permit the suspension of the tire from four corners or the top, leaving at 8" clearance between the tire and vertical frame support on



each side. The tire shall be adjustable to heights of 4", 8", 12", 16", and 20" (you may wish to build your tire jump to allow for taller heights as well).

Weave Poles

The weave poles shall consist of poles approximately 1" in diameter and between 3 and 4 feet in length. They shall be spaced between 18" and 21" apart on center. Five to six poles shall be used for Intermediate and Senior. Ten to twelve poles are used for Advanced.

The poles shall be held upright by rigid or semi-rigid standards permitting the poles to stay upright if bumped by the dog while weaving through the line of poles rapidly. If the weave poles are to be supported with a continuous base extending the full length of the poles, the base support should be no more than 1" in height and no more than 3 inches wide. This base should be supported in a reasonable manner that shall not interfere with a dog's performance.

Long Jump

The long jump shall consist of 5 planks, being no less than 36" and no more than 60" in length. The outside planks shall be 5" in width. The three inner planks shall be between 5" and 10" in width. The planks shall be mounted to side braces or legs such that the plank will have a slight increase in elevation. The elevation of the outer planks shall be 2", and the innermost plank shall not exceed 10" elevation. Marker poles of approximately 48" height shall be placed at the four corners of the jump. The maximum number of planks (based on plank width) should be used for each jumping distance. When using fewer than the maximum number of planks available, the lowest height planks shall be used for dogs jumping 4", 8" and 12".

An obedience broad jump may be substituted, but must have the required marker poles.

See-Saw

The seesaw shall consist of a sturdy plank approximately 12' in length and measuring 12" in width. The plank shall be supported in the middle by a sturdy base that may be capable of being securely anchored or weighted to the ground. The elevation at the plank's pivot point shall be approximately 24" above the ground.

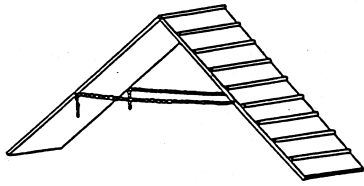
Scaling slats are optional, slatless is preferred. If used they must be fastened at intervals of between 12" and 15" over the length of the plank. Scaling slats should be fastened such that slats are approximately 6" (no less than 4") from the top line of the contact zone. Slats shall measure not less than 1/4" and no more than 3/8" in thickness. The slats must be between 3/4" and 1 1/2" wide.

The last 36" of each end should be designated as a safety contact zone and shall be painted yellow and be a significant contrast to the obstacle color to form a distinct top line. White is not a permissible color.

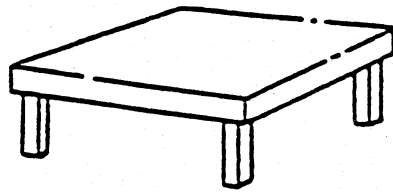
The plank surface should be roughened for better traction (see description under A-frame) but shall not be hazardous to dog's pads. Rubber or similar matting shall not be permitted.



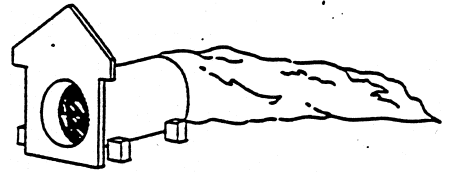
Obstacles At A Glance



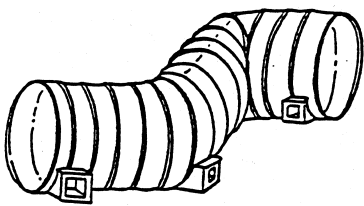
A-Frame



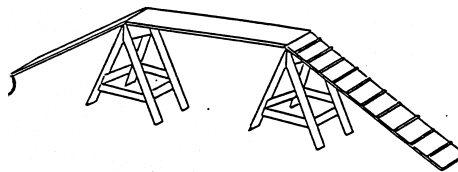
Pause Table



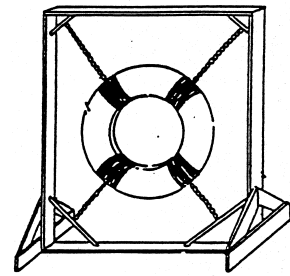
Collapsed Tunnel



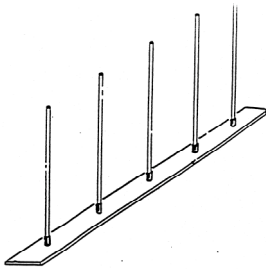
Pipe Tunnel



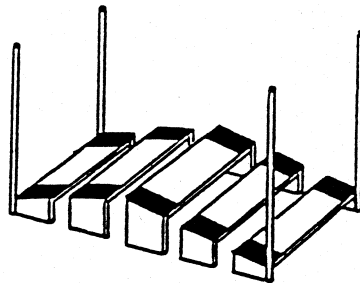
Dog Walk



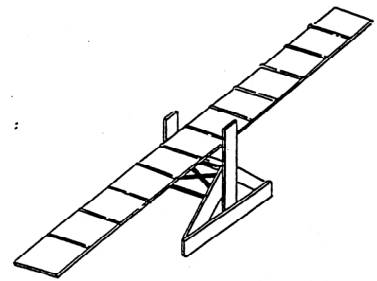
Tire Jump



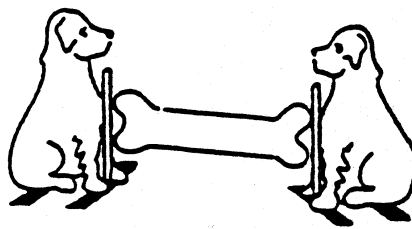
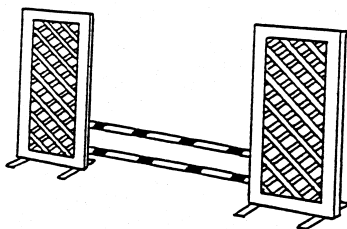
Weave Poles



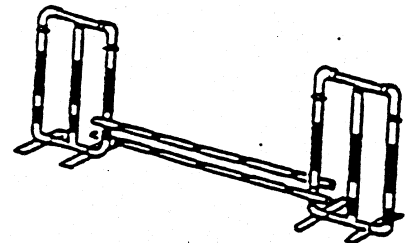
Long Jump



See-Saw



Various Hurdles



Responsibilities of the Agility Judge and other Show Helpers

The following list of helpers is suggested for the smooth operation of your agility show:

- Judge
- Gate Steward (one)
- Ring Stewards (a minimum of two, preferably three)
- Leash Runner
- Score Sheet Runner
- Scribe (one) assistant scribe optional
- Timer (one – **must** be the same person for all dogs in a class)
- Course Builders (several-they may also do the other jobs listed previously).
- Table Stewards

The judge is responsible for:

1. Insuring safety (to the extent reasonably possible).
2. Insuring that the handlers, dogs, and spectators have a good experience.
3. Using courses designed by the agility committee, or designing the course and submitting it to the designated individuals for approval.
 - A judge may use a course designed by the agility committee or design one and submit it for approval. Judges are reminded that in Beginner and Elementary classes, the course must be simple “U” (horseshoe), “M”, or “S” design, which includes all of the required obstacles. Each obstacle must easily lead to the next, and be spaced at a minimum distance of 12’ to 18’ between obstacles.
4. Measuring all dogs. (See rule #28 on page 3 for jump heights.)
5. Walking the course after the course builders have set it to verify that it has been correctly set (double check distance between obstacles, positions and angles of obstacles, etc.)
6. Meeting with all stewards and briefing them about their responsibilities. The briefing must include but is not limited to) the following:
 - Gate Steward
 - ◆ How many dogs to keep on deck.
 - ◆ When the next dog should enter the ring.
 - ◆ Where leashes and collars should be left.
 - ◆ Procedure to follow in case of a ring conflict.
 - Ring Stewards
 - ◆ Where they should be positioned.
 - ◆ Their duties ~ to straighten the collapsed tunnel after each dog; reset any knocked down bars; reset jumps for next height, others as necessary (straighten weave poles etc.)
 - ◆ Special instructions for adverse weather if necessary.
 - Scribe
 - ◆ Explain the arm signals to be used. Usually, one arm up with an open hand means to record an “S” for a standard fault on the score sheets. One arm up with a closed



fist means to record an “R” for a refusal (used only in Advanced level). Both arms up with hands open means to record an “F” for failure to perform obstacle.

- ◆ Record the time from the timekeeper’s stopwatch exactly as it reads and not to convert it to seconds.
- ◆ Remind them to always watch the judge not the dog/handler.
- ◆ Be sure to ask any questions about the previous dog’s score before the next dog runs, therefore eliminating any confusion.

→ Timer

- ◆ Make sure the timer is comfortable with the stopwatch and how to use it.
- ◆ Explain that the timer should show the stopwatch to the scribe to copy onto the score sheet.
- ◆ What they should do if the stopwatch malfunctions – always check the stopwatch as soon as the dog is past the start line to verify that it is working. If it is not working, blow the whistle to re-start the dog/handler before they reach obstacle 2 or 3.
- ◆ Be sure the timer clearly understands where the start/finish lines are and that the time begins and ends when the dog (not necessarily the handler) crosses the line.
- ◆ Explain how the timer will be told that the judge (and scribe) is ready for the next dog to begin.

→ Table steward

- ◆ Explain how to fill out the rest of the score sheet from the scribe’s notes.
- ◆ Answer any questions.

7. Give the briefing to the competitors. The briefing should never include suggestions on how to handle the course, but this does not prohibit the judge from answering the questions about the permissibility of certain actions under the rules.

→ The briefing should include:

- ◆ The course time and yardage, “senior and advanced”.
- ◆ A demonstration of the table count.
- ◆ What actions will result in elimination.
- ◆ That absolutely no unsportsmanlike conduct will be tolerated in the ring or elsewhere on show grounds.
- ◆ Treats and other aids will not be permitted.
- ◆ Reminders about use of the lead-collars
- ◆ Reminder about touching dogs and obstacles.

8. Judge the class.

Examples of a Judge’s Show Timetable

- Prior to show date – allow enough time – obtain copies of approved course designs, or submit your course designs for approval.
- 1 hour before the show – review the show site for safety and appropriateness. Fill in gopher holes, divots, water holes, etc. If necessary, find another suitable location for the show. Review all equipment for safety (sturdiness) and verify that it meets regulations.
- 1 hour before – review the course with the course builders. Assist in setting the first course.
- 40 minutes before – walk the course for distance and positioning. Do not place bars on jumps other than the one to be used in familiarization.
- 30 minutes before – meet with the ring stewards and other helpers for their briefing. Remember to include directions for familiarization and what to do if there is an error or question.



- ❑ 20 minutes before – begin measuring dogs.
- ❑ 10 minutes before – give a 10-minute warning to the exhibitors for familiarization. Advise them which jump height will start and follow, etc.
- ❑ 5 minutes before – have the gate steward begin lining up handler/dog teams for familiarization.
- ❑ Show Time – begin familiarization. Remember that this is familiarization-not training. Dogs will be allowed a maximum of three attempts to successfully perform any one piece of equipment, and may perform each only one time. All Beginner and Elementary exhibitors should do familiarization together. Intermediates will do theirs before their class, as will seniors.
- ❑ Immediately after familiarization – the ring stewards should set the jumps for the first height. Call all handlers for the judges briefing. After the judges briefing, allow handler 5-10 minutes to walk the course. Handlers walk the course without their dogs!
- ❑ Give a 2-minute warning so the first handler can get their dog. Clear the course. Double-check all obstacles again. Verify that the timer, scribe and other helpers are in their places. Send in the first dog/handler team.



Show Information Form

The show coordinator should fill this out and send it to your judge(s)

A minimum of 6-8 weeks BEFORE the show date.

(Your judge must submit their courses for approval 4 weeks before the show. If you are late with this form, the judge will not be able to meet their deadline.)

1. Ring size _____
 - ◆ If the ring is any shape other than a square or rectangle, the show coordinator must send a diagram of the area to be used to the judge.

2. Running Surface (grass, dirt, wood chips, rubber matting, etc.) _____

3. Are there any hazards in the ring to be worked around? _____
 - ◆ If there are any telephone poles, trees, depressions in the ground, etc. their EXACT location must be indicated on a diagram sent to the judge.

4. This is an (circle one) indoor / outdoor show.

5. Are the entrances and exits to this ring fixed or flexible (can be located anywhere)?

 - ◆ If the ring exits are fixed (e.g. not movable and dictated by the building's design, the exact location must be indicated on a diagram sent to the judge.

6. What classes are you offering at this show (e.g. Advanced, Senior, Intermediate, Elementary, Beginners, Jumpers 1, Jumpers 2, Jumpers 3, games classes)?

7. What is the tentative judging order of your classes? It is easiest in terms of course-construction to begin with your most advanced standard class, then work downward through the class levels, followed by any games classes, followed by the most advanced jumpers course, working downward through the jumpers levels. You are not required to follow that formula, but doing so will save MUCH time on show day.

8. Time to arrive for show set-up (1 hour before the show is the norm at a county show. 2 hours may be needed for a large show or state show, depending on circumstances).



9. Please indicate the quantity of each obstacle available and fill in the following details about your equipment:

Number of winged jumps _____ Number of wingless jumps _____

Do you have a specifically constructed double jump (vs. needing to use two of your regular jumps as the double jump)? _____

Jump heights of your jumps _____

Do you have a panel jump, or another jump which would require special placement consideration on a course? _____

A-Frames _____ Please list the length of the sides _____

Open tunnels _____ Please list the length of each tunnel _____

Collapsed tunnels _____ Length of chute fabric _____

Tables _____ Heights of tables _____

Dog Walks _____ Please list the height of your dog walk _____

Please list the length of your dog walk planks _____

Tires _____ Diameter of tire opening _____

Long jumps (broad jump) with 4 corner poles _____

Weave poles _____ Please list the number of poles per set _____

Spacing of poles (distance apart from center of pole to center of pole) _____

Type of weave pole base (welded steel, flexible springs, wooden, PVC on a base, stick in the ground with no base, etc.) _____

See Saw (Teeter) _____ Length of plank _____

10. Is there any special information that the judge should know about your show (children or dogs with special accommodations needed, potential scheduling difficulties with other fair events, need to bring money for parking or fair admission fees, need to bring a bag lunch, etc.)?

11. Name and phone number of who to call if more information is needed.

12. Emergency phone number for show day. _____



Resource List

United States Dog Agility Association (USDAA)

PO Box 850955

Richardson, TX 75085-0955

Visit their website at:

<http://www.usdaa.com/>

A variety of helpful items are available. A complete list is available by writing to them. Some of the more valuable resources are:

- ⇒ USDAA Official Rules and Regulations
- ⇒ *Construction Plans for Dog Agility Obstacles* by Kenneth Tatsch
- ⇒ Agility Score Sheets and Score pads

You may also write for information about how your 4-H program can hold a licensed UJHP agility trial.

You may register your dog with them and show in their events. Yes, they register mixed breeds.

Junior Handler Agility Training Manual - by Ruth VanKeuren, Revisions by Bud Houston

<http://www.dogwoodagility.com/store/>

Minnesota Agility Club

<http://www.macagility.org/>

(Their address/contact person changes yearly as their officer's change.)

Please contact the Minnesota 4-H Agility Committee for information about the Minnesota Agility Club.

United Kennel Club (UKC)

100 East Kilgore Road

Kalamazoo, MI 49002

Visit their website at:

<http://www.ukcdogs.com/>

Note that our 4-H program is not modeled after this style of agility, but it may be of interest to you.

American Kennel Club (AKC)

51 Madison Avenue

New York, NY 10010

Visit their website at:

<http://www.akc.org/>

4-H agility is not modeled after AKC agility. There are several similarities and several differences too. You may be interested in showing AKC style or receiving their information.

North American Dog Agility Council (NADAC)

HCR2 Box 277

St. Manes, ID 83861

Visit their website at:

<http://www.nadac.com/>

Have requirements for (adult and junior handler) titles similar to regular USDAA. Note that their Novice Jr. Handler title is most like the Senior USDAA Jr. Handler level.

Other Agility resources:

<http://www.agilityability.com/>

<http://www.dogpatch.org/agility/>



Brief History of Dog Agility

- 1978 ★ Crufts Dog Show in England needs a filler between the breed judging and groups. John Varley and Peter Meanwell invent agility.
- 1980 ★ Agility is sanctioned by the Kennel Club in England.
- 1986 ★ United States Dog Agility Association (USDAA) is founded by Ken Tatsch in Richardson, Texas.
- 1987 ★ National Club for Dog Agility (NCDA) is founded by Charles Kraemer in Manhattan, Kansas. Primary purpose is for AKC acceptance of agility.
- 1990 ★ First 4-H Agility in Minnesota at the county level – Dakota and North St. Louis counties.
★ Agility demonstration given by Dakota County 4-H'ers at the State 4-H Dog Show
- 1991 ★ Minnesota 4-H Agility spreads to Anoka and Scott counties.
★ USDAA creates their Junior Handler Program.
- 1993 ★ First USDAA Junior Handler Program show is held in June at Lake Elmo, Minnesota.
★ North American Dog Agility Council (NADAC) is founded by Sharon Nelson in St. Maries, Idaho.
★ First 4-H Agility Demonstration at the Minnesota State Fair – open to all 4-H'ers.
★ Agility demonstration given by Dakota County 4-H'ers at the State 4-H Dog Show.
- 1994 ★ Minnesota 4-H Dog Project Development Committee forms a committee to look into establishing guidelines for agility.
★ AKC adopts agility classes. The first AKC show in the USA to include agility is held in August at the St. Croix Valley Kennel Club Show in Lake Elmo, Minnesota.
- 1995 ★ Agility demonstration given by the Minnesota Dog Agility Club at the State 4-H Dog Show.
- 1996 ★ First year for agility competition at Minnesota 4-H Regional and State Dog Shows. This is a provisional, two-year trial.
- 1997 ★ In November, the Minnesota State 4-H Dog Project Development Committee approves agility as a regular 4-H dog show event.

A special thank you to ***Martha Healy*** (Minnesota Agility Club, USDAA, and Wisconsin 4-H leader) and ***Ruth VanKueren*** (one of the founders of the USDAA Junior Handler Program, Minnesota Agility Club, and Wisconsin 4-H leader) for countless hours of planning and teaching seminars for leaders and members. Without their continued advice, this project would not have happened.

There are also many Minnesota 4-H leaders who have given many hours and dollars to get this sport off the ground! Thank you for all your hard work.



4-H Dog Agility Release Form

I/we agree to hold the organizing committee, the organization (Minnesota 4-H, the University of Minnesota Extension Service, and the sponsoring local 4-H group), including its members, officers, directors, and volunteers or employees, the owners of the premises upon which this event is held, and the owners of any equipment used harmless from any claim of loss or injury which may be alleged to have been caused directly or indirectly to any person or thing by act of this dog while in or upon the event premises or grounds or near any entrances hereto, and I/we will personally assume all responsibility and liability for any such claim.

I/we further agree to hold the aforementioned parties harmless from any claim for loss of this dog by disappearance, theft, death, or otherwise, and from claim for damage or injury to the dog, whether such loss, disappearance, theft, damage or injury be caused or alleged to be caused by the negligence of the parties aforementioned, or by the negligence of any other person or any other cause or causes. I/we agree to assume the sole responsibility for and agree to indemnify and save the aforementioned parties harmless from any and all loss and expenses (including legal fees) by reason of the liability imposed by law.

I/we agree to abide by the rules as stated in the *Minnesota 4-H Dog Show Guide* and the *Minnesota 4-H Dog Agility Rules & Guidelines*.

4-H Member's Signature: _____

4-H Member's Name (please print): _____

4-H Parent's Signature: _____

1st Dog's Call Name: _____ Breed: _____ Age: _____

2nd Dog's Call Name: _____ Breed: _____ Age: _____

Number of Agility Classes Attended This 4-H Year: _____

Name and Address of Sponsoring Club Where Training Was Received:

Name: _____

Address: _____

City, State Zip: _____

Phone: (____) _____

Please Indicate Below the Equipment Your Dog Has Been Trained on:

- | | | | |
|------------------------------------|--------------------------------------|---|---|
| <input type="checkbox"/> A-Frame | <input type="checkbox"/> Tire Jump | <input type="checkbox"/> See Saw | <input type="checkbox"/> Pause Table |
| <input type="checkbox"/> Long Jump | <input type="checkbox"/> Pipe Tunnel | <input type="checkbox"/> Dog Walk | <input type="checkbox"/> Collapsed Tunnel |
| <input type="checkbox"/> Jumps | <input type="checkbox"/> Weave Poles | <input type="checkbox"/> Other (please list): _____ | |



