

# New Zealand Kennel Club (Inc.)

(Affiliated with The Kennel Club, England  
(Associated with the Federation Cynologique Internationale)

## AGILITY



## REGULATIONS

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<b>A.</b>	<b>STRUCTURE</b>	<b>12</b>
<b>1.</b>	<b>AGILITY COMMITTEE OF THE NEW ZEALAND KENNEL CLUB</b>	<b>12</b>
1.1	Agility Fixture Regulations	12
1.2	Responsibilities of the Agility Committee	12
<b>2.</b>	<b>AGILITY SOCIETIES</b>	<b>12</b>
2.1	Registered Agility Societies	12
2.2	Obligation to Conduct Agility Fixtures	13
2.2.1	Championship Agility Societies	13
2.2.2	Non Championship Agility Societies	13
2.2.3	Training Only Agility Societies	13
2.3	Procedure for Registration of Societies for Agility	13
2.3.1	Application	13
2.3.2	Information Required.	13
2.3.3	Affected Societies	13
2.3.4	Registration by Agility Committee	13
2.3.5	Unrecognised Events	14
<b>3.</b>	<b>NEW ZEALAND KENNEL CLUB AGILITY COMMITTEE</b>	<b>14</b>
3.1	The Agility Committee	14
3.1.1	Members	14
3.1.2	Term of Office.	14
3.1.3	NZKC Annual Conference of Delegates	14
3.1.4	The Agility Committee Chairperson	14
3.1.5	Executive Committee delegate.	14
3.1.6	Deputy Executive Committee Delegate.	14
3.1.7	Deputy Agility Chairperson, Secretary and Treasurer of the Agility Committee	14
3.1.8	Venue of Meetings	14
3.1.9	Frequency of Meetings	14
3.1.10	Notice of Meetings	14
3.1.11	Lapse of Meeting	15
3.1.12	Order of Business	15
3.1.13	Expenses	15
3.1.14	Quorum	15
3.1.15	Voting	15
3.1.16	Committee Minutes	15
3.2	Election of the Agility Committee Chairperson	15
3.2.1	Election	15
3.2.2	Nominations	15
3.2.3	Voting	15
3.2.4	Tied Vote	15
3.2.5	Casual Vacancy of Agility Committee Chairperson	15
3.2.6.	Election of the Agility Committee Members	16
<b>3.3</b>	<b>Responsibilities of the New Zealand Kennel Club Agility Committee</b>	<b>17</b>
<b>3.4</b>	<b>Procedure of the Agility Committee</b>	<b>18</b>
3.4.1	Policy Matters Referred to Agility Registered Members	18
3.4.2	Considering Matters Without Referral to Registered Agility Members	18
<b>3.5</b>	<b>Agility Committee Finances</b>	<b>18</b>
3.5.1	Bank Accounts	18
3.5.2	Annual Accounts	18
3.5.3	Committee Annual Returns	18
3.5.4	Change of Details	18
<b>4.</b>	<b>REGIONAL GROUPS</b>	<b>18</b>
4.1.	Clubs may group together to form regional groups.	18
<b>4.2.</b>	<b>Responsibilities of regional groups.</b>	<b>18</b>
4.2.1	The promotion agility in their region by, for example, organising Interclub events and regional awards.	18
4.2.2	Application to conduct any regional event must be submitted to the NZ Agility committee for approval and inclusion in the national calendar of events.	18

4.2.3	Results of regional awards and competitions must be submitted to the DNZAC.	18
4.2.4	Application for funding of regional awards or competitions may be made to the NZ Agility Committee.	18
<b>4.3</b>	<b>Structure of regional groups.</b>	<b>18</b>
<b>B.</b>	<b>GENERAL – FIXTURES</b>	<b>19</b>
<b>5.</b>	<b>AGILITY FIXTURES - GENERAL CONDITIONS</b>	<b>19</b>
5.1	Agility Fixture Defined	19
5.1.1	Open Events	19
5.1.2	Agility Societies	19
5.1.3	Fixture Approvals	19
<b>5.2</b>	<b>General Conditions of Entry</b>	<b>19</b>
5.2.1	Competitor	19
5.2.2	New Zealand Kennel Club Membership	19
5.2.3	Handlers	19
5.2.4	Dress of competitors	19
5.2.5	Competitors' Numbers	19
5.2.6	Registration of Dogs	19
5.2.7	Endorsed Dogs	19
5.2.8	Official Entry Form	19
5.2.9	Qualified Dog Deemed to Have Been Awarded Title	19
5.2.11	Conduct of Competitors.	20
5.2.12	Refusal of Entry	20
5.2.13	Non-Competitive Entries	20
5.2.14	Australian Overseas Entries	20
5.2.14.1	Australian Entries	20
5.2.15.	Refunds	20
<b>5.3</b>	<b>Judges at Agility Fixtures</b>	<b>20</b>
<b>5.4</b>	<b>General Conditions of Competition</b>	<b>21</b>
5.4.1	Harsh Handling	21
5.4.2	Bitches in season	21
5.4.3	Safety of Dog	21
5.4.4	Food or Training Aids	21
5.4.5	Collars	21
5.4.6	Walking the Course.	21
5.4.7	Event Area	21
5.4.8	Course Set-up	23
5.4.9	Clear Round Certificates	23
5.4.10	Handlers with Disabilities	23
<b>5.5</b>	<b>Wins and Points</b>	<b>24</b>
5.5.1	Allocation of Points for Graduation in Agility Fixtures	24
5.5.2	Awarding of First place wins and Points for Agility, Jumpers and Games	24
<b>6</b>	<b>CONDUCT OF FIXTURES</b>	<b>25</b>
<b>6.1</b>	<b>Show Regulations Apply</b>	<b>25</b>
<b>6.2</b>	<b>Agility Fixture Approvals</b>	<b>25</b>
6.2.1	NZ Agility Committee Approval	25
6.2.2	New Zealand Kennel Club Approvals	25
<b>6.3</b>	<b>Approval of the Format of an Event and Official Schedules</b>	<b>25</b>
6.3.1	Championship	25
6.3.2	Open Events	25
<b>6.4</b>	<b>Catalogues</b>	<b>25</b>
<b>6.5</b>	<b>Event Levies</b>	<b>25</b>
6.5.1	Agility Fixture Levies	25
6.5.2	Due Date	25
6.5.3	Agility Committee Levies	25
6.5.4	Levy Administration	25

<b>6.6</b>	<b>Agility Judging Sheets</b>	<b>25</b>
<b>6.7</b>	<b>Withdrawal and Dismissal from Competition</b>	<b>25</b>
6.7.1	Exclusion or Removal from Competition	25
6.7.2	Exclusion by Judge	25
6.7.3	Withdrawal by Competitor	26
6.7.4	Judge May Stop Judging	26
<b>6.8</b>	<b>Objection to a Dog</b>	<b>26</b>
<b>6.9</b>	<b>Veterinary Surgeon for Shows</b>	<b>26</b>
<b>6.10</b>	<b>Uploading of Results.</b>	<b>26</b>
<b>6.11</b>	<b>Presentation of Prizes</b>	<b>26</b>
<b>6.12</b>	<b>Records to be Retained.</b>	<b>26</b>
<b>6.13</b>	<b>Running Orders.</b>	<b>26</b>
<b>C.</b>	<b>JUDGING</b>	<b>27</b>
<b>7</b>	<b>JUDGES</b>	<b>27</b>
<b>7.1</b>	<b>Requirements of a Judge</b>	<b>27</b>
7.1.1	Financial Membership of New Zealand Kennel Club.	27
7.1.1.2	Judge May Arrange Steward, Timekeepers and Scribes	27
7.1.1.3	Handling of dogs by Judges	27
7.1.1.4	Competition by Judges and Officials	27
7.1.1.5	Reserve Judge	27
7.1.2	Listing on Panels	27
7.1.3	Elementary Class and Special Classes at Ribbon Trials	27
7.1.4	Club and Interclub Days	27
7.1.5	New Zealand Residency	27
<b>7.2</b>	<b>Judging Standards</b>	<b>27</b>
7.2.1	Judge's Decision Final	27
7.2.2	Conduct of the Ring	28
7.2.3	Alteration to Judging Sheets	28
7.2.4	Elimination for Harsh Handling	28
<b>7.3</b>	<b>Integrity of Agility Judges</b>	<b>28</b>
<b>7.4</b>	<b>Judging Overseas / International Judges</b>	<b>28</b>
<b>7.5</b>	<b>Judge of Agility Fixtures</b>	<b>28</b>
7.5.1	Agility Trainee Panel	28
7.5.2	Agility Ribbon Trial Panel	28
7.5.3	Agility Panel	29
7.5.4	Senior Agility Panel	29
7.5.5	Games	29
<b>7.6</b>	<b>Appointment to the Panels</b>	<b>29</b>
7.6.1	General	29
7.6.2	Term of Appointment	29
7.6.3	Reappointments	29
7.6.4	New Applications and Promotions	30
<b>7.7</b>	<b>Judges Examinations</b>	<b>30</b>
7.7.1	Coordinator	30
7.7.2	Setting Examinations	30
7.7.3	Contents of Examination	30
7.7.4	Pass Mark	30
7.7.5	Date and Time of Examination	31
7.7.6	Permission to Sit Examinations	31
7.7.7	Re-count	31
<b>7.8</b>	<b>Agility Judges Panel - Appointment</b>	<b>31</b>
7.8.1	Criteria for Appointment – Trainee Judges Panel	31

7.8.2	Criteria for Appointment – Agility Ribbon Trial Panel	31
7.8.3	Criteria for promotion – Agility Panel	32
7.8.4	Criteria for promotion – Senior Agility Panel	32
7.8.5	Maintaining Senior Agility Panel Status	32
7.8.6	Agility Mentor Panel	32
7.8.7	Probationary Judging Appointments	33
7.9	Retired Judges Roll	33
<b>D.</b>	<b>TITLES AND AWARDS</b>	<b>34</b>
<b>8</b>	<b>TITLES AND AWARDS</b>	<b>34</b>
<b>8.1</b>	<b>Agility Titles and Awards</b>	<b>34</b>
8.1.1	Agility Champion	34
8.1.2	Agility Grand Champion	34
8.1.3	Agility Grand Champion Multipliers	34
8.1.4	Agility Supreme Champion	34
8.1.5.	Agility Awards	34
<b>8.2</b>	<b>Jumpers Titles and Awards</b>	<b>35</b>
8.2.1	Jumpers Champion	35
8.2.2	Jumpers Grand Champion	35
8.2.3	Jumpers Grand Champion Multipliers	35
8.2.4	Jumpers Supreme Champion	35
8.2.5.	Jumpers Awards	36
<b>8.3</b>	<b>Games Awards.</b>	<b>36</b>
8.3.1	Games Dog (GD)	36
8.3.2	Games Dog Excellent (GDx)	36
8.3.3	Games Dog Master (GDM)	36
<b>8.4</b>	<b>Clear Round Certificate Milestones Awards</b>	<b>36</b>
8.4.1	Issue of Certificates	36
8.4.2	Eligible Certificates	36
8.4.3	Milestone Levels	36
8.4.4	Administration	37
<b>E.</b>	<b>NEW ZEALAND DOG AGILITY CHAMPIONSHIP (NZDAC)</b>	<b>38</b>
<b>9</b>	<b>NEW ZEALAND DOG AGILITY CHAMPIONSHIP</b>	<b>38</b>
<b>9.1</b>	<b>General NZDAC Information</b>	<b>38</b>
9.1.1	New Zealand Dog Agility Championship	38
9.1.2	Host Zone	38
9.1.3	NZDAC Committee	38
9.1.4	Approval of Programme	38
9.1.5	Format of NZDAC	38
9.1.6	Inter-Zone and Interclub Competitions	38
9.1.7	NZDAC Financial Reports	38
9.1.8	Registration at NZDAC	38
<b>9.2</b>	<b>Rules for Conduct of Inter-Zone Competition</b>	<b>38</b>
9.2.1	Courses	39
9.2.2	Composition of Team	39
9.2.3	Team Entry	39
9.2.4	Eligibility to Compete in Inter-Zone Team Trials.	39
9.2.5	Running Order.	39
9.2.6	Posting of Scores.	39
9.2.7	Scoring	39
9.2.8	Time Keeping	40
9.2.9	Replacement Dog	40
9.2.10	Reasons for Withdrawal	40
<b>9.3</b>	<b>Rules for Conduct of Interclub Agility Competition</b>	<b>40</b>
9.3.1	Number of Teams	40
9.3.2	Composition of Teams	40

9.3.3	Format of Interclub Agility Competition	40
9.3.4	Entry in One Team Only	40
<b>F.</b>	<b>AGILITY GENERAL PROVISIONS</b>	<b>41</b>
<b>10</b>	<b>GENERAL PROVISION</b>	<b>41</b>
<b>10.1</b>	<b>Age and Height of Dogs and Measurement Certificates</b>	<b>41</b>
10.1.1	Age of Dogs	41
10.1.2	Height of Dogs	42
10.1.3	Permanent Numbers and Measurement Certificates	42
10.1.4	Measurement of Dogs	43
<b>11.</b>	<b>APPROVED FIXTURES</b>	<b>43</b>
<b>11.1</b>	<b>Championship Events</b>	<b>43</b>
11.1.2	Standard Classes	43
11.1.3	Approved Classes.	44
11.1.4	Notice to Judge.	44
<b>11.2</b>	<b>Open Events</b>	<b>44</b>
<b>11.3</b>	<b>Agility, Jumpers and Games Ribbon Trials</b>	<b>44</b>
11.3.1	Standard Classes	44
11.3.2	Other Approved Classes	45
11.3.3	Standard Classes Split by Height groups	45
11.3.4	Novelty Classes	45
11.3.5	Prizes	45
11.3.6	Membership of New Zealand Kennel Club	45
11.3.7	Registration of Dog	45
11.3.8	Schedule Optional	45
11.3.9	Entries on the day	45
11.3.10	Event Levies	45
11.3.11	Report to New Zealand Kennel Club	45
11.3.12	Competition by Champion Dogs	45
<b>11.4</b>	<b>AD and ADX Classes</b>	<b>45</b>
11.4.1	Definition	45
11.4.2	AD Nominated Novice Classes	45
11.4.3	ADX Nominated Intermediate Classes	46
11.4.4	Clear Round Certificates	46
<b>11.5</b>	<b>Interclub or Club Day</b>	<b>46</b>
<b>12.</b>	<b>APPROVED AGILITY FIXTURE OBSTACLES</b>	<b>46</b>
<b>12.1</b>	<b>General Conditions for Obstacles</b>	<b>46</b>
12.1.1	Conform to Specifications.	46
12.1.2	Inspection by Judge	46
12.1.3	Approval of Non-standard Obstacles	46
12.1.4	Championship Agility Clubs are required to have available a full set of equipment.	46
12.1.5	Tolerances	47
12.1.6	Equipment Certificate of Fitness	47
<b>12.2</b>	<b>Standard Obstacles</b>	<b>47</b>
12.2.1	Hurdles	47
12.2.2	Hoop	47
12.2.3	Brush/Blind Hurdle Fence	48
12.2.4	Rigid Tunnel	48
12.2.5	Weaving Poles	48
12.2.6	Long Jump	48
12.2.7	Wings	49
12.2.8	Bars	49
12.2.9	Bidirectional Long Jump	49
<b>12.3</b>	<b>Standard Obstacles Approved for Use in Novice, Intermediate, Senior and Games Classes Only:</b>	<b>51</b>
12.3.1	Dog Walk	51

12.3.2	A-frame	51
12.3.3	Slats	52
<b>12.4</b>	<b>Obstacles Approved for Use in Intermediate and Senior Agility Classes Only:</b>	<b>52</b>
12.4.1	Asymmetrical Spread Jump	52
12.4.2	See-Saw	52
<b>12.5</b>	<b>Optional Equipment Approved for Use in Novice, Intermediate and Senior Classes</b>	<b>52</b>
12.5.1	Multiple Bar Ascending Spread Jump	52
<b>13.</b>	<b>JUDGING AGILITY AND JUMPERS CLASSES</b>	<b>53</b>
<b>13.1</b>	<b>Marking of Standard Classes</b>	<b>53</b>
<b>13.2</b>	<b>Time Faults</b>	<b>53</b>
<b>13.3</b>	<b>Start line and Finish line</b>	<b>53</b>
<b>13.3.1</b>	<b>Start Line</b>	<b>53</b>
<b>13.3.2</b>	<b>Finish Line</b>	<b>54</b>
<b>13.4</b>	<b>Refusals</b>	<b>54</b>
13.4.1	Points for Refusals	54
13.4.2	Elimination by Refusal	54
13.4.3	General Definition of Refusal	55
13.4.3.1	Rule of thirds	55
13.4.3.2	Additional Refusal Clarifications	56
<b>13.5</b>	<b>Faults</b>	<b>56</b>
13.5.1	Points For Faults	56
13.5.2	General Definition of "Fault"	56
13.5.4	General Faults	56
<b>13.6</b>	<b>Disqualifications</b>	<b>57</b>
13.6.1	Elimination by Disqualification	57
13.6.2	Harsh handling	57
13.6.3	Mandatory Disqualification	57
<b>13.7</b>	<b>Obstacle Performance Standards</b>	<b>58</b>
13.7.1	A-frame	58
13.7.2	Dog Walk	59
13.7.3	See-saw	59
13.7.4	Tunnels	59
13.7.5	Jumps	60
13.7.6	Spread Jumps – (Ascending Multi-bar and Asymmetrical)	60
13.7.7	Long Jump and Bi Directional Long Jump	61
13.7.8	Hoop Jump	62
13.7.9	Weaving Poles	62
13.7.10	Table	63
<b>13.8</b>	<b>Stopping A Round</b>	<b>64</b>
<b>13.9</b>	<b>Re-runs</b>	<b>64</b>
13.9.1	Re-runs permitted in some circumstances	64
13.9.2	Timing of Re-run	64
13.9.3	Calculation of Faults on Re-run	64
13.9.4	Refusing a re-run.	64
13.9.5	Tied scores.	64
<b>13.10</b>	<b>Practice</b>	<b>64</b>
<b>13.11</b>	<b>Standard Course Time</b>	<b>64</b>
<b>13.12</b>	<b>Distance Between Obstacles.</b>	<b>64</b>
13.12.1	Consecutive Obstacles	64
13.12.2	Unimpeded Run Up	66
13.12.3	Obstacle Placement	66
13.12.3.2	Hoop Placement	67

<b>G.</b>	<b>AGILITY</b>	<b>68</b>
<b>14.</b>	<b>APPROVED AGILITY CLASSES</b>	<b>68</b>
<b>14.1</b>	<b>Standard Agility Classes</b>	<b>68</b>
14.1.1	Elementary A, B & C	68
14.1.2	Starters	68
14.1.3	Novice	69
14.1.4	Intermediate	69
14.1.5	Senior	69
<b>14.2</b>	<b>Graduation in Agility Classes</b>	<b>70</b>
14.2.1	Graduation from Starters/Novice to Novice/Intermediate	70
14.2.1.2	Optional Graduation	70
14.2.2	Graduation from Novice/Intermediate to Intermediate/Senior	70
14.2.3	Automatic Qualification for AD and ADX	70
14.2.4	Eligibility for Open Agility Events	70
14.2.5	Eligibility for Ribbon Trials	70
<b>14.3</b>	<b>Clean Slate Policy</b>	<b>70</b>
<b>14.4</b>	<b>Novelty Classes</b>	<b>71</b>
14.4.1	Novelty Classes	71
14.4.2	Obstacles	71
<b>H.</b>	<b>JUMPERS</b>	<b>72</b>
<b>15.</b>	<b>JUMPERS GRADES AND GRADUATION</b>	<b>72</b>
<b>15.1</b>	<b>Standard Jumpers Classes</b>	<b>72</b>
15.1.1	Grade C	72
15.1.2	Grade B	72
15.1.3	Grade A	72
<b>15.2</b>	<b>Graduation in Jumpers Classes</b>	<b>73</b>
15.2.1	Graduation from Grade C to Grade B	73
15.2.2	Graduation from Grade B to Grade A	73
<b>I.</b>	<b>GAMES</b>	<b>74</b>
<b>16</b>	<b>GAMES GRADES AND GRADUATION</b>	<b>74</b>
<b>16.1</b>	<b>Standard Games Classes</b>	<b>74</b>
<b>16.2</b>	<b>Games Obstacles</b>	<b>74</b>
16.2.1	Grade C obstacles	74
16.2.2	Grade B obstacles	74
16.2.3	Grade A obstacles	74
16.2.4.	Combination obstacles.	74
<b>16.3</b>	<b>Qualifying Certificates</b>	<b>74</b>
<b>16.4</b>	<b>Graduation in Games Classes</b>	<b>74</b>
16.4.1	Graduation from Grade C	74
16.4.2	Graduation from Grade B	74
<b>17.</b>	<b>Games Classes</b>	<b>75</b>
<b>17.1</b>	<b>GAMBLERS</b>	<b>75</b>
17.1.1	General Description	75
17.1.2	Points Accumulation Period (PAP)	75
17.1.3	Gamble.	75
17.1.4.	Qualification Criteria	76
17.1.5.	Defining the class winner	76
<b>17.2</b>	<b>Snooker</b>	<b>76</b>
17.2.1	General Description	76
17.2.2	Opening Sequence	77
17.2.3	Closing Sequence.	77



17.2.4	End of the Game	77
17.2.5	Qualification Criteria	78
17.2.6	Defining the Class Winner	78
<b>17.3</b>	<b>Jumpers Pairs</b>	<b>78</b>
17.3.1	General Description	78
17.3.2.	Obstacles to be used.	78
17.3.3.	Rates of Travel.	78
17.3.4	Entering a Jumpers Pairs competition.	78
17.3.5	Start and finish of jumpers pairs.	79
17.3.6	Scoring.	79
17.3.7	Judging Considerations	79
17.3.8	Qualification	79
17.3.9.	Defining the class winner.	79
<b>17.4</b>	<b>Blackjack</b>	<b>79</b>
17.4.1	General Description	79
17.4.2.	Obstacles used in Blackjack	79
17.4.3	Start and finish.	79
17.4.5	Scoring	79
17.4.6	Judging	80
17.4.7	Qualification	80
17.4.8	Defining the Class Winner	80
<b>17.5</b>	<b>Strategic Pairs</b>	<b>80</b>
17.5.1	General Description	80
17.5.2.	Obstacles used in Strategic Pairs.	81
17.5.3	Start and finish.	81
17.5.4	Negotiation of obstacles.	81
17.5.5	Scoring	81
17.5.6	Judging	81
17.5.7	Qualification	82
17.5.8	Team members	82
17.5.9	Restraining of Dog	82
17.5.10	Number of strategic exchanges	82
17.5.11	Rate of Travel	82
17.5.12	Maximum Course Time	82
17.5.13	Defining the Class Winner	82

# NEW ZEALAND KENNEL CLUB (INC) AGILITY REGULATIONS

## DEFINITIONS

**Show**, ~~Event~~, ~~Trial~~ and **Fixture** includes Agility Championship, Show, Open Show, and Agility Ribbon Trials.

~~Competitor~~ and ~~Handler~~ for the purpose of the regulations means the person who takes the dog into the ring or working area for all or part of the run, and for all other purposes should include any person who is physically in control of the dog.

~~Owner~~ is the person(s) in whose name the dog is registered with the New Zealand Kennel Club.

~~Class~~ is defined as an individual activity within the event, eg: Starters within an Agility event, or Jumpers B within A Jumpers event.

~~Menacing Disposition~~ is defined as threatening, intimidating or aggressive behaviour.

~~Aggression~~ is defined as hostile or violent behaviour and or a readiness to attack.

~~Attack~~ is defined as hostile or violent behaviour to include physical contact and/or biting.

~~Shall~~ means there is a statutory requirement

~~Should~~ means a strong recommendation

~~Must~~ indicates a minimum standard

**Championship Agility Event** is defined as having at least one full set of Agility classes. (Starters, Novice, Intermediate and Senior)

**Championship Jumpers Event** is defined as having at least one full set of Jumpers classes. (Jumpers C, Jumpers B and Jumpers A)

**Championship Games Event** is defined as having at least one Game consisting of all classes. (Games A, Games B and Games C)

**Agility Ribbon Trial** is defined as having at least one full set of Agility classes (Starters, Novice, Intermediate and Senior), as well as one full set of Elementary classes (Elementary C, Elementary B and Elementary A)

**Jumpers Ribbon Trial** is defined as having at least one full set of Jumpers classes. (Jumpers C, Jumpers B and Jumpers A)

**Games Ribbon Trial** is defined as having at least one GAME consisting of all classes (Games C, Games B and Games A)

**Class** is defined as an individual activity within the event, eg: Starters within an Agility event, or Jumpers B within A Jumpers event.

**“Owner”** is the person(s) in whose name the dog is registered with the New Zealand Kennel Club.

**“Competitor”** and **“Handler”** for the purpose of the regulations means the person who takes the dog into the ring or working area for all or part of the run, and for all other purposes should include any person who is physically in control of the dog.

~~**“Owner”** is the person(s) in whose name the dog is registered with the New Zealand Kennel Club.~~

~~**“Class”** is defined as an individual activity within the event, eg: Starters within an Agility event, or Jumpers B within A Jumpers event.~~

**“Menacing Disposition”** is defined as threatening, intimidating or aggressive behaviour.

**“Aggression”** is defined as hostile or violent behaviour and or a readiness to attack.

**“Attack”** is defined as hostile or violent behaviour to include physical contact and/or biting.

**“Shall”** means there is a statutory requirement

**“Should”** means a strong recommendation

**“Must”** indicates a minimum standard

~~**“Championship Agility Event”** is defined as having at least one full set of Agility classes. (Starters, Novice, Intermediate and Senior)~~

~~**“Championship Jumpers Event”** is defined as having at least one full set of Jumpers classes. (Jumpers C, Jumpers B and Jumpers A)~~

~~**“Agility Ribbon Trial”** is defined as having at least one full set of Agility classes (Starters, Novice, Intermediate and Senior), as well as one full set of Elementary classes (Elementary C, Elementary B and Elementary A)~~

~~**“Jumpers Ribbon Trial”** is defined as having at least one full set of Jumpers classes. (Jumpers C, Jumpers B and Jumpers A)~~

## **A. STRUCTURE**

### **1. AGILITY COMMITTEE OF THE NEW ZEALAND KENNEL CLUB**

#### **1.1 Agility Fixture Regulations**

Agility Regulations cover the structures and procedures governing the conduct of the Agility Committee of the NZKC, and its activities including the conduct of Jumpers, Games and other Novelty classes.

##### **1.1.1 Definition of a Championship Agility Event / Fixture**

A Championship Agility event is defined as having at least one full set of Agility classes, ie: Starters, Novice, Intermediate and Senior.

##### **1.1.2 Definition of an Agility Ribbon Trial Event / Fixture**

An Agility Ribbon Trial event is defined as having at least one full set of Agility classes, ie: Starters, Novice, Intermediate and Senior, as well as the required Elementary classes.

##### **1.1.3 Definition of a Championship Jumpers Event / Fixture**

A Championship Jumpers Event is defined as having at least one full set of Jumpers classes, ie: Jumpers C, Jumpers B and Jumpers A.

##### **1.1.4 Definition of a Jumpers Ribbon Trial Event / Fixture**

A Jumpers Ribbon Trial Event is defined as having at least one full set of Jumpers classes, ie: Jumpers C, Jumpers B and Jumpers A.

#### **1.2 Responsibilities of the Agility Committee**

The Agility Committee of the NZKC is responsible to the Executive Council of the NZKC for all activities related to Agility Competitions under the NZKC structure.

## **2. AGILITY SOCIETIES**

### **2.1 Registered Agility Societies**

Except for an Agility fixture conducted pursuant to Agility Regulation 2.2, to conduct any Agility fixture or regular training class a society must be registered as an Agility society pursuant to these regulations

#### **2.1.1 Associated All Breed Societies**

All Breed Societies affiliated to the NZKC pursuant to NZKC Rule 8 or associated to the NZKC pursuant to NZKC Rule 9 can be registered pursuant to Agility Regulations as a:

- A registered Championship Agility Society or a registered Non Championship Agility Society.
- Societies registered pursuant to this rule must be registered as a Championship society for either Obedience or Agility. All societies registered under this clause must conduct regular Agility training classes.

#### **2.1.2 Recognised All Breeds Societies**

All Breed Societies recognised by the NZKC pursuant to NZKC Rule 11 can be registered pursuant to Agility Regulations as a

- registered Non Championship Agility Society. All societies registered under this clause must conduct regular Agility training classes.

#### **2.1.3 Associated Group, Multi-Breed, or Specialist Breed Societies**

Group, Multi-breed, or Specialist Breed Societies affiliated to the NZKC pursuant to NZKC Rule 8 or associated to the NZKC pursuant to NZKC Rule 9 or 10 can be registered pursuant to Agility Regulations as a:

- registered Non Championship Agility Society. All societies registered under this clause must conduct regular Agility training classes.

#### **2.1.4 Agility Judges Associations**

Societies recognised by the New Zealand Kennel Club pursuant to NZKC Rule 11 can be registered pursuant to Agility Regulations as an Agility Judges Association.

### **2.1.5 Training Only Agility Societies.**

Group, Multi-breed, Specialist Breed or Dog Training Societies affiliated to the NZKC pursuant to NZKC Rule 8, or associated to the NZKC pursuant to NZKC Rule 9 or 10 can be registered pursuant to Agility Regulations as a: registered Training Only Agility Society.

#### **2.1.5.1 Compliance with Agility Equipment Specifications and Certification**

All societies registered under this clause must comply with all current Agility Equipment Specifications for equipment used in training. Certificates of Fitness will be required on all training equipment on an annual basis, and an administration fee may apply for this.

#### **2.1.5.2 Compliance with Agility Training Regulations**

Societies registered under this clause must abide by the Agility Committee training regulations.

#### **2.1.5.3 Eligibility for Financial Assistance**

Societies registered under this clause will not be eligible for financial assistance from the Agility Committee.

## **2.2 Obligation to Conduct Agility Fixtures**

### **2.2.1 Championship Agility Societies**

Societies registered as Championship Agility Societies pursuant to Agility Regulation 2.1 must conduct regular Agility training, must conduct at least one Championship Agility Event per year and must conduct at least one Agility Ribbon Trial per year.

### **2.2.2 Non Championship Agility Societies**

**2.2.2.1 Dual Discipline Societies** - Societies registered as Non Championship Agility Societies pursuant to Agility Regulation 2.1.1 must conduct regular Agility training and must hold at least one Agility Ribbon Trial per year.

**2.2.2.2 Recognised All Breed Societies** - Societies registered as Non Championship Agility Societies pursuant to Agility Regulation 2.1.2 must conduct regular Agility training and must hold at least one Agility Ribbon Trial per year.

**2.2.2.3 Associated Group, Multi Breed, or Specialist Breed** - Societies registered as Non Championship Agility Societies pursuant to Agility Regulation 2.1.3 must conduct regular Agility training, may conduct Open Agility Events and Agility Ribbon Trials and must hold at least one Open Agility Event or Agility Ribbon Trial per year.

### **2.2.3 Training Only Agility Societies**

**2.2.3.1** Societies registered as Training Only Agility Societies pursuant to Agility Regulations 2.1.5 are not permitted to hold Agility Ribbon Trials or Championship Shows.

## **2.3 Procedure for Registration of Societies for Agility**

### **2.3.1 Application**

Applications for registration are made in writing to the Director/Secretary of the NZKC.

### **2.3.2 Information Required.**

Every application for registration shall include the following:

**2.3.2.1** A list of officers and members at the date of application

**2.3.2.2** The Rules of the Society which shall include its aims and objects.

**2.3.2.3** Names and addresses of instructors with written acknowledgement of availability to officiate with particulars in each case.

**2.3.2.4** Venue of Training

**2.3.2.5** Dates and Times of Training

**2.3.2.6** The equipment available to be used by the society.

### **2.3.3 Affected Societies**

Every society likely to be affected by the proposed registration must be advised in writing of the application and may make written comment on the application to the Agility Committee.

### **2.3.4 Registration by Agility Committee**

Registration is made by the Agility Committee. If the society also requires allocation or alteration of status pursuant to NZKC Rules the Agility Committee shall make appropriate recommendations to the Executive Council of the NZKC for the allocation of the appropriate status to the society. Once appropriate status is conferred the registration will come into force.

### **2.3.5 Unrecognised Events**

Training Fixtures held by registered societies are recognised events. All other competitions are unrecognised events pursuant to these regulations.

## **3. NEW ZEALAND KENNEL CLUB AGILITY COMMITTEE**

### **3.1 The Agility Committee**

#### **3.1.1 Members**

The Dogs NZ Agility Committee consists of a Chairperson, Deputy Chairperson and six representatives, of whom two must reside in each of the North and South Islands of New Zealand. Only persons that are currently financial members of Dogs NZ and a registered Agility Society i.e. a society that runs an Agility Championship Show and/or an Agility Ribbon Trial are eligible to stand for membership of the Agility Committee.

#### **3.1.2 Term of Office.**

Members of the Agility Committee will sit for two years from the date of the first meeting after the election of that committee until the first meeting of the next committee immediately after the following election. The first meeting of any new committee may be held in person or virtually and must be held within one month of the announcement of the election results. If no election is required, the meeting will be held as soon as practicable after 29<sup>th</sup> November of the election year but must be held within one month of this date. Until the meeting is held all executive positions of the previous committee remain and it is their responsibility to perform the duties of those offices until the meeting at which a new committee elects these positions.

#### **3.1.3 NZKC Annual Conference of Delegates**

The Agility Committee shall have four delegates at the NZKC Annual Conference of Delegates. These four delegates shall be made up of the Agility Committee Chairperson and a further three people selected from amongst its members by the Agility committee.

#### **3.1.4 The Agility Committee Chairperson**

The Agility Committee Chairperson shall be the Chair of the Agility Committee.

#### **3.1.5 Executive Committee delegate.**

A member of the Agility Committee will be selected to be the Executive Committee delegate. This person will represent the Agility Committee on Executive Council of Dogs NZ during their term of office. This member will be subject to all protocols and standing orders of the Executive Council. This member may be the Chairperson, of the Agility Committee, or another Agility Committee member. They will be selected by the Agility Committee.

#### **3.1.6 Deputy Executive Committee Delegate.**

The Agility Committee shall elect from its members a Deputy Executive Committee delegate who shall represent the Agility Committee at any Executive Council meeting and any other official function when the delegated member is unable to attend. The Deputy Executive Committee delegate will be subject to all protocols and standing orders of the Executive Council.

#### **3.1.7 Deputy Agility Chairperson, Secretary and Treasurer of the Agility Committee**

The Agility Committee shall elect a Deputy Agility Chairperson, Secretary and Treasurer from amongst its members. The Deputy Agility Chairperson shall chair the Agility Committee meetings in the absence of the Agility Chairperson. If both are absent those members present will vote a member to chair that meeting.

#### **3.1.8 Venue of Meetings**

The Agility Committee shall decide the venue of its meetings taking into account suitability and location of members.

#### **3.1.9 Frequency of Meetings**

The Agility Committee will meet a minimum of six times a year throughout the year as the calendar permits. This may include meetings via electronic mediums.

#### **3.1.10 Notice of Meetings**

At least three weeks' notice of all Agility Committee meetings shall be given to all committee members. Agendas for face-to-face meetings shall be distributed to committee member at least 3

days prior to commencement of the meeting. Agendas for online meetings are not required but may be distributed to committee members, where necessary prior to the meeting.

#### **3.1.11 Lapse of Meeting**

If no quorum is present the meeting shall lapse, and the chairperson shall fix the time and place of the next meeting. All business on the agenda of the lapsed meeting shall be included on the agenda of the next meeting and shall take precedence over the new business.

#### **3.1.12 Order of Business**

The order of business at ordinary committee meetings shall be:

- (i) Apologies
- (ii) Roll Call
- (iii) Minutes of previous meeting
- (iv) Business arising from Minutes
- (v) Financial Report
- (vi) Correspondence
- (vii) Business arising from Correspondence
- (viii) Notices of Motion
- (ix) General Business

#### **3.1.13 Expenses**

All members of the NZ Agility Committee shall be paid reasonable travelling and accommodation expenses.

#### **3.1.14 Quorum**

The quorum for a meeting of the Agility Committee will be six members.

#### **3.1.15 Voting**

The mode of voting shall be either by ballot or by show of hands. Individual member voting shall be recorded in the minutes. The Agility Committee must consult widely with the agility community when making significant decisions. In the case of a formal Agility Committee meeting, all matters require a two thirds majority of members present to pass.

#### **3.1.16 Committee Minutes**

The minutes of all Committee meetings and subcommittee meetings shall be circulated to the Chairperson of the Agility Committee, members of the Agility committee and the Director Secretary of the NZKC within one calendar month of the meeting. A report on all meetings shall be circulated to all club secretaries within one calendar month of the meeting.

### **3.2 Election of the Agility Committee Chairperson**

#### **3.2.1 Election**

The Agility Committee will vote for the Chairperson from amongst their membership. The term of office of the Agility Committee Chairperson shall commence at the first meeting of the NZAC at which meeting the election shall take place.

#### **3.2.2 Nominations**

The NZKC will distribute profiles of those seeking the position of Chairperson to all members of the DNZAC.

#### **3.2.3 Voting**

Voting is by secret ballot under the supervision of the NZKC who shall appoint the returning officer.

#### **3.2.4 Tied Vote**

In the event of a tie the sitting Agility Committee Chairperson shall be deemed re-elected or, if the sitting Agility Committee Chairperson is not a candidate for election, the result shall be decided by second ballot.

#### **3.2.5 Casual Vacancy of Agility Committee Chairperson**

In the event of a casual vacancy in the office of the Agility Committee Chairperson, the members of the NZ Agility Committee will elect a Chairperson from amongst their membership. Any person so appointed shall serve until the expiry of the term of the retiring NZ Agility Committee Chairperson

### **3.2.6. Election of the Agility Committee Members**

#### **3.2.6.1 Registered Agility Voters**

**3.2.6.1.1** Any Dogs NZ member can register as an Agility voter as long as they are also a member of a registered agility society.

**3.2.6.1.2** Only Dogs NZ members who are registered as Agility voters will be entitled to nominate, second, vote, or be part of the Agility Committee.

#### **3.2.6.1.3 Register of Eligible Agility Voters**

Dogs NZ and Agility Committee will maintain a register of people eligible to vote at Agility elections.

**3.2.6.1.4** Registration to be an agility voter must be indicated as provided on the official Dogs NZ membership form.

#### **3.2.6.2 Election of the Agility Committee**

##### **3.2.6.2.1 Election**

**3.2.6.2.1.1** The Agility Committee will be elected from nominations received by Dogs NZ by 1 October from the Agility registered membership. In the event that this date falls on a weekend it will be by 5pm on the preceding Friday. The election will take place over a two-week period, concluding as close as practicable to 30 November. The term of office of any member of the Agility Committee shall be for two years and will commence from the time notification of election results are given.

#### **3.2.6.3 Nominations**

**3.2.6.3.1** Dogs NZ will call for nominations for the NZ Agility Committee in the August edition of NZ Dog World, via notice to clubs and on Dogs NZ official website. Nominations to be received by Dogs NZ by 1 October and be accompanied by a full biography of the candidate. The biography of the candidate will appear on the Dog Agility website, Dogs NZ website, the November edition of NZ Dog World, and will be emailed to all Registered Agility Societies. Biographies received after the above date will not be published. The person must be nominated and seconded by financial Dogs NZ members who are also registered as Agility voters.

**3.2.6.3.2** In the event that insufficient nominations are received as at the date of close above, to enable a new full Agility Committee to be formed with the make-up of the representational requirements, the following process must be followed.

**3.2.6.3.2.1** If the number of nominations received at advertised date of close constitutes a quorum, the new committee shall find or appoint the remaining positions once their term of office commences providing that the considerations of representational requirements are met.

**3.2.6.3.2.2** If the number of nominations received at advertised date of close does not constitute a quorum, expressions of interest will be sought before the dissolution of the existing Agility Committee in order to gain enough members for the new committee to form a quorum. The outgoing Agility Committee will select from those who express interest to increase the number on the incoming committee to a number which constitutes a quorum. The new Agility Committee including any people added as detailed above, will then select the remaining members to reach the full membership.

**3.2.6.3.2.3** Should there be insufficient expressions of interest to form a quorum, members of the outgoing Agility Committee may volunteer to remain on the committee until such time as the positions are filled.

#### **3.2.6.4 Voting**

The accepted method of voting is by either postal or electronic means as determined by the Dogs NZ Agility Committee and advertised as such. Any votes that are not cast using the approved methods will be considered invalid.

##### **3.2.6.4.1 Voting Procedure.**

**3.2.6.4.1.1** Agility Registered Members may vote for up to 8 people.

**3.2.6.4.1.2** Notice calling the election will be published in August by a variety of methods including the Dog World and website. Voting forms will be included to be filled in by the member and sent to Dogs NZ where the Returning officers will enter the details into the system.

**3.2.6.4.1.3** When voting closes, the Returning officers, as delegated by Dogs NZ will count the votes and post the results of the election on the Agility Committee website and in the official Dogs NZ publication(s). The



published results will include the number of votes received by every candidate. The results will not be published until after all candidates have been personally informed of their result. The highest two polling candidates from the South Island and the highest two polling candidates from the North will duly be elected and the next four highest polling candidates will also be elected.

**3.2.6.4.1.4** The successful candidates will be informed by Dogs NZ and will be given the date for the first meeting which will generally be held within one month of the results being notified.

**3.2.6.4.1.5 Returning Officers.**

Returning officers may be employees of Dogs NZ or may be members of Dogs NZ delegated to fill the role. Where the Returning Officers are DOGS NZ members there must be a minimum of three people.

**3.2.6.4.2 Tied Vote**

In the event of a tie the other members of the Agility Committee will vote. If there is still a tie, then the NZKC Executive will have the power to split the vote.

**3.2.6.4.3 Casual Vacancy of Agility Committee Member**

In the event of a casual vacancy in any position of the Agility Committee, the next highest polling candidate must be given first opportunity to join the Committee, whilst maintaining the representational requirements. In the event of that person no longer being available, the Committee may appoint a replacement from the Agility Registered voting membership.

**3.3 Responsibilities of the New Zealand Kennel Club Agility Committee**

The Agility Committee shall be responsible for the day to day running of the Agility Section of the NZKC and all matters concerning agility and shall, including but not restricted to:

- 3.3.1** Recommend to the Executive Council of the NZKC any Remit or Recommendation to the Annual Conference of Delegates or any Special General Meeting of Delegates of the NZKC.
- 3.3.2** Recommend to the Executive Council of the NZKC the adoption, revocation or amendment of any regulation of the NZKC.
- 3.3.3** Recommend to the Executive Council of the NZKC the approval or alteration of the status of any society pursuant to the rules of the NZKC.
- 3.3.4** Approve or amend the registration of any society pursuant to these regulations.
- 3.3.5** Institute or recommend to the President or the Executive Council of the NZKC the institution of, disciplinary proceedings pursuant to the Rules of the NZKC.
- 3.3.6** Bring to the attention of the Executive Council of the NZKC any matters of concerns including any recommendations for action by the Executive Council of the NZKC.
- 3.3.7** Receive and respond to submissions on any Agility matters affecting policy or affecting the conduct of, criteria for, or judging of any test, trial, fixture or class.
- 3.3.8** Conduct Agility judges' examinations and Judges Seminars.
- 3.3.9** Recommend to the Executive Council of the NZKC changes to the Official Agility Judges Panel.
- 3.3.10** Oversee the conduct of the New Zealand Dog Agility Championship.
- 3.3.11** Allocate Agility Ribbon Trial dates, and liaise with other dog training committees on Championship and Open Agility Event dates and set the Agility calendar.
- 3.3.12** Delegate authority to a sub-committee for any purpose that is Agility related.

### **3.4 Procedure of the Agility Committee**

#### **3.4.1 Policy Matters Referred to Agility Registered Members**

All matters affecting the setting of levies and the governance structure of the Agility committee shall be referred to the Agility registered members who shall discuss and vote on the matter as requested.

#### **3.4.2 Considering Matters Without Referral to Registered Agility Members**

Nothing in this regulation shall prohibit the Agility Committee from acting without referring a matter to the Agility Registered Members in an emergency, if such referral is not warranted, or if a majority of Agility Committee members shall so decide.

### **3.5 Agility Committee Finances**

#### **3.5.1 Bank Accounts**

A bank account or accounts shall be operated as decided by a resolution of the NZ Agility Committee provided that cheques must be signed by the Agility Committee Chairperson and one other elected signatory. The bank statement and account books shall be produced to the Agility Committee whenever they so desire.

#### **3.5.2 Annual Accounts**

Audited Statement of Accounts for the past year shall be presented to the Agility Committee meeting immediately after the completion of the financial year.

#### **3.5.3 Committee Annual Returns**

The Agility Committee shall annually furnish to the NZKC:

**3.5.3.1** A copy of the Committee's annual report.

**3.5.3.2** Audited financial statements for the Agility Committee.

**3.5.3.3** The names and addresses of the Agility Committee Chairperson and Deputy Agility Committee Chairperson.

**3.5.3.4** A contact telephone number for the Agility Committee.

#### **3.5.4 Change of Details**

The Agility Committee shall promptly advise the NZKC of any alterations to names, addresses or telephone numbers.

## **4. REGIONAL GROUPS**

#### **4.1. Clubs may group together to form regional groups.**

A regional group may or may not reflect an area defined in Agility Regulation 9.1.2.1, but in the event that it does, the regional group should be referred to as a Zone and the appropriate Zone number.

#### **4.2. Responsibilities of regional groups.**

4.2.1 The promotion agility in their region by, for example, organising Interclub events and regional awards.

4.2.2 Application to conduct any regional event must be submitted to the NZ Agility committee for approval and inclusion in the national calendar of events.

4.2.3 Results of regional awards and competitions must be submitted to the DNZAC.

4.2.4 Application for funding of regional awards or competitions may be made to the NZ Agility Committee.

#### **4.3 Structure of regional groups.**

**4.3.1** Regional Groups may elect a Chairperson and Secretary and Treasurer for the purpose of conducting regional matters.

**4.3.2** The names and contact details and Club of any persons forming a regional group must be forwarded to the NZ Agility Committee.

## **B. GENERAL – FIXTURES**

### **5. AGILITY FIXTURES - GENERAL CONDITIONS**

#### **5.1 Agility Fixture Defined**

"Agility Fixture" includes

- New Zealand Dog Agility Championship,
- Championship Agility, Jumpers or Games event,
- Open Agility, Jumpers or Games event,
- Agility, Jumpers or Games Ribbon trial,
- Agility, Jumpers or Games Interclub or Club Day.

#### **5.1.1 Open Events**

Open Events may only be held by clubs registered under Regulation 2.2.2 Non-Championship Agility Societies

#### **5.1.2 Agility Societies**

Only a Registered Agility Society may conduct Agility Fixtures.

#### **5.1.3 Fixture Approvals**

Prior approval of the NZKC Agility Committee is required for all Championship and Open events. The Agility Committee also approves the dates for all Ribbon Trials. Any alteration to the number of sets of classes to be run at Championship Events must be approved by the Agility Committee.

### **5.2 General Conditions of Entry**

#### **5.2.1 Competitor**

The competitor is defined as being the owner of the dog.

#### **5.2.2 New Zealand Kennel Club Membership**

Competitors at a Championship event, Open event must be members of the NZKC.

#### **5.2.3 Handlers**

Handlers of any dog at a Championship event, Open Event must be members of the NZKC.

#### **5.2.4 Dress of competitors**

Any competitor whose dress is considered by the Event Manager to be inappropriate or unreasonable may be barred from the ring. No competitor will be permitted into the Event Ring with bare feet.

#### **5.2.5 Competitors' Numbers**

It is the responsibility of the handler to ensure that the scribe has their number recorded correctly prior to commencing their run.

#### **5.2.6 Registration of Dogs**

All dogs entering in a Championship event, Open event must be registered with the NZKC in the name of the competitor on either Part I (the purebred register) or Part II (the Dog Training register) of the NZKC Register of dogs but not both.

#### **5.2.7 Endorsed Dogs**

The endorsement "Not to be Shown" does not prohibit competition in any Agility Fixture.

#### **5.2.8 Official Entry Form**

**5.2.8.1** Entries for a Championship or Open event must be on an official NZKC entry form or by online entry if the club is using this format for the taking of entries.

#### **5.2.9 Qualified Dog Deemed to Have Been Awarded Title**

For the purposes of competition only, in any class, test or fixture restricted by qualification, any dog entitled to apply for the award of any title or certificate will be deemed to have been awarded that title or certificate, whether or not it has been confirmed by the NZKC.

#### **5.2.10 The Closing Date for Entries**

For any Championship or Open Event, the closing date shall be no later than 7 days prior to the first day of the event.

#### **5.2.11 Conduct of Competitors.**

Competitors shall at all times act with courtesy, sportsmanship and integrity. By their actions they should set an example to other NZKC members and demonstrate a respect for judges, Event officials and fellow competitors.

#### **5.2.12 Refusal of Entry**

No formal standard is prescribed by the NZKC for entry into agility training or an agility fixture. Organising clubs have the right to refuse the entry of any dog into training or competition where the dog's safety or the safety of others is, in the opinion of the club, in jeopardy.

#### **5.2.13 Non-Competitive Entries**

Non-Competitive entries may be accepted at any Ribbon Trial, Inter-club or Club day. The acceptance and conditions of any non-competitive entries will be at the discretion of the club holding the fixture.

#### **5.2.14 AustralianOverseas Entries**

##### **5.2.14.1 Australian Entries**

An Australian Owner and Dog, temporarily in New Zealand, is deemed to be registered with the New Zealand Kennel Club for the purposes of competition only, upon the following conditions: -

**5.2.14.1.1** The owner and/or dog compete pursuant to this regulation at no more than eight **eventsshow.**

**5.2.14.1.2** The owner and/or dog competes in New Zealand for a period of not more than six months.

**5.2.14.1.3** The dog does not obtain any New Zealand Kennel Club title.

**5.2.14.1.4** The dog remains in the ownership of its Australian owner.

**5.2.14.1.5** The owner is a member with one of the Australian Kennel Controls.

**5.2.14.1.6** The dog is registered with one of the Australian Kennel Controls.

**5.2.14.1.7** If any of the above conditions do not apply or cease to apply, then the deemed registration shall lapse and full registration with the New Zealand Kennel Club pursuant to these regulations is required.

##### **5.2.14.2 Entries from Countries other than Australia**

**A handler can compete with their dog or a borrowed dog that is registered with Dogs New Zealand.**

**5.2.14.2.1** The handler must be a financial member of Dogs New Zealand. An Overseas Resident Membership is available for overseas members and is valid for 12 months.

**5.2.14.2.2** The owner and/or handler compete pursuant to this regulation at no more than eight shows.

**5.2.14.2.3** The owner and/or handler competes in New Zealand for a period of not more than six months.

**5.2.14.2.4** If any of the above conditions do not apply or cease to apply, then the deemed registration shall lapse and full registration with the New Zealand Kennel Club pursuant to these regulations is required.

#### **5.2.15. Refunds**

The club shall refund in full any entry withdrawn before the closing date for entries stated in the schedule. Refunds shall be granted after the closing date:

- a) if the dog is no longer eligible for competition due to suffering from, or exposure to, a contagious or infectious disease
- b) if the dog or its handler suffers injury or illness making it unable to attend and compete
- c) if the dog, being an un-spayed bitch, comes into season
- d) in other situations, at the Club's discretion

The club may request medical professional proof and shall be entitled to deduct any New Zealand Kennel Club Show levies paid, before any refund is made.

### **5.3 Judges at Agility Fixtures**

See Section C Subsection 7.

## **5.4 General Conditions of Competition**

### **5.4.1 Harsh Handling**

Any allegation of harsh handling shall require that a complaint be laid of a breach of NZKC Rules and shall be dealt with in accordance with those Rules, provided however that this clause shall not necessarily apply to a judge who whilst judging exercises discretionary powers to penalise or disqualify for harsh handling, any dog and handler.

In an extreme case of harsh handling the dog and handler may be disqualified from that class and/or all classes held on that day.

### **5.4.2 Bitches in season**

Bitches in season are forbidden to compete at or attend Agility Fixtures and training classes. Any person presenting a bitch in season at any Agility Fixture or training classes and the bitch itself, will be liable to suspension for a period of up to 12 months.

### **5.4.3 Safety of Dog**

In all agility fixtures at all times the safety and wellbeing of the dog is paramount. No dog shall compete where its safety and/or wellbeing are in jeopardy.

#### **5.4.3.1 Landing side approach on jumps.**

Landing side refers to the back side of a jump that a dog, upon completing the previous obstacle, would find less obvious. Where a landing side approach is required a stand-alone wing jump must be used. Judges must not set a landing side approach on a spread jump.

### **5.4.4 Food or Training Aids**

The judge will disqualify the dog from that class if the handler uses or carries into the ring any food, manufactured whistle, clicker, squeaky toy or other related training aid other than those required to complete the class.

### **5.4.5 Collars**

No check chains are to be worn while a dog is training or competing. Flat collars which may have a D ring, but no other attachment may be used while competing. No lead may be carried (whether visible or not) by the handler or be attached to the dog while running the course. Leads must be removed and discarded prior to commencing the round.

### **5.4.6 Walking the Course.**

5.4.6.1 Provision must be made for competitors to walk the course before the competition begins when the judge should explain any necessary features of the course e.g., performance of the table in Games classes.

5.4.6.2 Course walking is not permitted once judging has commenced, except in the event of a split height class where modifications are made to the course at the conclusion of one height group and prior to the commencement of the next height group, a secondary course walk is permitted for those in the height groups that will be running the modified course.

### **5.4.7 Event Area**

The event area must measure not less than 40m x 30m and have a non-slip surface, to the satisfaction of the judge on the day.

Event organisers may apply to the Agility Committee for an exemption to the minimum ring size, demarcation and/or assembly area set up, should the physical characteristics of their venue so require.

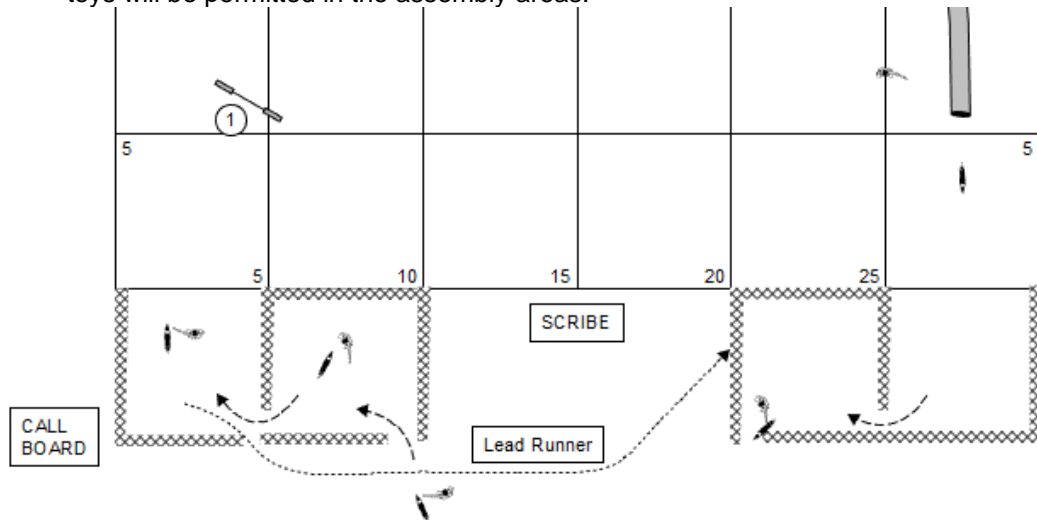
**5.4.7.1** The ring must be demarcated by a rope which must be off the ground on all sides, or a temporary fence (safety plastic mesh, shade cloth or material of similar soft/flexible construction that is well-supported and upright). The integrity of the ring ropes and fencing must be maintained throughout the duration of each class.

**5.4.7.2** Two separate gateways must be provided through which the dogs are to enter and exit the ring.

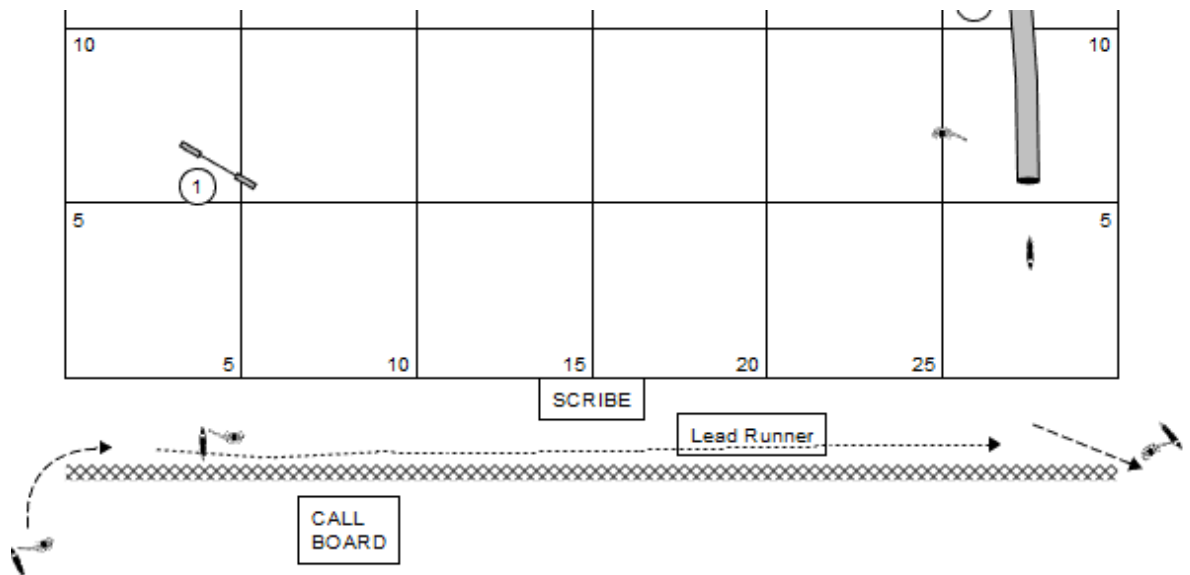
**5.4.7.3** An assembly area must be set up along one whole side of each ring. The entry and exit areas must be 3-5m wide.

### 5.4.7.3.1 Assembly Areas

Best Practice (Diagram 1) holding areas 5m, x 5m made with mesh netting and used to accommodate handler and dog. Area 1, dog next to start, plus a dog in area 2. Food and toys will be permitted in the assembly areas.



**Minimum Standard (Diagram 2)** no mesh holding boxes. Food and toys will be permitted in the assembly areas.



- 5.4.7.4 A minimum of 6m clear space must be provided between any two adjacent rings and in any instance where this cannot be achieved, a physical barrier (eg plastic mesh netting, shade cloth or similar material) must be in place between the rings. A single rope is not allowed. There will be no loitering within the exclusion zone or any walkway between the rings.
- 5.4.7.5 Personnel and equipment that pertain to the running of any class may be located within the assembly area but must be located in such a position so as not to impede upon the entry and exit of the dog to and from the assembly area. Only the lead runners and ring managers are to move between start and finish.
- 5.4.7.6 A dog must be on lead when entering the assembly area and must also be on lead prior to exiting the assembly area at the completion of its run. Competitors are also reminded of the regulation "a dog can be subject to mandatory disqualification for leaving the ring whilst not under control".
- 5.4.7.7 The Event Management/Ring Management must ensure that the lead is available for the handler at the completion of their run.
- 5.4.7.8 All dogs must leave the ring from the designated finish area.

#### **5.4.8 Course Set-up**

**5.4.8.1** The start and Finish line must be clearly designated. The first and last obstacles must be placed to allow a minimum of 7m run up within the ring and at least a 7m run out within the ring. The first and last obstacles must be at least 6m apart. The course should be designed so that the dog's natural path on exiting the course directs it towards the finish holding area.

All dogs must leave the ring from the designated finish area.

**5.4.8.2** In all cases where a course length is required to be established for any class, the course shall be measured by or under the direction of, the presiding judge. The course length shall be measured using a metered wheel, by the following process:

1. There shall be two measures done and the final course length to be used shall be the average of the two.
2. The wheel shall be set at zero and placed initially at the right-hand side of the start of the first obstacle
3. Holding the wheel in the left hand, the measurer will then walk the wheel from obstacle to obstacle, following the numbered sequence of the course, traversing the wheel along the path that follows along the right-hand side of the obstacles and following the path a dog would ideally take to complete the course if it were on the handler's left-hand side for the entire course.
4. In assessing the ideal path, consideration shall be given to tightness of turns and approaches to obstacles that would be expected in the level of the class being measured.
5. The metre reading will establish the course length upon arrival at the exit point of the final obstacle
6. The process above is repeated on the opposite side, with the wheel being placed on the left-hand side of the first obstacle, and the measurer holding the wheel in the right hand.
7. If the wheel calculates measurement inclusive of a decimal place, the length will be rounded up to the next whole metre.

#### **5.4.9 Clear Round Certificates**

**5.4.9.1** Clear Round Certificates are to be issued to dogs gaining Clear Rounds, i.e., no time faults or course faults, in any Agility or Jumpers class. The certificate must include the placing, points awarded, and the number of dogs entered.

**5.4.9.2** For Games classes, qualifying certificates will be issued to those dogs meeting the qualifying criteria applicable to each game.

**5.4.9.3** Exhibitors can elect not to have physical certificates produced for their dog. The default is for all clear round certificates to be produced. This setting can be changed at any time, but the setting will be held as it was at the time of entry for each show. Should an exhibitor elect, at time of entry not to have a physical certificate produced, they may not ask for the certificate to be produced at a later date.

#### **5.4.10 Handlers with Disabilities**

**5.4.10.1.1** Mobility aids are permitted at Agility events. Application for a dispensation to use an aid can be made to the NZKC Agility Committee. If approved, the NZKC Agility Committee Secretary will provide an approval document.

**5.4.10.1.2** Where a handler has a temporary or permanent disability, they are permitted to use a mobility aid (including motorised mobility aids) or medical equipment at an event. This includes within the event area, during the walking of the course and whilst competing with their dog(s).

**5.4.10.1.3** Where the handler has special requirements related to their disability, they must liaise with the Club on entering the competition and present on request an approval document signed by the NZKC Agility Committee Secretary.

**5.4.10.1.4** Where a mobility aid is used in the ring it will be viewed as a part of the person's body and marked accordingly.

**5.4.10.1.5** Motorised aids are permitted at agility events provided that the speed during course walks and outside of the ring is limited to walking speed only.

**5.4.10.1.6** Where a person wishes to compete at Agility events and use assistance other than provided for in this regulation, they must apply to the NZKC Agility Committee. If approved, the Agility Committee will produce a document outlining any conditions of approval, which must be presented to the Club if requested.

## 5.5 Wins and Points

### 5.5.1 Allocation of Points for Graduation in Agility Fixtures

The following table shows the number of points available to place getters in all Agility Fixtures (Agility Jumpers and Games) as defined by the number of dogs entered in the class or split.

**5.5.1.1** Wins and points can only be obtained on a clear round.

# of Dogs Entered	Points Available	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	5 <sup>th</sup>	6 <sup>th</sup>
0-29	0	WIN					
30-44	1	WIN	1				
45-59	2	WIN	1	1			
60-74	3	WIN	2	1			
75-89	4	WIN	2	1	1		
90-104	5	WIN	2	2	1		
105-119	6	WIN	3	2	1		
120-134	7	WIN	3	2	2		
135-149	8	WIN	3	2	2	1	
150-164	9	WIN	3	3	2	1	
165-179	10	WIN	3	3	2	1	1

### 5.5.2 Awarding of First place wins and Points for Agility, Jumpers and Games

**5.5.2.1** First prize wins and/or points gained at Ribbon Trials will not be reckoned in the qualification of a dog for classes at Open and Championship Events but will be reckoned for subsequent Ribbon Trials.

**5.5.2.2** First prize wins and/or points gained at Open Events will not be reckoned in the qualification of a dog for classes at Championship Events but will be reckoned for subsequent Ribbon Trials and Open Events.

**5.5.2.3** Any win and/or points gained at a Specialist Breed Show will NOT be reckoned in the qualifications of a dog for that class at an All Breeds show but will be reckoned for subsequent Specialist Breed Shows.

#### 5.5.2.4 Previous Wins and Points

In estimating the number of prizes won, and clear rounds or qualification certificates awarded, all wins, points, clear rounds and qualification certificates awarded previous to the midnight preceding the original day specified in the schedule for closing entries shall be counted when entering for any class.

Any extension of entry date for that show or the taking of late entries, will not affect the eligibility date for that show.

If a dog becomes ineligible for a class at a show for which entries have already been submitted but before the scheduled date of close, it is the responsibility of the exhibitor to ensure that the show secretary for an upcoming show is notified and that the entries are either changed to the correct class or withdrawn.

Any dog which enters the ring to compete in a class for which it is ineligible will be disqualified and all prizes won in the incorrect class will be forfeited and redistributed as if the dog had not run.

No refunds will be given for runs commenced in the incorrect class. The dog is not permitted to run in the new correct class in any set where it has already run in the incorrect class.

For clarity a set is for example Starters 1, Novice 1, Intermediate 1 and Senior 1 or Jumpers C1, Jumpers B1 and Jumpers A1 etc.

**5.5.2.5** Any wins and/or points gained at Agility events in Starters, Novice, Intermediate and Senior will not be reckoned for Jumpers or Games levels A, B and C, and vice versa.



## **6 CONDUCT OF FIXTURES**

### **6.1 Show Regulations Apply**

NZKC Show Regulations apply to the conduct of Agility Fixtures only where applicable. In the event of a conflict between Show Regulations and Agility Regulations, Agility Regulations take precedence. If a matter is not mentioned in Agility Regulations, the Show Regulations will apply.

### **6.2 Agility Fixture Approvals**

#### **6.2.1 NZ Agility Committee Approval**

The NZ Agility Committee will set a national calendar for all fixtures to be held within NZ. All fixtures require the approval of the NZKC Agility Committee in addition to any NZKC approval required.

#### **6.2.2 New Zealand Kennel Club Approvals**

Every Championship and Open event must be granted a licence and allocated a fixture date by the NZKC Agility Committee in accordance with Show Regulations.

### **6.3 Approval of the Format of an Event and Official Schedules**

#### **6.3.1 Championship**

Championship Agility, Jumpers and Games events require approval of the format of the event by the NZKC Agility Committee, and Official Schedules must be published in the NZ Dog World.

#### **6.3.2 Open Events**

Agility, Jumpers and Games Open events require the approval of the format of the show by the NZKC Agility Committee. Publication of the Official Schedule in the NZ Dog World is optional.

### **6.4 Catalogues**

Event catalogues must be produced for Championship and Open events.

### **6.5 Event Levies**

#### **6.5.1 Agility Fixture Levies**

NZKC Event levies are payable on all entries in Championship and Open events pursuant to the Rules of the NZKC.

#### **6.5.2 Due Date**

All Event levies are payable before the first day of the show.

#### **6.5.3 Agility Committee Levies**

##### **6.5.3.1 NZKC Agility Committee Annual Agility Levy**

The Agility Committee may set an annual levy payable to the Agility Committee by all registered Agility Societies. The amount shall be decided at the biannual elections, the quantum being proposed by the Agility Committee, and voted upon by individual agility voters. No recognised activity may be held thereafter until payment is received.

##### **6.5.3.2 NZKC Agility Committee Event Levy**

The NZ Agility Committee Event levy is payable to the NZKC Agility Committee on all entries in any class at all Championship Events, Open Events and Ribbon Trials. The rate for these levies will be set annually by the Agility Committee.

#### **6.5.4 Levy Administration**

For the purposes of administration, the NZKC levies detailed in 6.5.1 and 6.5.2 along with the levies payable to the Agility Committee under 6.5.4.2 will be combined and payable as one sum to the NZKC Agility Committee using the official form.

### **6.6 Agility Judging Sheets**

Scribe Sheets must be provided by the club and used in all classes at Agility Fixtures.

### **6.7 Withdrawal and Dismissal from Competition**

#### **6.7.1 Exclusion or Removal from Competition**

The Show Manager shall have the power to exclude or remove from the show grounds any dog which is, not fit for competition, owing to disease, menacing disposition, or any other cause.

#### **6.7.2 Exclusion by Judge**

An officiating judge shall have the power to exclude or remove from the ring any dog which in their opinion is deemed not fit for competition due to lameness, obesity or other physical impairment, has a menacing disposition, or any other cause. Any such exclusion is to be immediately reported to the Show Manager for investigation, and an incident report filed with the Agility Committee.

**6.7.3 Withdrawal by Competitor**

A dog may be withdrawn from a class or part thereof and may be permitted to compete in a subsequent class at the same fixture.

**6.7.4 Judge May Stop Judging**

A judge may ask a competitor to leave the ring if in the opinion of the judge the competitor is not competing seriously.

**6.8 Objection to a Dog**

The provisions for objection to a dog contained in Show Regulations apply to Agility fixtures.

**6.9 Veterinary Surgeon for Shows**

The provisions for veterinary surgeons at Events contained in Show Regulations apply to Agility fixtures.

**6.10 Uploading of Results.**

All Clubs are required to upload all Championship, Open, and Ribbon Trial results, to the Agility Committee database within 1 week of the event.

**6.11 Presentation of Prizes**

At any fixture where a presentation to prize winners is made, the presentation may be done either in order of merit or reverse order of merit, at the discretion of the organising show committee.

**6.12 Records to be Retained.**

For all Championship events, Open events and Ribbon Trials the entry forms, scribe sheets and result sheets must be retained for one year from the date of the event.

**6.13 Running Orders.**

6.13.1 In the event of one handler running multiple dogs in one class, the handler may move dogs but may not change the order in which they run.

6.13.2 In the event that a dog is run out of order, then any dog(s) of that handler that were scheduled to run prior to the dog that ran out of order shall be scratched from the class, however:

- The dog that was run out of order shall have their run retained for that class, and
- Any dogs of that handler that originally were to run after the dog that was run out of order shall still be able to run provided those dogs stay in their original order.

## C. JUDGING

### 7 JUDGES

#### 7.1 Requirements of a Judge

##### 7.1.1 Financial Membership of New Zealand Kennel Club.

All judges must be financial members of the NZKC at the date of judging.

##### 7.1.1.2 Judge May Arrange Steward, Timekeepers and Scribes

Judges may arrange their own stewards, timekeepers and scribes provided they state this on their judging contract and the club conducting the fixture agrees.

##### 7.1.1.3 Handling of dogs by Judges

A judge may handle a dog in any class they are not judging, provided that there is no interruption to the class they are judging, and provided they have prior written approval from the organising club.

##### 7.1.1.4 Competition by Judges and Officials

**7.1.1.4.1** Judges may compete at any Agility Fixture provided they may not enter the class for which they are officiating.

**7.1.1.4.2** Show Managers and officials may compete at any Agility Fixture at which they are officiating, provided a Deputy Show Manager is appointed who is to handle with any situation arising involving the show manager or other official where there is a conflict of interest.

**7.1.1.4.3** Scribes and timekeepers may be any person(s) provided that, where the class is unsplit, they may not enter that class. Where the class is split, they may not enter the particular height category for which they are officiating.

##### 7.1.1.5 Reserve Judge

In the event of unforeseen circumstances which prevent the scheduled judge from officiating, a reserve judge may be appointed by the Event committee and if practicable all competitors and the NZKC must be advised prior to the Event.

If the reserve judge appointed is not listed in the schedule a dog can be withdrawn from the class affected and any entry fee paid shall be refunded

#### 7.1.2 Listing on Panels

Only a judge qualified to judge the class and listed on the appropriate Agility Judges Panel may judge any Championship or Open Event or Ribbon Trial.

#### 7.1.3 Elementary Class and Special Classes at Ribbon Trials

7.1.3.1 At Agility Ribbon Trials the Judge of a Special Class or Elementary Class can be any person not being a disqualified person under the Rules of Dogs New Zealand.

7.1.3.2 The course for any special class shall be approved by an Agility Judge as suitable in both standard and safety prior to the day of the competition.

7.1.3.3 Any non-panel judge who is asked to officiate over any Elementary class:

- 1) must use one of twelve official Elementary courses supplied by the Dogs New Zealand Agility Committee; OR
- 2) may design their own course which must be approved by a Senior judge and submitted for record to the Dogs New Zealand Agility Committee AT LEAST 14 days prior to the day of competition and must be checked for correct measurements by a Ribbon Trial, Agility, or Senior Judge on the day.

#### 7.1.4 Club and Interclub Days

At Agility, Jumpers and/or Games Club and Interclub Days the Judge can be any person not being a disqualified person under the Rules and Regulations of the NZKC.

#### 7.1.5 New Zealand Residency

A Judge who has been appointed to an Agility Judges Panel and subsequently becomes non-resident in New Zealand may maintain their position on the Panel, providing they continue to meet all criteria for maintaining their status on the Panel.

#### 7.2 Judging Standards

##### 7.2.1 Judge's Decision Final

A judge's decision shall be deemed to be final at the termination of judging a class, except in a case of fraud, misrepresentation or miscalculation.

## **7.2.2 Conduct of the Ring**

**7.2.2.1** Judges shall be responsible for the conduct of the Ring, including but not limited to ensuring that stewards instruct handlers in accordance with the provisions of these Regulations and that any ring equipment such as timers is set up correctly.

**7.2.2.2** Judges will indicate when a competitor may start their run, by either a verbal or physical gesture, or the use of a whistle.

## **7.2.3 Alteration to Judging Sheets**

Any alteration made by a judge to a judging sheet must be initialled by him/her, and when such alteration is made the judging sheet must bear the time and date of such alteration. All entries on judging sheets must be made in ink.

## **7.2.4 Elimination for Harsh Handling**

Harsh handling of any kind is not tolerated. Judges shall eliminate dog and handler for any harsh handling of a dog at any stage of any Agility, Jumpers and/or Games Class, before, during or after the dog runs in the class whilst handler and dog are under their area of jurisdiction and/or scrutiny.

## **7.3 Integrity of Agility Judges**

Judges, as experienced members of the dog world, shall at all times, act with courtesy, professional integrity and complete impartiality. By their actions they shall set an example to other NZKC members and demonstrate a sound knowledge of Agility Regulations and NZKC Rules.

## **7.4 Judging Overseas / International Judges**

**7.4.1** No person may accept any appointment to judge Agility overseas without prior approval of the Agility Committee.

**7.4.2 International Judges** – No club may accept any appointment from an overseas judge without prior approval from the Agility Committee. Approval must be sought for each event the judge is contracted for.

### **7.4.2.1 Australian Judges**

**7.4.2.1.1** – Judges resident in Australia and listed on the latest Australian National Kennel Council (ANKC) Official Judges Listing, shall be approved to judge at Championship Agility Events in New Zealand.

**7.4.2.2** – Judges not listed on the above, must seek specific approval by applying in writing to the Agility Committee at least eight months prior to the show. In exceptional circumstances late applications may be considered.

### **7.4.2.2 Other Overseas Judges**

**7.4.2.2.1** – Approval for all other overseas judges must be sought by applying in writing to the Agility Committee at least eight months prior to the show. In exceptional circumstances late applications may be considered.

## **7.5 Judge of Agility Fixtures**

### **7.5.1 Agility Trainee Panel**

**7.5.1.1** The Agility Trainee Judge can conduct probationary appointments, under the supervision of a Senior Agility Judge who has been on the Senior Judges Panel for no less than 2 years, at any level with the exception of Senior and Jumpers A at a Championship Event.

### **7.5.2 Agility Ribbon Trial Panel**

**7.5.2.1** Judges listed on the Agility Ribbon Trial Panel can judge all classes at Agility, Jumpers and Games Ribbon Trial.

**7.5.2.2** All judges on the Agility Ribbon Trial Panel must have two Mentors who they select from the Mentor Panel. The Mentor's role is to support and give guidance to the Agility Ribbon Trial judge.

**7.5.2.3** Clubs may apply to the NZKC Agility Committee for a travel subsidy to contract an Agility Ribbon Trial Judge for a fixture. Clubs apply by completing the application form and sending it to the NZKC Agility Committee for approval no later than 30 days before the fixture.

**7.5.2.4** Agility Ribbon Trial Panel Judges can conduct probationary appointments, under the supervision of a Senior Agility Judge who has been on the Senior Judges Panel for no less than 2 years, at any level with the exception of Senior and Jumpers A at a Championship Event.

### **7.5.3 Agility Panel**

**7.5.3.1** Judges listed on the Agility Panel may judge any Championship class excepting Senior, Jumpers A and Grade A games. They may judge any class at an Open event or Ribbon Trial.

**7.5.3.2** An Agility Panel Judge is not required to use the support of the Mentor Panel. However, the use of the Agility Mentor Panel is to be encouraged.

### **7.5.4 Senior Agility Panel**

**7.5.4.1** The judge of a Senior, Jumpers A or Grade A Games class at a Championship event, shall be any judge listed on the NZKC Senior Agility Panel.

### **7.5.5 Games**

**7.5.5.1** Judges listed on the Ribbon, Agility or Senior Judges panel may judge any Games Class at a Games Ribbon Trial.

## **7.6 Appointment to the Panels**

### **7.6.1 General**

#### **7.6.1.1 Exceptional Circumstances**

Although the following procedures and conditions are a guide they will generally be strictly applied and be departed from in exceptional circumstances only with the express approval of the Agility Committee or the Executive Council of NZKC.

#### **7.6.1.2 Minimum Criteria**

The criteria for appointment to any panel shall be a minimum requirement before an application can be considered. In addition, the Agility Committee and the Executive Council shall consider the following criteria:

- . The contribution of the applicant to the canine world in relation to the status of the appointment sought.
- . The demeanour and behaviour of the applicant at canine activities.
- . The standard and conduct of judging exhibited by the applicant at previous appointments.
- . The nature and status of previous appointments.
- . The personal qualities of the applicant.
- . The integrity of the applicant.
- . Any other relevant matters.

### **7.6.2 Term of Appointment**

Appointments to any Agility Judges Panels will be effective from the date set by the Executive Council upon fulfilling the requirements for promotion. The term for appointment for all panels, except Senior Agility Panel will be one year from this date. The Senior Agility Panel term will be two years from this date, subject to continued payment of the annual Judging Licence Fee.

### **7.6.3 Reappointments**

#### **7.6.3.1 Judging Licence Fee**

A judge will be reappointed to the appropriate Agility Judges Panels already held for a further year upon payment of the annual Judging Licence Fee. Initial appointees to the Agility Judges Panel shall pay a judging licence equal to the annual judging licence fee for the period concluding on 31st December of that year. Senior Agility Judges are required to pay the Judging Licence fee every year regardless of whether or not they are due for reappointment to the Senior Agility Panel.

**7.6.3.2** Senior Agility Judges will be reappointed every 2 years subject to meeting the conditions outlined in Agility Regulation 7.8.5.

**7.6.3.3** Any judge wishing to apply for inclusion on the Retired Judges Roll or a leave of absence for a period of up to one year can do so at any time.

**7.6.3.4** Any Senior Agility Judge that has not met the minimum requirements outlined in Agility Regulation 7.8.5 can apply to the NZKC Agility Committee for special consideration to waive the minimum standard for that term.

**7.6.3.5** Any Senior Agility Judge who has not met the minimum requirements to maintain status on this panel, will be advised of any requirements that need to be met before they may accept any Senior or Jumpers A or Grade A games contracts for Championship Events.

**7.6.3.6** Any Senior Agility Judge who has not met the minimum standard within 6 months of being advised of the outstanding requirements by the NZKC Agility Committee will be demoted to the Agility Panel. Any subsequent request for reinstatement to the Senior Agility Panel will require satisfaction of the conditions for promotion under Agility Regulation 7.8.4.

#### **7.6.3.7 Disciplinary Action**

A judge can be removed or suspended from any judging panel by a Regional Disputes Committee as a disciplinary measure pursuant to NZKC Rules.

### **7.6.4 New Applications and Promotions**

**7.6.4.1** The NZKC Agility Committee shall periodically consider applications for new appointments to, or promotion within, the NZKC Agility Judges Panels.

#### **7.6.4.2 Form of Application**

Application is made by completing the NZKC Application Form and lodging it with the NZKC Agility Committee Secretary. All fees payable and evidence that all criteria have been met to support the claim for any promotion, must accompany the application.

#### **7.6.4.3 Recommendations to Executive Council**

**7.6.4.3.1** The NZKC Agility Committee will consider each application for promotion by its merits based where applicable, on Mentor reports and or any official communication received by the NZKC Agility Committee regarding the applicant.

**7.6.4.3.2** For promotion onto the Senior Agility Panel the applicant must have demonstrated behaviour and integrity beyond reproach, both in and out of the ring.

**7.6.4.3.3** Applicants for new appointments and promotions that are assessed by the NZKC Agility Committee as meeting all requirements will be presented biannually to an Executive Council Meeting for recommendation that the applicant is appointed to or promoted within the NZKC Agility Judges Panels.

#### **7.6.4.4 Signature of Applicant**

The signature of the applicant on the Application Forms for the NZKC Agility Judges Panels will imply acceptance by the applicant of the decision of the NZKC Agility Committee and the Executive Council.

#### **7.6.4.5 Decision Final**

The decision of the NZKC Agility Committee and the Executive Council with regard to any application or promotion is final and no correspondence will be entered into. If an application is declined, the NZKC Agility Committee will give reasons in full to the applicant.

### **7.7 Judges Examinations**

#### **7.7.1 Coordinator**

A co-ordinator will be appointed by the NZKC Agility Committee.

#### **7.7.2 Setting Examinations**

The NZ Agility Committee will appoint suitable persons to set appropriate examination papers.

#### **7.7.3 Contents of Examination**

The content of these examinations may be in the form of text, images or video.

##### **7.7.3.1 – Trainee Panel Examination**

Shall be a CLOSED book examination of 30 minutes duration and consist of 30 multiple choice questions on NZKC Agility Regulations, Show Regulations and Rules relating to judging matters.

##### **7.7.3.2 – Ribbon Trial Panel Examination**

Shall be an OPEN book examination consisting of 30 multiple choice questions on NCKZ Agility Regulations, Show Regulations and Rules. The questions should be scenario based requiring the examinee to prove their ability to find the relevant regulations for situations that may arise while officiating as a judge. At least 10 of the questions should relate to course design and safety.

##### **7.7.3.3 – Judge's Licence Renewal Examination**

Shall be an OPEN book examination of at least 15 multiple choice questions relating to any regulations, equipment or procedure changes that officiation judges must be aware of.

#### **7.7.4 Pass Mark**

A pass mark is a minimum of 80%.

### **7.7.5 Date and Time of Examination**

The Agility Committee shall set dates for the Ribbon Trial Panel examination, which shall be held at least twice a year. The date of the exams shall be put into the agility event calendar.

The Agility Committee shall arrange Trainee Panel examinations as required. The Agility Committee will appoint suitable independent members of NZKC to act as coordinator and to supervise the examinations. The location of the examinations will be agreed by the coordinator and the examinee.

#### **7.7.5.1 Online Examinations**

The Agility Committee may provide facilities for the examination to be conducted online. In this situation an adjudicator is required to be present to ensure the candidate sitting the exam does not use online sources to obtain answers during the allocated examination time. The online examination will consist of the same questions as the paper examination that is set at the current time.

### **7.7.6 Permission to Sit Examinations**

#### **7.7.6.1 – Permission to sit Trainee Panel Examination**

Any person who has been approved by the Agility Committee to be appointed to the Agility Trainee Panel can sit the examination. Applicants shall apply to the Agility Committee in writing to sit the next available exam.

#### **7.7.6.2 – Permission to sit Ribbon Trial Panel Examination**

Any person who has completed the requirements to move from the Trainee Panel to the Ribbon Trial Panel can sit the examination prior to applying for promotion to the Ribbon Trial Panel. Applications shall apply to the Agility Committee in writing to sit the next scheduled exam.

### **7.7.7 Re-count**

Within 21 days of being advised of the results of a theoretical examination candidates may apply for a re-count of their examination mark which shall be conducted upon payment of the appropriate fee. The re-counted mark once given shall be final and no correspondence shall be entered into.

### **7.7.8 Special Circumstances**

Examinees may apply in writing to the Dogs NZ Agility Committee if they feel a special circumstance would disadvantage them, through no fault of their own, whilst sitting the examination. Application must be made at least 21 days before the date of the examination and must clearly outline the circumstance and the assistance or accommodation that the examinee seeks in order to overcome the perceived disadvantage. The Dogs NZ Agility Committee will assess the application and respond with a decision, including any conditions which are to apply to the provision of assistance/accommodation.

## **7.8 Agility Judges Panel - Appointment**

### **7.8.1 Criteria for Appointment – Trainee Judges Panel**

New applicants for Trainee Judges Panel appointment must have:

- 7.8.1.1** Agility experience - Scribing, Scoring, Ring/Event Managing and any other associated tasks associated with running an Agility Fixture.
- 7.8.1.2** The applicant should have been involved in Agility for at least two years prior to application.
- 7.8.1.3** Handling Experience - The applicant needs to have trained and handled a dog to obtain a minimum of 2 Clear Round Certificates at Intermediate classes at Championship Agility Events or Open Agility Events.
- 7.8.1.4** The NZKC Agility Committee has the right to waive any or all of these criteria in special cases. Request of waiver of any criteria needs to be made at time of application.
- 7.8.1.5** The Approval of the NZKC Agility Committee.

### **7.8.2 Criteria for Appointment – Agility Ribbon Trial Panel**

For promotion to the Agility Ribbon Trial Panel the applicant must have:

- 7.8.2.1** Conducted a minimum of four probationary judging appointments, conducted in terms of Agility Regulation 7.8.7, and be subject to a favourable report to the NZKC Agility Committee by the Agility Senior Panel Judge who supervised each case.
- 7.8.2.2** Judged a minimum of 200 dogs total at Agility Fixtures.
- 7.8.2.3** Sat and passed the Ribbon Trial Panel examination set by the NZKC Agility Committee.
- 7.8.2.4** The approval of the NZKC Agility Committee.
- 7.8.2.5** If the applicant does not qualify for promotion in that year, the NZKC Agility Committee will support that applicant to help with future success for promotion.

### **7.8.3 Criteria for promotion – Agility Panel**

For promotion to the Agility Panel the applicant must have:

- 7.8.3.1** A minimum of 12 months on the Agility Ribbon Trial Panel.
- 7.8.3.2** Forwarded to the NZKC Agility Committee reports from the applicant's mentors which portray favourable performance or show growth and improvements during the 12-month period which conclude in a favourable result.
- 7.8.3.3** Judged a total of eight classes whilst on the Agility Ribbon Trial panel. Within those eight classes, there must be at least one of every level of standard Agility classes and two Jumpers classes.
- 7.8.3.4** Absence of any negative reports or disciplinary action relating to the applicant's behaviour in and outside of the ring. Applicants may request a waiver of this criteria if sufficient evidence of improvement can be made to the NZKC Agility Committee.
- 7.8.3.5** Completed a short course or seminar that is approved by the NZKC Agility Committee, within the year of application for promotion.
- 7.8.3.6** The approval of the NZKC Agility Committee.

### **7.8.4 Criteria for promotion – Senior Agility Panel**

For promotion to the Senior Agility Panel applicants must have:

- 7.8.4.1** A minimum of 24 Months on the Agility Panel.
- 7.8.4.2** Judged a total of twelve Championship Agility Event Classes, two of which must be Jumpers classes, and a further two Senior classes at Agility Ribbon Trial/Open Event Level. All of these must be in addition to any classes that were counted towards past promotions.
- 7.8.4.3** Absence of any negative reports or disciplinary action relating to the applicant's behaviour in and outside of the ring. Applicants may request a waiver of this criteria if sufficient evidence of improvement can be made to the NZKC Agility Committee
- 7.8.4.4** Completed a short course or seminar that is approved by the NZKC Agility Committee within the previous two years of application for promotion.
- 7.8.4.5** The approval of the NZKC Agility Committee.

### **7.8.5 Maintaining Senior Agility Panel Status**

To maintain a Senior Agility Panel status, a Senior Agility Judge must:

- 7.8.5.1** Renew their judging licence every year.
- 7.8.5.2** Show evidence within two years, prior to the application for renewal, that they have trained and/or competed with a dog in agility, or actively been involved in training other people at a club or professional level.
- 7.8.5.3** Have judged one full set of agility classes at any level in the previous two years prior to application for renewal.
- 7.8.5.4** Have attended at least one short course or seminar that is approved by the NZKC Agility Committee in the previous two years prior to application for relicensing.
- 7.8.5.5** Absence of any negative reports or disciplinary action relating to the applicant's behaviour in and outside of the ring. Applicants may request a waiver of this criterion if sufficient evidence of improvement can be made to the NZKC Agility Committee.
- 7.8.5.6** The NZKC Agility Committee has the right to waive any or all of these criteria in special cases. Request of waiver of any criteria needs to be made at time of application.

### **7.8.6 Agility Mentor Panel**

Senior Agility Judges who wish to apply to join the Agility Mentor Panel must:

- 7.8.6.1** Have spent a minimum of two years on the Senior Agility Panel.
- 7.8.6.2** Be currently on the Senior Agility Panel. Any Mentor who applies for a leave of absence, retires or is demoted, from the Senior Agility panel, also relinquishes their Mentor Panel status.
- 7.8.6.3** Demonstrate the ability to analyse courses in terms of safety, Judgeability and suitability for the level intended. They must be able to explain any alterations to course design in a supportive and positive manner.
- 7.8.6.4** Demonstrate a willingness to actively work with all Agility Judges on all Panels to provide assistance where required in all areas of the judge's responsibilities.
- 7.8.6.5** Behave professionally and in a manner that is expected of all judges at all times.
- 7.8.6.6** Be available, helpful and offer an environment that is supportive of all judges, but particularly to the judges on the Agility Ribbon Trial Panel.
- 7.8.6.7** Be able to teach/oversee the Judges Seminar syllabus set by the NZKC Agility Committee.



## **7.8.7 Probationary Judging Appointments**

### **7.8.7.1 – Eligibility to undertake a probationary appointment.**

A Trainee Judge may only undertake a probationary appointment upon sitting and passing the Trainee Panel examination.

### **7.8.7.2 - Permission to conduct a probationary appointment.**

A probationary judging appointment may only be carried out with the consent of the Club conducting the Fixture.

### **7.8.7.3 Officiating Judge.**

The officiating judge must be from the Senior Agility Panel and must have been on the Senior Agility Panel for a period of no less than 2 years. The officiating judge remains in charge of the ring. As such they must remain in the ring at all times to assist the Agility Trainee or Agility Ribbon Trial Judge. The final decision on any judging matters rests with the officiating judge.

### **7.8.7.4 The officiating judge must send a report for every probationary class completed to the NZKC Agility Committee within 7 days of completion of the probationary appointment.**

**7.8.7.4.1** A report from the scribe outlining their interactions with the judge should be submitted along with the report from the overseeing judge.

### **7.8.7.5 Announcement of Probationary Appointments**

Where an Agility Trainee or Ribbon trial panel Judge is undertaking a probationary appointment at a Championship event, they must be listed either in the schedule for the event or in a notice on the NZKC Agility Committee website. The class in which they are to conduct their probationary must also be stated. The notice must be published at least one week before entries close.

### **7.8.7.6 Number of Probationary Appointments**

A maximum of one probationary judging appointment can be held per day. A judge can do a maximum of one probationary appointment per weekend. The AC will consider exemptions upon application.

## **7.9 Retired Judges Roll**

Any person having served on any panel is entitled to apply to be placed or be nominated for a placement on the Honorary Retired Agility Judges Roll. The Agility Committee if it deems it appropriate can place any person making application on the roll. A judge placed on the Honorary Retired Agility Judges Roll will not be permitted to judge.

## D. TITLES AND AWARDS

### 8 TITLES AND AWARDS

#### 8.1 Agility Titles and Awards

##### 8.1.1 Agility Champion

After a dog has won six Agility Challenge Certificates, at least one of which was a first place, under three different judges, obtained at least ten clear round certificates in senior classes at Championship Agility Events and qualified ADX, it is entitled to be awarded the title of Agility Champion and once the Agility Championship Certificate is issued by the NZKC may carry the prefix Ag.Ch. before its name. Application for championship status is made in writing to the NZKC submitting the original Challenge Certificates and clear round certificates supporting the application or by completing the application online provided that all of these requirements were completed after 1 January 2014.

##### 8.1.2 Agility Grand Champion

After a dog has won 20 Agility Challenge Certificates, at least ten of which are for first place, and qualified ADX GOLD, it is entitled to be awarded the title of Agility Grand Champion and once the Agility Grand Championship Certificate is issued by the NZKC may carry the prefix Ag.Gr.Ch. before its name. Application for Agility Grand Championship status is made in writing to the NZKC submitting the original Challenge Certificates supporting the application or by completing the application online provided that all of these requirements were completed after 1 January 2014.

##### 8.1.3 Agility Grand Champion Multipliers

After a dog has been awarded the title of Agility Grand Champion, the winning of further sets of 20 challenges will allow multipliers to be added to the title. These will be added up to and including the winning of 80 challenges as follows:

Ag.Gr.Ch2 = 40 challenges

Ag.Gr.Ch3 = 60 challenges

Ag.Gr.Ch4 = 80 challenges

Application for the multipliers to be added requires completion of the relevant application form for this award and its submission to the NZKC. This form will need to be signed by NZKC Club President or Secretary, NZKC Agility Judge, or an NZKC Agility Committee member who will attest that they have sighted the challenge certificates as detailed on the form or that they have witnessed the existence of those challenge certificates via the Agility Committee website. The completed form should be forwarded to the NZKC office who will issue the award.

##### 8.1.4 Agility Supreme Champion

After a dog has been awarded the title of Agility Grand Champion and has won 100 Agility Challenge Certificates in total, it is entitled to be awarded the title of Agility Supreme Champion and once the Agility Supreme Champion certificate is issued by the NZKC may carry the prefix Ag.Sup.Ch. before its name. Application for the Agility Supreme Champion to be added requires completion of the relevant application form for this award and its submission to the NZKC. This form will need to be signed by NZKC Club President or Secretary, NZKC Agility Judge, or an NZKC Agility Committee member who will attest that they have sighted the challenge certificates as detailed on the form or that they have witnessed the existence of those challenge certificates via the Agility Committee website. The completed form should be forwarded to the NZKC office who will issue the award.

##### 8.1.5. Agility Awards

The following awards can be conferred on dogs for Agility:

###### 8.1.5.1. Agility Dog (AD)

To qualify AD dogs must obtain two Clear Rounds on official AD nominated Novice courses.

OR: Graduate from Starters/Novice to Novice/Intermediate.

###### 8.1.5.2. Agility Dog Excellent (ADX)

To qualify ADX dogs must obtain four clear rounds on official AD nominated novice courses.

OR: Graduate from Novice/Intermediate to Intermediate/Senior.

Agility Dog Excellent (ADX)

There are three levels of ADX. In ascending order, they are:

ADX Bronze (ADXB)

ADX Silver (ADXS)

ADX Gold (ADXG)

To qualify dogs must be qualified ADX and obtain a further two Clear rounds on official ADX nominated intermediate courses at each level before proceeding to the next.

#### 8.1.5.3 Senior dog awards. (SN)

There are four levels of Senior dog awards. A dog will qualify at each level after accumulating the required total of Championship clear round certificates. In ascending order, with number of certificates required, they are: -

Senior Dog – Excellent (SNX) – 25 certificates

Senior Dog – Bronze (SNXB) – 40 certificates.

Senior Dog – Silver (SNXS) – 55 certificates

Senior Dog – Gold (SNXG) – 70 certificates

Qualifying certificates will be gained from January 2014

## 8.2 Jumpers Titles and Awards

### 8.2.1 Jumpers Champion

After a dog has won eight Jumpers Challenge Certificates, at least two of which are a first place, under three different judges, obtained at least ten clear round certificates in Grade A classes at Championship Jumpers Events and qualified JDX, it is entitled to be awarded the title of Jumpers Champion. Once the Jumpers Championship Certificate is issued by the NZKC the dog may carry the prefix J.Ch. before its name. Application for championship status is made in writing to the NZKC submitting the original Challenge Certificates and clear round certificates supporting the application or by completing the application online provided that all of these requirements were completed after 1 January 2014.

### 8.2.2 Jumpers Grand Champion

After a dog has won 20 Jumpers Challenge Certificates, at least ten of which are for first place, it is entitled to be awarded the title of Jumpers Grand Champion and once the Jumpers Grand Championship Certificate is issued by the NZKC may carry the prefix J.Gr.Ch. before its name. Application for Jumpers Grand Championship status is made in writing to the NZKC submitting the original Challenge Certificates supporting the application or by completing the application online provided that all of these requirements were completed after 1 January 2014.

### 8.2.3 Jumpers Grand Champion Multipliers

After a dog has been awarded the title of Jumpers Grand Champion, the winning of further sets of 20 challenges will allow multipliers to be added to the title. These will be added up to and including the winning of 80 challenges as follows:

J.Gr.Ch2 = 40 challenges

J.Gr.Ch3 = 60 challenges

J.Gr.Ch4 = 80 challenges

Application for the multipliers to be added requires completion of the relevant application form for this award and its submission to the NZKC. This form will need to be signed by NZKC Club President or Secretary, NZKC Agility Judge, or an NZKC Agility Committee member who will attest that they have sighted the challenge certificates as detailed on the form or that they have witnessed the existence of those challenge certificates via the Agility Committee website. The completed form should be forwarded to the NZKC office who will issue the award.

### 8.2.4 Jumpers Supreme Champion

After a dog has been awarded the title of Jumpers Grand Champion and has won 100 Jumpers Challenge Certificates in total, it is entitled to be awarded the title of Jumpers Supreme Champion and once the Jumpers Supreme Champion certificate is issued by the NZKC may carry the prefix J.Sup.Ch. before its name. Application for the Jumpers Supreme Champion to be added requires completion of the relevant application form for this award and its submission to the NZKC. This form will need to be signed by NZKC Club President or Secretary, NZKC Agility Judge, or an NZKC Agility Committee member who will attest that they have sighted the challenge certificates as detailed on the form or that they have witnessed the existence of those challenge certificates via the Agility Committee website. The completed form should be forwarded to the NZKC office who will issue the award.

### 8.2.5. Jumpers Awards

The following awards can be conferred on dogs for Jumpers:

**8.2.5.1 Jumpers Dog (JD)** - To qualify JD dogs must obtain twenty five Clear Rounds in Championship Grade C Jumpers Classes. Dogs which graduate out of Championship Grade C Jumpers classes prior to gaining the required twenty five clear rounds will also be conferred the title of Jumpers Dog (JD).

**8.2.5.2 Jumpers B Dog Awards.**

There are four levels of Jumpers B dog awards. A dog will qualify at each level after accumulating the required total of Jumpers Championship Grade B clear round certificates.

In ascending order, with number of certificates required, they are: -

Jumpers Dog – Excellent (JDX) – 25 certificates. Dogs which graduate out of Championship Grade B Jumpers classes prior to gaining the required twenty-five clear rounds will also be conferred the title of Jumpers Dog Excellent (JDX).

Jumpers Dog – Bronze (JDXB) – 40 certificates.

Jumpers Dog – Silver (JDXS) – 55 certificates

Jumpers Dog – Gold (JDXG) – 70 certificates

Qualifying certificates will be gained from January 2014

**8.2.5.3 Jumpers A Dog awards.**

There are four levels of Jumpers A dog awards. A dog will qualify at each level after accumulating the required total of Jumpers Championship Grade A clear round certificates.

In ascending order, with number of certificates required, they are: -

Jumpers A Dog – Excellent (JAX) – 25 certificates

Jumpers A Dog – Bronze (JAXB) – 40 certificates.

Jumpers A Dog – Silver (JAXS) – 55 certificates

Jumpers A Dog – Gold (JAXG) – 70 certificates

Qualifying certificates will be gained from January 2014

### 8.3 Games Awards.

The following awards can be conferred on dogs for Games:

#### 8.3.1 Games Dog (GD)

To qualify GD dogs must obtain Twenty-Five (25) championship qualifying certificates (including at least five Snooker and five Gamblers) in Championship Grade C Games Classes. Dogs which graduate out of Championship Grade C Games prior to gaining the required twenty-five qualifying certificates will also be conferred the title of Games Dog (GD).

#### Transition rule for GD title.

Those dogs which start in Grade B will need to collect **TEN Grade B** championship qualifying certificates (including at least 2 Snooker and 2 Gamblers) in Grade B Games before they can apply for the GD title.

#### 8.3.2 Games Dog Excellent (GDx)

To qualify GDx dogs must graduate out of Championship Grade B Games classes.

#### 8.3.3 Games Dog Master (GDM)

To qualify GDM dogs must obtain **TWENTY FIVE** championship qualifying certificates in Grade A Games, (including at least 5 Snooker and 5 Gamblers).

### 8.4 Clear Round Certificate Milestones Awards

#### 8.4.1 Issue of Certificates

The NZKC will issue achievement certificates to dogs who have accumulated milestone numbers of clear round certificates. To be eligible, a minimum of one CRC must be gained on or after 1 Jan 2009.

#### 8.4.2 Eligible Certificates

Any certificates gained in standard classes or Trials at Ribbon Trial, Open Events or Championship Events will be eligible to count toward the milestone awards.

#### 8.4.3 Milestone Levels

Certificates will be issued when the following numbers of CRCs have been gained:

100, 250, 500, 750, 1000

#### **8.4.4 Administration**

Applicants will need to fill in an application form for CRC recognition. This form will need to be signed by NZKC Club President or Secretary, NZKC Agility Judge, or an NZKC Agility Committee member who will attest that they have sighted the certificates as detailed on the form, or that they have witnessed the existence of those clear round certificates via the Agility Committee website. The completed form **should be forwarded to the NZKC office who will issue the milestone certificate.**

## **E. NEW ZEALAND DOG AGILITY CHAMPIONSHIP (NZDAC)**

### **9 NEW ZEALAND DOG AGILITY CHAMPIONSHIP**

#### **9.1 General NZDAC Information**

##### **9.1.1 New Zealand Dog Agility Championship**

New Zealand Dog Agility Championship (NZDAC) is a national event conducted by the NZKC Agility Committee on behalf of the NZKC.

##### **9.1.2 Host Zone**

NZDAC is conducted by each Zone, where possible, in rotation as decided by the NZKC Agility Committee five years in advance.

###### **9.1.2.1 Zones**

For the purpose of the NZDAC, Zone boundaries will be:

**Zone 1** The northern part of the North Island from a line drawn from the north of Awakino passing north of Tokoroa then following the Kaimai Ranges to a point East of Whitianga.

**Zone 2** That area of the North Island not included in Zone 1 north of a line drawn from the north of Awakino on the west coast to Porangahau on the east coast.

**Zone 3** The remainder of the North Island.

**Zone 4** South Island down to an east-west line south of Ashburton.

**Zone 5** The remainder of the South Island.

##### **9.1.3 NZDAC Committee**

At least three years prior to the event being conducted in a Zone a Zone Representative in conjunction with a delegated NZDAC Agility Committee member shall form an NZDAC committee for that Zone. The Chairperson of this Committee is to be selected from the members on the NZDAC Organising Committee.

##### **9.1.4 Approval of Programme**

Programmes for an NZDAC shall be the prerogative of the host Zone NZDAC Committee. An outline of the programme shall be presented to a meeting of the NZKC Agility Committee at least two years in advance for approval and detailed reports provided to every meeting thereafter.

##### **9.1.5 Format of NZDAC**

The agility programme for every NZDAC shall include:

- . An- Inter-Zone competition
- . An interclub agility competition
- . Championship agility event/s (including ONE AD nominated Novice class and ONE ADX nominated Intermediate class)
- . Championship Jumpers event/s
- . Finals for all levels of agility and jumpers events.

Any additional classes as the NZDAC Committee may decide subject to the approval of the NZKC Agility Committee

##### **9.1.6 Inter-Zone and Interclub Competitions**

Inter-Zone and interclub competitions at the NZDAC must be conducted in accordance with these Regulations.

##### **9.1.7 NZDAC Financial Reports**

The NZDAC Treasurer shall present an audited Statement of Accounts of the NZDAC at the next meeting of the NZKC Agility Committee following the NZDAC held in that Zone.

##### **9.1.8 Registration at NZDAC**

Before any person can enter any competition or attend any social event at an NZDAC, they must be registered with that NZDAC. To affect such registration there will be a nominal fee of no more than \$5.00 single and \$10 family: (being 2 adults and children under 18 years).

#### **9.2 Rules for Conduct of Inter-Zone Competition**

The NZKC Agility committee is required to approve the format of the Interzone Teams competition. The Interzone teams competition must include Starters, Novice, Intermediate and Senior. The inclusion of Jumpers is optional.

## 9.2.1 Courses

**9.2.1.1 Agility courses.** There will be four agility courses - Starters, Novice, Intermediate and Senior with a Standard Course Time (SCT). All dogs at each level will compete on the same course, with the same SCT.

**9.2.1.2 Jumpers course.** There will be one course set up at Jumpers B level which all Jumpers dogs will run.

## 9.2.2 Composition of Team

The teams shall each consist of four handlers and four dogs, one selected to compete in each of the four approved Agility Classes. Two dogs and handlers from the team will compete in the Jumpers class. All heights of dogs are eligible.

## 9.2.3 Team Entry

Teams from each Zone shall be selected for entry into the Inter-Zone Competition.

### 9.2.3.1 Organisation of the Teams Selection Process

The NZKC Agility Committee will appoint Agility Team managers for each Zone. The Agility Team managers will co-ordinate the trials in their Zone, including submitting the Agility Team details by 15th September. The Team shall be selected from performance at separate trials held within each Zone.

**9.2.3.1.1 Jumpers dog selection process.** The two top qualified Jumpers dogs from the selected team will represent the Zone in Jumpers, however the handler may opt out of running their dog in Jumpers in addition to the Inter-Zone agility run. In this case the next highest qualified dog will be selected. The selection for jumpers dogs must follow the order: - Grade, Titles, No. of challenge certificates, No. of wins, No. of clear rounds. In the event of a complete tie after all criteria have been taken into account, the team manager will decide.

### 9.2.3.2 Team Uniforms and Travel Subsidy

A Team subsidy will be paid to individuals in the Team each year, with the amount and method to be set by the NZKC Agility Committee on an annual basis.

The NZKC Agility Committee will organise Team uniforms.

The Agility Team managers contact details must be supplied to the NZDAC Agility Show Manager by 15<sup>th</sup> September.

## 9.2.4 Eligibility to Compete in Inter-Zone Team Trials.

### 9.2.4.1 Dogs

Dogs must be eligible to compete in the appropriate class on 1 August each year. This regulation is not intended to prevent dogs which turn 18 months old subsequent to this date from competing in the Zone Teams Selection process. Dogs must be 18 months or older on the day of the first day of the Selection Trials for their Zone.

### 9.2.4.2 Handlers

Handlers must be resident in the Zone for which they trial. Handlers must be members of a NZKC dog agility training Club within the Zone for which they trial.

**9.2.4.3** No dog or handler can be entered in more than one Zone.

## 9.2.5 Running Order.

Classes shall be run beginning with Agility - Starters then Novice, Intermediate and ending with Senior. The running order for each level will be: - Starters - host Zone dog then remaining Zones in numeric order. The Zone that ran last in the previous class runs first in the next class with the remainder in numeric order (e.g., 3,4,5,1,2). The Jumpers class will follow Senior.

## 9.2.6 Posting of Scores.

The number of faults and time of each competitor will be announced and posted immediately following the round. The next competitor must not start until this is done. Each dog's score will be posted.

## 9.2.7 Scoring

### 9.2.7.1 Scoring Elimination

The scoring will be as for a standard Championship agility event, except that eliminated dogs must complete the course with additional faults added and receive 50 faults for each elimination.

### 9.2.7.2 Ranking Competitors

**9.2.7.2.1 Agility.** All competitors will be ranked. First receives 5 points, second 4 points, third 3 points etc.

**9.2.7.2.2 Jumpers.** All competitors will be ranked. First receives 10 points, second 9 points, third 8 points etc.

**9.2.7.3 Winning Team**

The winning team is the team with the highest number of points.

**9.2.7.4 Equal Individual Scores**

If dogs are tied on equal faults and equal time then they will receive a formulated ranking by adding the rankings and dividing by the number of dogs (e.g., if two dogs are tied in second place, both dogs receive a ranking of 2).

**9.2.7.5 Tied Team Scores**

In the event of a tie, the team with the lowest accumulated number of faults will be the winner, if still tied the team with the fastest accumulated times will be the winner.

**9.2.8 Time Keeping**

Times will be recorded to at least 100ths of a second.

**9.2.9 Replacement Dog**

If a team dog is unable to compete, a replacement may be chosen from any eligible dog from that Zone present at the NZDAC. The NZ Agility Committee Chairperson, and Team Managers are to be consulted before any replacement takes place.

**9.2.10 Reasons for Withdrawal**

Dogs may not be withdrawn from the Teams competition for any reason other than the following:

- Sickness and/or disability of the dog certified by a veterinary certificate, which should be presented to the Show Manager.
- Sickness and/or disability of the handler.

**9.3 Rules for Conduct of Interclub Agility Competition**

**9.3.1 Number of Teams**

All registered Agility societies may enter a maximum of two teams.

**9.3.2 Composition of Teams**

Teams will comprise 3 dogs and 3 handlers with no more than two dogs eligible for the same classes in any one team.

**9.3.3 Format of Interclub Agility Competition**

The Competition may either be run in either one of the following methods.

**9.3.3.1** A separate Interclub Teams Event may be scheduled and may be run on such course or courses as proposed by the NZDAC Organising Committee and approved by the NZKC Agility Committee. The method of defining the winning team must be included in the schedule for the NZDAC.

**9.3.3.2** The Interclub Teams Competition may be decided by the calculation of places gained by Team members in such standard classes at the NZDAC as the NZDAC Organising Committee may decide.

**9.3.3.3** If the Interclub teams' competition is to be run over standard classes at the NZDAC, the following method of deciding the winning team will be used.

The winning team will be that which gains the most points gained in such classes on the following basis.

First place 10 points down to Tenth place 1 point with team members gaining an additional 1 point for a clear round regardless of the place gained in the class.

**9.3.4 Entry in One Team Only**

No dog or handler to be entered in more than one team.



**F. AGILITY GENERAL PROVISIONS**

**10 GENERAL PROVISION**

**10.1 Age and Height of Dogs and Measurement Certificates**

**10.1.1 Age of Dogs**

Dogs under 18 months of age are not eligible to compete in Agility Fixtures.

**10.1.1.1** The Agility Committee will permit Clubs to train dogs less than 18 months of age provided that they follow 10.1.1.2 “Code of Practice for training agility dogs under 18 months.”

**10.1.1.2** Code of Practice for training agility dogs under 18 months.

1. Mixed classes. Where a class is comprised of mixed ages, all dogs must train on the minimum recommended level for all obstacles, relevant to their height. In addition to age, consideration should also be given to the dog’s fitness for agility in relation to its weight and Breed type.
2. The guidelines given are the maximum for each obstacle.
3. Tunnels. Any dog of any age is permitted to train on the tunnels.
4. Jumping
  - a. For all dogs the height must be raised gradually over several months.
  - b. For dogs less than 12 months the maximum Jumping height is the dog’s carpal height (wrist height).
  - c. For dogs between 12 – 16 months the maximum height is the dog’s elbow.
  - d. From 16 – 18 months the jump height can be gradually raised to the competition height.
5. Long Jump.
  - a. For all dogs the length must be increased gradually over several months.
  - b. For dogs less than 12 months the smallest Long jump unit must be used.
  - c. For dogs between 12–16 months: 240s jump 1 unit, 320s jump 1-2 units, 380s jump 2-3 units, 500s and 600s jump 3-4 units.
  - d. From 16–18 months the length can be gradually increased to competition length.
6. Elevated equipment.
  - a. For dogs under 12 months the maximum height is equivalent to the small table.
  - b. For dogs from 12-16 months the obstacles can be gradually raised to a maximum height equivalent to the large table.
  - c. From 16 months the obstacle may be raised to competition height.
7. Weave poles.
  - a. For all dogs, irrespective of the technique used, the progression towards 12 poles in a straight line must be done gradually over several months.
  - b. For dogs under 12 months bending of the body must be minimised. They must not weave more than 4 poles in a straight line.
  - c. For dogs aged 12-16 months: Irrespective of the technique used, the weaves may be moved towards 12 poles in a straight line, however this must be done gradually over a number of months.
  - d. Dogs over 16 months of age may weave 12 poles in a straight line.

<b>10.1.1.2 Code of Practice for training agility dogs less than 18 months of age.</b>					
Age of dog	Recommendations for Obstacles (maximum)				
	Where there are mixed ages the min will apply	Jumping	Long Jump	Elevated equipment	Weave poles
<12 mths		Jump height max: Carpal (wrist) height	Max number of units, all heights: 1	Slightly elevated using mini table or equivalent height.	Bending of the dog is permitted over 4 poles max.
12-16 mths		Jump height max: Elbow height	Max no. of units: Micro: 1 unit, Mini: 1-2, Midi: 2-3, Maxi: 3-4	Slightly elevated using maxi table or equivalent height	Gradually move to 12 poles in a straight line.
16 mths +		Gradual increase to competition height	Gradual increase in length of long jump to competition length.	Competition height permitted	12 poles in a straight line permitted.

## **10.1.2 Height of Dogs**

Competing dogs are divided into five height categories based on their measurement at the top of their shoulder blades (withers)

### **10.1.2.1 240 Dogs**

Dogs not exceeding 325mm are eligible to compete as 240 Dogs.

### **10.1.2.2 320 Dogs**

Dogs exceeding 325mm but not exceeding 380mm in height are eligible to compete as 320 Dogs.

### **10.1.2.3 380 Dogs**

Dogs exceeding 380mm but not exceeding 430mm in height are eligible to compete as 380 Dogs.

### **10.1.2.4. 500 Dogs**

Dogs exceeding 430mm but not exceeding 520mm in height are eligible to compete at 500 Dogs.

### **10.1.2.5 600 Dogs**

All other dogs compete as 600 Dogs.

### **10.1.2.6 Exemptions to height category.**

Exemptions may be approved by the NZ Agility Committee for dogs to compete at a higher height category.

#### **10.1.2.6.1 Interim Exemptions**

Dogs less than two years old with an interim height measure within 10mm of a height cut-off may compete at a height one level higher than which the dog is measured. Handlers must apply to the Agility Committee for an exemption to compete at the height 1 level higher. If approved by the Agility Committee, the dog must compete at the height of the exemption until the permanent measure at two years old. The dog must then compete at the height of the permanent measure.

#### **10.1.2.6.2 Exemption Endorsement**

Owners must apply to the NZKC Agility Committee for an exemption prior to competing at the higher height category. If exemption is given the dog's measurement certificate will be endorsed by the NZKC Agility Committee and will show which height category the dog will compete at.

#### **10.1.2.6.3 Relinquishing an exemption.**

Where a dog has been approved for a permanent exemption, the dog may only compete at the height category it is eligible for with the approval of the NZKC Agility Committee. The dog will not be eligible for any further exemption.

## **10.1.3 Permanent Numbers and Measurement Certificates**

All dogs competing in Agility Ribbon Trials, Open or Championship events must be measured and issued with a permanent number. The measure must be conducted no earlier than four (4) weeks prior to the dog turning 18 months or two (2) weeks prior to the dog turning two years old. The permanent number must be applied for at the time of or before the measure being completed.

### **10.1.3.1 Interim Measurement Certificates**

Any dog between the ages of eighteen months and twenty-seven months may compete upon the issue of an interim Certificate of Measurement. Any interim certificate issued for any dog so competing shall be produced to the secretary of the club conducting the event upon request.

### **10.1.3.2 Permanent Measurement Certificate.**

A dog over the age of two years may compete in agility upon the issue of a permanent certificate of measurement. All permanent certificates of measurement for NZKC registered dogs shall be registered with the NZKC.

### **10.1.3.3 Agility Ribbon Trial Measurements**

Dogs wishing to compete in Agility, Jumpers and/or Games Ribbon Trials, shall be required to have a Certificate of Measurement completed and be registered for a permanent number prior to competition. Where such dogs are subsequently registered with the NZKC the measurement details will be forwarded to NZKC. These dogs and handlers do not need to be NZKC members.

### **10.1.3.4 Revocation of Measurement Certificate**

A Certificate of Measurement once registered shall be revoked and/or amended only by order of the Agility Committee upon such conditions as they shall impose.

#### 10.1.4 Measurement of Dogs

##### 10.1.4.1 Definition of Height

The height of the dog to be measured shall be the height in millimetres (mm) from the ground to the top of the shoulder.

##### 10.1.4.2 Method of Measurement

The dog shall be measured by two people who must be official measurers appointed by the NZKC Agility Committee. The official measurer will issue a NZKC Certificate of Measurement, signed by both parties conducting the measurement. This measurement will be done utilising a measuring device approved by the NZKC Agility Committee and following the 'Guidelines for Measuring dogs' as produced by that Committee.

### 11. APPROVED FIXTURES

#### 11.1 Championship Events

##### 11.1.1 Eligibility to Enter.

A Championship Event is for all breeds of dogs at which cash, prizes and/or trophies may be offered.

##### 11.1.2 Standard Classes

At every Championship Event all standard classes applicable to that type of fixture must be offered. In addition, clubs may offer other approved classes as laid down in these regulations. Where more than one Championship Event is being held on one day or on consecutive days for every top-level class offering challenge certificates one or more of each of the other standard classes must be ~~held~~ scheduled. A club may offer one or more Games classes at a fixture. It is optional for clubs to run Elementary classes at Championship Events.

##### 11.1.2.1 Standard Classes Split by Height groups.

At every Agility and Jumpers Event an individual Standard Class must be split when, at the date for closing of entries, entry numbers are such that one of the combinations below is possible.

There are five types of competition:

- a) Unsplit competitions where no single height group combination has reached 15 dogs or more.
- b) Two Way (Variable) Split competition where the largest group of dogs (either smalls (240s, 320's, 380s combined), 500s or 600s) containing 15 or more dogs will form a group, The remaining groups combine to form a second group containing 15 dogs or more. In the event where the variable split results in a tie for which height the Smalls would combine with, they are to be combined with the 600s, not the 500s. (Refer to the table below)
- c) Three Way Split competition where a 600, a 500 and a Small (240s, 320s, 380s) group is formed of 15 or more in each height group.
- d) Four Way Split competition where a 600, a 500, a 300's (320s, 380s) and a 240 group of 15 or more are formed in each height group.
- e) Five Way Split competition where a 600, a 500, a 380, a 320 and a 240 group of 15 or more are formed in each height group.

**11.1.2.1.1** For the purpose of splitting by height, 380, 320 and 240 height groups may be combined to form a Small group of 15 or more.

**11.1.2.1.2** For the purpose of splitting by height, 380 and 320 shall compete together as a 300's group.

**11.1.2.1.3** Each height group where numbers exceed 15 will compete as a separate class for separate placings and prizes with the exception of the 320 and 380 height groups which will always compete together.

**11.1.2.1.4** Height groups may compete under the same or different judges and on the same or different courses for that class with the exception of the 320 and 380 height groups which must compete under the same judge.

**11.1.2.1.5** In the running orders when a Small group is formed, the 300's and 240 dogs must run directly after each other.

**11.1.2.1.6** In the running orders 320 and 380 dogs will form a group called the 300's and must run directly after each other.

**11.1.2.1.7** In a split class, when judging commences for a new height group, the previous height group is deemed to have been completed and no further dogs in the previous height will be judged. The only exception is where an officiating judge is permitted by the show management and the officiating judge of the aforementioned ring, to compete prior to the class commencing

or at the end of the class, which may require the hurdle height to be changed.

Examples of how splits would occur with various different numbers in a class.

Number of dogs in each height					Type of split possible	Height groups formed				
240	320	380	500	600						
5	6	5	30	26	3- Way	Smalls	500s	600s		
5	2	5	25	10	Variable 2-Way	Smalls + 600s		500s		
3	2	5	10	15	Variable 2-Way	Smalls + 500s		600s		
2	3	5	18	18	Variable 2-Way	Smalls + 600s		500s		
5	5	5	8	7	Variable 2-Way	500s + 600s		Smalls		
5	5	2	5	5	No Split	All Compete together				
16	8	7	29	18	4-Way	240s	300s	500s	600s	
15	16	15	52	30	5-Way	240s	320s	380s	500s	600s

### 11.1.3 Approved Classes.

Only approved classes as laid down in these Regulations may be conducted at Agility Championship Events and Agility Open Events.

### 11.1.4 Notice to Judge.

Prior to Open and Championship Events the club secretary shall notify all judges of the number of dogs entered in each class and the equipment available for the event.

### 11.1.5 Challenge Certificates

NZKC Agility and Jumpers Challenge Certificates must be offered for competition in every top-level Class provided that the dog(s) to be awarded the challenge have achieved a qualifying clear round. A qualifying clear round will be a clear round within the QCT(qualifying course time) or without going a full second over the QCT. The number of challenges to be awarded is dependent on the number of dogs pre-entered in that class as follows:

The Club Secretary or an officer authorised by the Event Committee are responsible for the provision of Challenge Certificates.

Number of dogs in competing height group	Number of challenges
1-14	0
15-24	1
25-49	2
50-74	3
75-99	4
100+	One additional challenge for every additional 25 dogs in the height class.

## 11.2 Open Events

Open Events are run on identical lines as Championship Events except that no Challenge Certificates are on offer. Only Specialist breed, multi-breed and group clubs may run Open Events.

## 11.3 Agility, Jumpers and Games Ribbon Trials

### 11.3.1 Standard Classes

All standard classes must be offered at Agility and/or Jumpers Ribbon Trials.

Games Ribbon Trial may contain such Games as the club hosting the Ribbon Trial wishes to run. All Agility Ribbon Trials must include Elementary classes within their program.

**11.3.2 Other Approved Classes**

In addition to the standard classes, Clubs may offer other approved classes as laid down in these regulations.

**11.3.3 Standard Classes Split by Height groups**

At every Ribbon Trial an individual Standard Class must be split in the same manner as outlined in Regulation 11.1.2.1 above.

**11.3.4 Novelty Classes**

Special classes may be held in addition to the classes laid down in these Regulations. The course shall be approved by an Agility Judge as suitable for the standard of competition. The conditions to govern any Special class are to be decided by the society conducting the trial and must be displayed for all competitors.

**11.3.5 Prizes**

The prizes must be ribbons, rosettes or cards only.

**11.3.6 Membership of New Zealand Kennel Club**

The owner of any dog exhibited at a Ribbon Trial is not required to be a member of the NZKC.

**11.3.7 Registration of Dog**

A dog exhibited at a Ribbon Trial need not be registered with the NZKC.

**11.3.8 Schedule Optional**

The issue of a schedule for a Ribbon Trial is optional.

**11.3.9 Entries on the day**

All Societies must accept entries at a Ribbon Trial on the day of the Ribbon Trial up to a time laid down for closing of entries. Societies may choose to accept pre-entries for Ribbon Trials. A discounted entry fee may be offered for pre-entry. Entries on the day of the Ribbon Trial shall be payable at the amount publicised for the Trial, exclusive of any pre-entry discount. No additional surcharge shall be added for entries on the day of the Trial.

**11.3.10 Event Levies**

No Event Levies are payable to NZKC on Ribbon Trials.

**11.3.11 Report to New Zealand Kennel Club**

After any Ribbon Trial is held, the Society organising the trial will notify the NZKC of the date, venue and judges of the Ribbon Trial.

**11.3.12 Competition by Champion Dogs**

Agility and/or Jumpers Champion, Grand Champion and Supreme Champion dogs may compete at Agility, Jumpers and Games Ribbon Trials.

**11.4 AD and ADX Classes**

**11.4.1 Definition**

An AD Class is a set class offering a Clear Round Certificate which can be used to qualify a dog for an AD or ADX award. An ADX Class is a set class offering a Clear Round Certificate which can be used to qualify a dog for an ADX award.

**11.4.2 AD Nominated Novice Classes**

**11.4.2.1** Clubs are to nominate ONE Novice class per agility championship show which will be deemed the AD class for that show.

**11.4.2.1.1** In the event that a club does not nominate a specific class, the FIRST Novice class of the show will be deemed the AD nominated course.

**11.4.2.1.2** The class must be nominated prior to entries opening for the show and cannot be changed once entries have opened.

**11.4.2.2** Competitors that achieve a clear round in the AD nominated Novice class within the set rate of travel will also receive an AD Clear Round Certificate.

**11.4.2.3 Course Set Up**

The officiating judge of this class will be required to include only standard obstacles used in a standard Novice course, with the additional minimum requirements specified

**11.4.2.4 Obstacle Requirements for AD nominated Novice course.**

In all AD nominated Novice courses the Dog Walk and A-Frame must both be used, and each of these pieces of equipment must be performed once only. A full set of 12 weave poles must be used in this class. At least ONE of the following pieces of equipment must also be included: Hoop, Long Jump, Brush Jump, or Spread Jump.

**11.4.2.5 Rate of travel.**

The rate of travel for all AD nominated Novice courses must be set at 2.5 m/s.

**11.4.3 ADX Nominated Intermediate Classes**

**11.4.3.1** Clubs are to nominate ONE Intermediate class per agility championship show which will be deemed the ADX class for that show.

**11.4.3.1.1** In the event that a club does not nominate a specific class, the FIRST Intermediate class of the show will be deemed the ADX nominated course.

**11.4.3.1.2** The class must be nominated prior to entries opening for the show and cannot be changed once entries have opened.

**11.4.3.2** Competitors that achieve a clear round in the Intermediate class within the set rate of travel will also receive an ADX Clear Round Certificate.

**11.4.3.3** The officiating judge of this class will be required to include only the standard obstacles used in a standard intermediate course.

**11.4.3.4** In all ADX nominated Intermediate classes a dog walk, see-saw and A-frame must be used, and each piece of equipment may be performed a maximum of twice only. A full set of 12 weave poles must be used in this class. At least TWO of the following piece of equipment: Tyre, Long Jump, Brush Jump, Spread Jump must also be included.

**11.4.3.5** The rate of travel for all ADX nominated Intermediate courses must be set at 3m/s.

**11.4.4 Clear Round Certificates**

The organising Club shall provide the NZKC Clear Round Certificates for all AD and ADX qualifications awarded at the event. AD and ADX Clear Round Certificates shall be signed by the Officiating Judge and either the Show Secretary or an officer authorised by the Show Committee.

**11.5 Interclub or Club Day**

**11.5.1** Any Registered Agility Society may conduct an Interclub or Club Day.

**11.5.2** The conditions to govern any Interclub or Club Days are to be agreed before the Interclub or Club Day commences.

**11.5.3** Only financial members of the club(s) competing may take part in an Interclub or Club Day.

**11.5.4** The judge can be any person not being a disqualified person under the Rules and Regulations of the NZKC.

**12. APPROVED AGILITY FIXTURE OBSTACLES**

**12.1 General Conditions for Obstacles**

**12.1.1 Conform to Specifications.**

Agility course obstacles shall conform to the specifications laid down in these Regulations. 240, 320, 380, 500 and 600 agility obstacle specifications are shown in parentheses.

**12.1.2 Inspection by Judge**

Obstacles must be inspected and approved by the officiating judge prior to commencement of judging.

**12.1.3 Approval of Non-standard Obstacles**

Any obstacles other than standard must be approved by the NZKC Agility Committee prior to use.

**12.1.4 Championship Agility Clubs are required to have available a full set of equipment.**

All Clubs conducting Championship Agility Events should have available all the obstacles listed in Agility Regulations 12.2, 12.3 and 12.4 for all heights.

### 12.1.5 Tolerances

In all cases where regulations specify an exact measurement other than a maximum/minimum limit a toleration of 5mm either way is allowed.

### 12.1.6 Equipment Certificate of Fitness

**12.1.6.1** A Certificate of fitness programme will be scheduled every year, with clubs within the Zone holding NZDAC being inspected. Final inspections must conclude no later than 30 days prior to commencement of NZDAC.

**12.1.6.2** Certificate of Fitness assessors.  
The NZKC Agility Committee will delegate the checking of all agility obstacles to Certificate of Fitness assessors. The Certificate of Fitness assessors have the right to remove any equipment from use at any time if it is unsuitable for purpose.

**12.1.6.3** Certificate of Fitness report.  
A report will be issued to the club, within one month of the inspection, listing all of the equipment inspected. Where the report is unsatisfactory the NZKC Agility Committee will inform the Club, and request action be taken to bring the equipment up to standard within a specified time frame as set by the committee. The Club cannot use that equipment until the NZKC Agility Committee receives a satisfactory report. A certificate of fitness will be issued once all equipment passes inspection.

**12.1.6.4** All new equipment must be inspected prior to use.

**12.1.6.5** Any equipment used solely for training purposes must be clearly marked by the club.

## 12.2 Standard Obstacles

### 12.2.1 Hurdles

Consist of a supported bar which is displaceable upon impact. Height of bar from ground (maximum). (240's 240mm, 320's 320mm, 380's 380mm, 500's 500mm, 600's 600mm). Additional displaceable bars may be added underneath. The uprights of a hurdle must be at least 900mm high.

**12.2.1.1** All lugs to be made of the same composite / material, shape & structure for each height. Metal lugs that are not displaceable are not permitted.

### 12.2.2 Hoop

The hoop must be designed so that it is able to be displaced. Aperture diameter 500-600mm. Height from ground to base of aperture (maximum) (240's 200mm, 320's 250mm, 380's 300mm 500's 450mm, 600's 550mm). The thickness of the hoop is to be 65-100mm. The hoop must have bands of contrasting colour around its circumference.

All hoops purchased and manufactured from 1<sup>st</sup> January 2023 must be to the following specifications: The hoops must be designed so that it is able to be displaced. Aperture diameter between 600-620mm. The thickness of the hoop must be between 65-100mm. The hoop must have bands of contrasting colour around its circumference – recommended colours are blue hoop with white bands for visibility. Barn door style of hoop is recommended. Sandbags can be used to stabilise and the hoop must never be pegged. Maximum heights from the ground to the base of the aperture for each height is shown in the table below.

All hoops must meet this standard by 1<sup>st</sup> January 2024.



Measure height from the ground to the base of the aperture – i.e. at the inside of the hoop.

Dog Height	Maximum Hoop Height
240's	240mm
320's	320mm
380's	380mm
500's	500mm
600's	600mm

### 12.2.3 Brush/Blind Hurdle Fence

As for the hurdle. In addition, the area below the bar must comprise a material which completely blocks vision from one side to the other.

### 12.2.4 Rigid Tunnel

Diameter 600mm minimum throughout the length of the tunnel; Length 3m minimum. Circular, of rigid or bendable construction. All forms of fixation throughout the length of the tunnel must be safe, which includes filling apertures and padding tunnel cradles.

All new tunnels purchased from January 2024, must be non-slip.

### 12.2.5 Weaving Poles

An even number of vertical poles secured in a straight line. The distance between one pole and the next is 600mm (measured from centre to centre). Height of poles 900mm. Base supports are required at each pole extended outward from the weave base and must be placed on the opposite side to where the dog would normally put its feet. Note for weaving pole sets manufactured prior to 1 February 2009, the distance between poles may be measured as the distance between the outside edge of one pole and the inside edge of the next pole until 1 July 2021 when the centre-to-centre measurement must be met.

New weave sets manufactured from 1 July 2020 onward must have poles which measure a nominal 26mm outside diameter (21mm inside diameter). The support for the poles must fit snugly inside the poles and must rise above the base between 140mm and 150mm to provide rigidity to the pole.

The base must be either 75mm wide, 5mm thick with base supports 200mm long, or 50mm wide and 5mm thick with 250mm long base supports.

Base support lengths are measured from the outside edge of the weave base where they are attached.

Where pegging of the weave is possible ALL base supports must be pegged to avoid twisting of the base.

It is recommended that the flat base be rubber chipped.

The poles shall have bands, stripes or spirals of contrasting colour throughout its length. It is recommended that these bands shall be formed either by painting or by using heat shrink.

All weave sets must meet all above regulation requirements by 1 July 2021 in order to be used in competition after this date.

### 12.2.6 Long Jump

~~Length: 240's 300-400mm, 320's 400-500mm, 380's 600-700mm 500's 800-1000mm, 600's 1000-1200mm. Height from ground (max.) — 1st element 100mm, 2nd element 150mm, 3rd element 200mm, 4th element 250mm, 5th element 300mm. Width 1.2m minimum. Number of elements: 240's & 320's lowest 2, 380's lowest 3, 500's lowest 4, 600's all 5. Corner poles at least 900mm high are mandatory. All Elements to be coloured similarly for all dog heights. The elements must be designed so that they are displaceable. A standard long jump is not permitted to be used bi-directionally.~~

#### **From 1<sup>st</sup> January 2023:**

Width of the first element is 1200mm, subsequent elements may escalate in width to allow stacking, with a maximum of the largest element being 1500mm. Each element must be a depth of between 120-150mm. Heights at the back of each element are to be 100mm, 150mm, 200mm, 250mm, 300mm from the ground to the top of the element. The angle of ascent between the first and last element is to be between 5 degrees and 240 degrees. Corner poles at least 900mm high are mandatory. All elements to be coloured similarly for all dog heights. The elements must be designed so that they are displaceable. A standard long jump is not permitted to be used bi-directionally.

Below is a quick reference table for each dog height:

Dog Height	Elements Used	Lengths
240's	2	300-400mm
320's	2	400-500mm
380's	3	600-700mm
500's	4	800-1000mm
600's	5	1000-1200mm



The table below gives a guide to what the height of the front of each element should be to achieve the ~~5-10 degree correct~~ slope for a 120-150mm depth.

Element	Back Height of Element	Front Height of Element when depth is 120mm		Front Height of Element when depth is 150mm	
		Min	Max	Min	Max
1	100mm	579mm	8990mm	7449mm	87mm
2	150mm	1209mm	13940mm	12499mm	137mm
3	200mm	1759mm	18990mm	1744mm	1877mm
4	250mm	2209mm	23940mm	274199mm	237mm
5	300mm	2579mm	28990mm	2744mm	287mm

### 12.2.7 Wings

Wings are permitted to be used on any hurdles, brush fences, asymmetrical spread jumps and multiple bar ascending spread jumps. Dimensions: Height of inner upright of the wing 900 mm min, width 400 – 650mm. The start of the taper to the outside upright of the wing should be at least 750mm high. The hurdle wings must not be connected or fixed to each other. Dogs should not be able to go under or through any part of the wing.



### 12.2.8 Bars

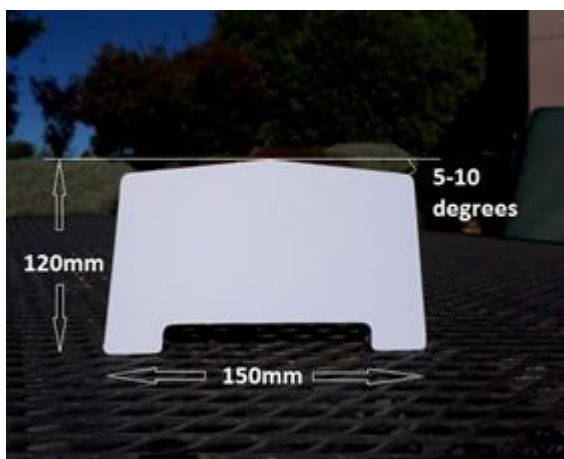
Bar length 1.2 metre minimum, Bar diameter 30mm minimum. Bar weight: minimum 375g per metre, maximum 1000g per metre, evenly distributed along the length of the bar. Bars must have stripes or bands of contrasting colour throughout their length. The diameter of end caps, if used, must not exceed the bar diameter.

### 12.2.9 Bidirectional Long Jump

Spread: 240: 300-400mm, 320: 400-500mm, 380: 600-700mm 500: 800-1000mm, 600: 1000-1200mm.

Number of elements: 240 & 320 = 2, 380 = 3, 500 = 4, 600 = 5.

Corner poles at least 900mm high are mandatory.



All individual elements rise to a 'peak' which runs the length of the element. The 'peak' rises at an angle of 5-10 degrees, meeting on the centre line of each element.

All individual elements: height from ground at peak = 120mm. Depth = 150mm. Width = 1200mm. Subsequent elements may escalate in width to aid stacking.

All Elements to be coloured similarly for all dog heights and painted in a contrasting colour pattern. The elements must be designed so that they are displaceable.



**12.3 Standard Obstacles Approved for Use in Novice, Intermediate, Senior and Games Classes Only:**

**12.3.1 Dog Walk**

Height 1.0m; Width 300mm; - length of ramps, 3.60m, - length of middle section 3.60m. The ramps are to have non-slip surface Both ramps are to be marked with a line 1m from ground, below this line to be known as the "contact area". Dog walk ramps may require additional support to ensure that they do not flex excessively.

Dog-walks manufactured after 1 July 2020 must meet all above regulation requirements.

Exemptions may be given where the centre plank of an existing dog walk is close to the new regulation. Exemptions must be applied for in writing to the Agility Committee with all details and photos supplied.

All existing dog walks must meet the new height requirement by 1 January 2022

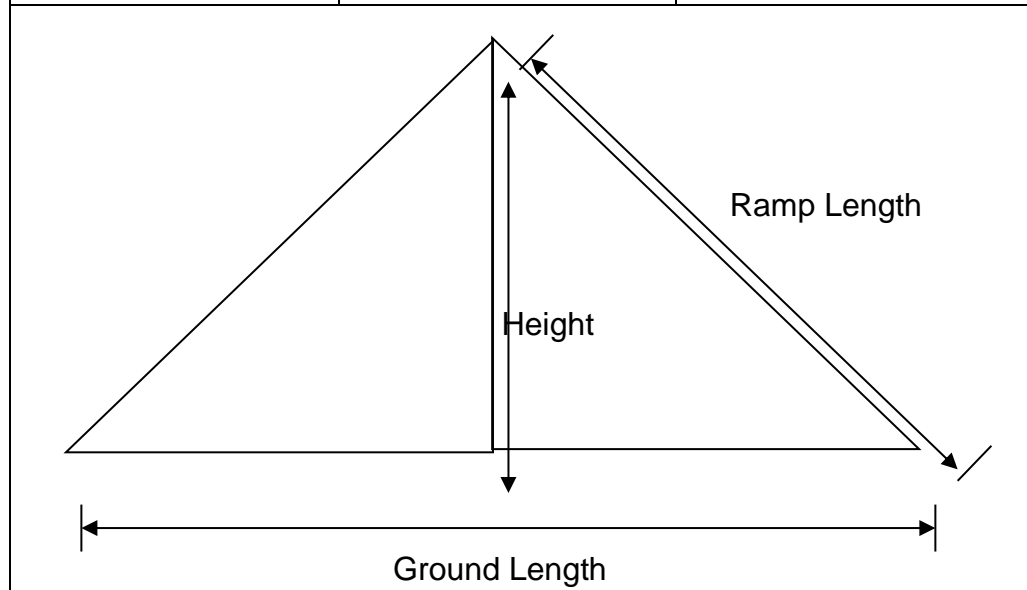
All dog walks used in competition must meet all of the above dimensions by 1 January 2024

**12.3.2 A-frame**

Length of each ramp 2.75m; Width 900mm; The height at the apex of the A-frame is to be 1.65m. Two ramps hinged at apex, with no gap between the ramps, which is not otherwise completely filled by the hinging mechanism or a firmly affixed insert. Surface of ramps to be non-slip and marked with a line 1070mm from the ground up the angle of the ramp. The area below the line to be known as the "contact area". The base of the ramp must commence at ground surface.

See the table below which shows the new height and ground length of the existing variation of A-frame ramps to ensure that they are at the same angle as the new regulation ramps until the variation is phased out.

<u>Ramp length (mm)</u>	<u>A-frame height (mm)</u>	<u>Ground length (mm)</u>
2750	1650	4400
2800	1680	4480
2850	1710	4560
2900	1740	4640



~~A-frames manufactured after 1 July 2020 must meet all above regulation requirements.~~

~~All existing A-frames must be altered to the new angles and heights by 1 January 2021.~~

~~Exemptions may be given where the ramps of an existing A-frames are close to the new regulation. Exemptions must be applied for in writing to the Agility Committee with all details and photos supplied.~~

~~All A-frames used in competition must meet all of the above dimensions by 1 January 2024~~

### **12.3.3 Slats**

There are to be no slats on new contact equipment manufactured after 1 July 2020. Slats on existing dog walks and A frames: slats must be a maximum of 20mm wide and 10mm high and be fixed horizontally. Slats of rigid construction shall have no sharp edges.

All slats must be removed from existing contact equipment by 1 January 2024

## **12.4 Obstacles Approved for Use in Intermediate and Senior Agility Classes Only:**

### **12.4.1 Asymmetrical Spread Jump**

Consists of front and rear supported bars which are displaceable upon impact. Height of bar from ground (maximum): 240's 180mm front bar, 240mm rear bar with 200mm between, 320's 240mm front bar, 320mm rear bar with 250mm between, 380's 320mm front bar, 380mm rear bar with 300mm between, 500's 380mm front bar, 500mm rear bar with 450mm between, 600's 500mm front bar, 600mm rear bar with 500mm between. The distance between the front and rear bar is taken as a horizontal measurement, not ascending the spread. Where smaller dimensions are used the ratio between the height of the front bar and the height of the rear bar must be maintained as close as is practical to that produced above. Additional displacement bars may be added underneath the front and rear bars, but not solely under the rear bar.

### **12.4.2 See-Saw**

Width 300mm; Length 3.60m; Height to top of plank at central bracket with plank horizontal 500mm. A plank with a non-slip surface (without slats) is to be firmly mounted on a central bracket and marked with a line 1m from the ground, below this to be known as the "contact area". The time for the end of the see-saw to touch the ground must be not less than 1 second or more than 3 seconds when a 1.5kg weight is placed 300mm from the end of the ramp while it is in the up position.

See-saws manufactured after 1 July 2020 must meet all above regulation requirements.

Exemptions may be given where the plank of an existing seesaw is close to the new regulation.

Exemptions must be applied for in writing to the Agility Committee with all details and photos supplied.

Existing seesaws must meet the new height requirement by 1 January 2022.

All seesaws used in competition must meet all of the above dimensions by 1 January 2024

## **12.5 Optional Equipment Approved for Use in Novice, Intermediate and Senior Classes**

### **12.5.1 Multiple Bar Ascending Spread Jump**

Consists of a series of supported bars, ascending in height, which are displaceable upon impact, with bars sitting on a pair of risers that span the spread (distance between front and rear bars – outside edge to outside edge).

Height of bar from ground (maximum)

240 Dogs 80mm front bar, 240mm rear bar with 185mm between

320 Dogs 80mm front bar, 320mm rear bar with 260mm between

380 Dogs 80mm front bar, 380mm rear bar with 330mm between

500 Dogs 110mm front bar, 500mm rear bar with 430mm between

600 Dogs 110mm front bar, 600mm rear bar with 500mm between

The height of the rear bar for any height may not exceed the normal hurdle measurement for that height. The intermediate bars should be on a plane to aid the dog's perception.

The distance between the front and rear bars is taken as a horizontal measurement, not ascending the spread. Where smaller dimensions are used the ratio between the height of the front bar, the height of the rear bar and the distance between must be maintained as close as is practical to that produced above. Additional displaceable bars are to be added in between the front and rear bars, with a maximum of 225mm between the centres of each bar. The distance between the centres of each bar is taken as ascending the spread, not a horizontal measurement.



600 Spread



500 Spread



380 Spread



320 Spread



240 Spread

## 13. JUDGING AGILITY AND JUMPERS CLASSES

### 13.1 Marking of Standard Classes

Agility and Jumpers Courses are judged using Standard Marking. The dog with the least number of faults wins a class. In the event of two or more dogs achieving the same number of faults the dog with the faster time beats the slower dog. A disqualification means a dog is eliminated from competition in that class.

### 13.2 Time Faults

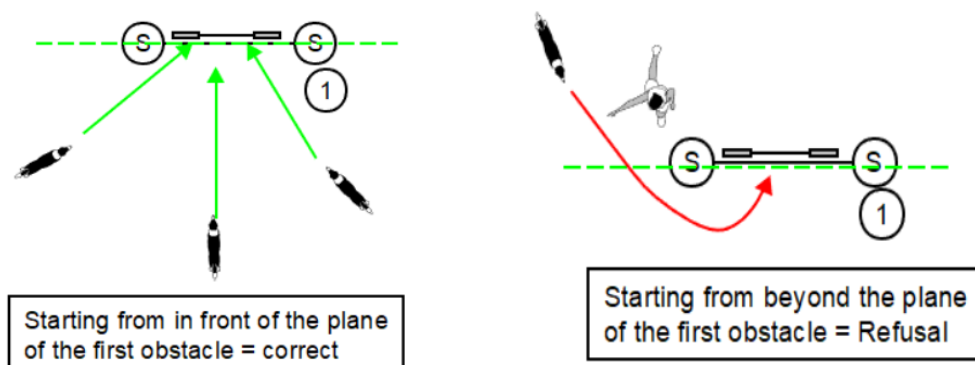
Time faults are awarded at the rate of one point per completed second over the Standard Course Time.

### 13.3 Start line and Finish line

#### 13.3.1 Start Line

The handler must be ready to enter the ring and be ready to start as soon as the previous dog has completed the course or at a time as specified by the judge. They should take up a position on the approach side of the first obstacle and await the judge's signal that they are ready.

- Taking any obstacle before the judges has signalled that he is ready will result in elimination.
- The dog must be set up to commence the run on the approach side of the first obstacle. Taking the dog past the plane of the first obstacle prior to the start of the run will result in a refusal.



Once the judge has signalled that they are ready, the handler should commence the run in a timely manner. The following apply once the judge has signalled they are ready.

- A) Resetting the dog where the handler has not passed the plane of the first hurdle on lead-out.
- No penalty for touching the dog
  - A refusal can be called if the dog is deemed to have moved so close to the first obstacle that it constitutes a refusal when taken back.
- B) Resetting the dog where the handler has passed the plane of the first hurdle on lead-out.
- 5f for touching the dog
  - A refusal can be called if the dog is deemed to have moved so close to the first obstacle that it constitutes a refusal when taken back.
- C) General start line
- If the handler sends the dog around their legs in a circle prior to starting, this will not be called as a refusal unless the dog passes the plane of the first obstacle while doing the circle or deviates and is deemed by the judge to have approached the first obstacle and been recalled.
  - If the dog passes the plane of the first obstacle without taking that obstacle or commits a refusal during its performance (for example, going under the bar of the first jump), the dog will earn a refusal regardless of whether he has triggered the start-line sensors. Handlers must fix the refusal error and have the dog take the obstacle correctly in the direction specified by the judge or it will result in elimination.
  - A dog cannot be called for a significant hesitation refusal on the start jump. It can be penalised for running past or turning away once on approach. If a refusal is called then the dog will be deemed to have begun and normal judging begins.
  - If the handler triggers the start line sensor of the timing system instead of the dog, they will earn 5 faults.

### 13.3.2 Finish Line

- If the handler triggers the finish-line sensors of the timing system instead of the dog in any class, they will be eliminated.
- Once a dog has negotiated the last obstacle, stopping the clock, judging of the course will cease unless the performance of this obstacle is faulted; for example, bar knocked and falling late.

## 13.4 Refusals

### 13.4.1 Points for Refusals

Each refusal incurs 5 points.

### 13.4.2 Elimination by Refusal

Three refusals during the round means elimination.

### 13.4.3 General Definition of Refusal

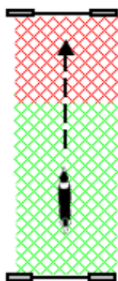
When a dog once put at the obstacle then backs off or goes past and must be put at the obstacle again. If the dog refuses it must re-attempt that obstacle before it can go on (see "Disqualifications").

#### 13.4.3.1 Rule of thirds

To help judges determine when a spin, a hesitation, or a deviation off line is considered a refusal, the rule of thirds is used.

Visualize the path of the dog between 2 (two) obstacles and break it into 3 (three) approximately equal sections:

- In the first two-thirds the dog is landing or leaving the prior obstacle and orienting toward the next obstacle. A refusal cannot be called in these sections. In the final approximate one-third, closest to the next obstacle and the final approach, a spin, significant hesitation, or significant deviation off line is a refusal. For clarity - A significant hesitation is a pause which lasts as long as it takes the judge to say the words, "significant hesitation."



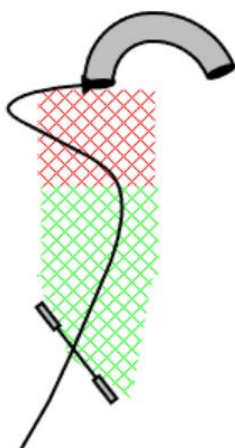
#### Rule of Thirds

Visualise the distance between two obstacles and divide it into thirds

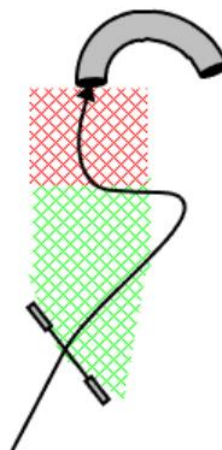
In the green section no refusals are applicable

In the red section - (final approach) refusals apply

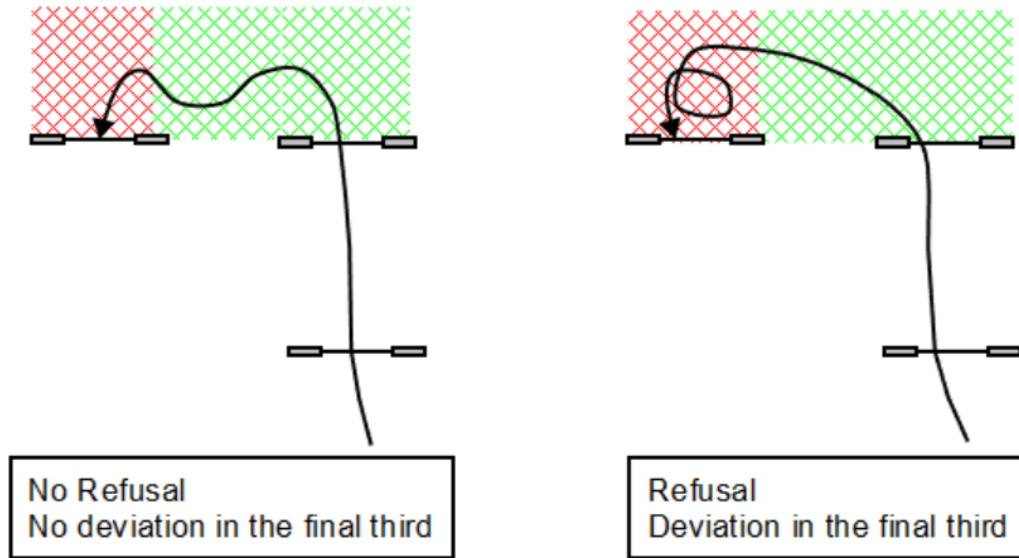
#### 13.4.3.1.1 Rule of thirds examples



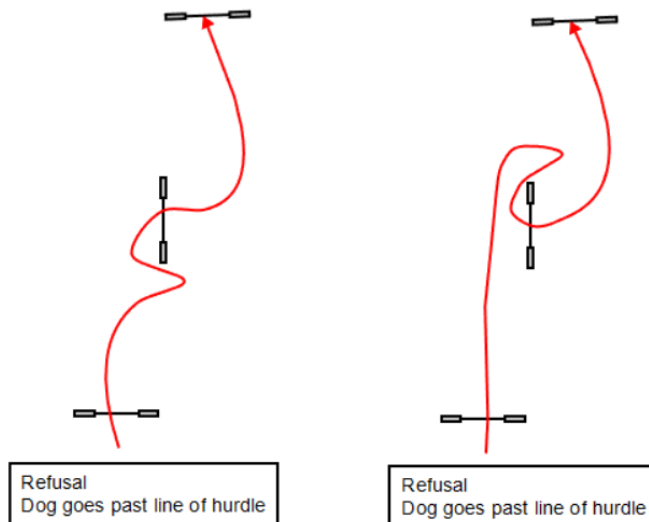
Refusal  
Significant Deviation in the final third



No Refusal  
Deviation not in the final third



**13.4.3.2 Additional Refusal Clarifications**



**13.5 Faults**

**13.5.1 Points For Faults**

Each fault earns 5 points.

**13.5.2 General Definition of "Fault"**

A fault is incurred when a dog negotiates an obstacle inaccurately.

**13.5.4 General Faults**

**13.5.4.1 Touching the Dog**

**13.5.4.1.1** Physical contact between the handler and dog shall incur a fault if, in the opinion of the judge, the instance of making contact was

- (a) a deliberate action by the handler; or
- (b) accidental but resulted in the dog receiving an advantage that it would not have otherwise received.

**13.5.4.1.2** Accidental physical contact between the handler and dog shall not be faulted where the judge deems that no advantage was received as a result of the contact.

**13.5.4.2 Handler interacting with Equipment –**

A fault shall be incurred if the handler deliberately or accidentally



- (a) interacts with any obstacle by touching, jumping or straddling or stepping over any part of it. or
- (b) places any part of their body within the aperture of a Hoop or Pipe Tunnel. or
- (c) places any part of their body between any two weaving poles at any time; or
- (d) goes under any part of any obstacle at any time; or
- (e) breaks the start beam of an electronic timer

## 13.6 Disqualifications

### 13.6.1 Elimination by Disqualification

A dog that earns a disqualification is eliminated from competition in that class.

### 13.6.2 Harsh handling

#### A. Disqualification by judge in the ring

Examples of harsh handling include but are not limited to

- lifting the dog's front legs off the ground by the collar or the scruff of the neck
- physical assault to the dog
- Shaking, grabbing in anger, jerking, kicking at the dog
- Swearing, yelling or verbal abuse directed toward the dog or the judge. The tone is more important than actual words.
- Deliberately throw a dog at any time in the ring
- Any other action which in the opinion of the officiating judge is unacceptable in terms of interaction with the dog.

#### B. Action by Show Manager

The responsibility to investigate and recommend further option for any allegations of harsh handling arising when a dog is not being judged lies with the Show Manager.

### 13.6.3 Mandatory Disqualification

#### 13.6.3.1 Dogs disqualified under this section may continue to complete the course (unless the Show Manager has indicated that the show is not allowing this)

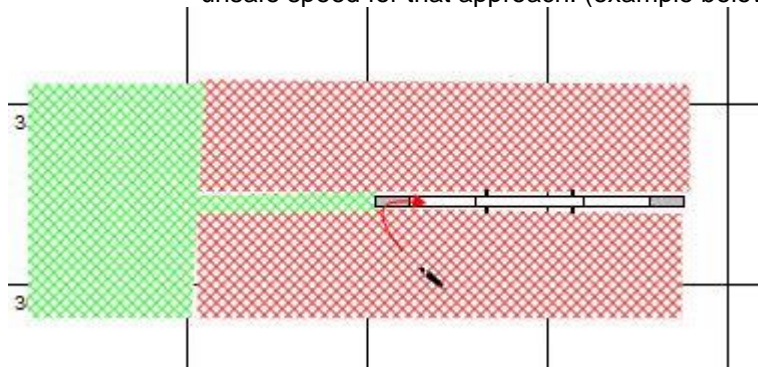
- Taking an obstacle in the incorrect sequence.
- Taking the correct obstacle from the wrong direction. (includes back-weaving as defined in 13.8.10)
  - Three refusals during a round.
- Running out of the ring out of control of the handler.
- If the dog commences its run from outside the roped ring area.
- Failure to complete correct negotiation of the weaving poles as per obstacle performance standards for Weaving Poles. either (a) before negotiating the next obstacle, or (b) where the weaving poles are the final obstacle, completing the course by breaking the finish beam of the electronic timer, or crossing the finish line if manual timing is being utilised.
- Where a dog has only been able to complete an obstacle due to the physical assistance of the handler, the dog shall be disqualified. "Physical assistance" shall mean touching or holding the dog so as to guide or control it through or over an obstacle, where the dog would (in the opinion of the judge) have been unable to complete the obstacle otherwise.
- Starting a run before the judge has indicated.
- Competing against regulation 6.13..

#### 13.6.3.2

The following mandatory disqualifications will also result in the dog and handler not being permitted to continue and they must leave the ring immediately.

- Outside interference during a run includes "double handling" but does not include cheering during around.
- Taking more than the maximum course time.
- Fouling (Vomiting, Urinating or defecating) in the ring.
  - If the dog starts the course wearing a check chain or any collar other than that allowed under these regulations.

- If the dog is asked to perform an obstacle in any manner in which the judge feels has endangered the dog, the handler, or anyone else. This includes the handler allowing or causing the dog to approach an obstacle on an unsafe angle and at an unsafe speed for that approach. (example below)



### 13.7 Obstacle Performance Standards

Below is a description of how each obstacle should be performed and the specific faults that can occur on the piece of equipment.

#### 13.7.1 A-frame

The dog must ascend the ramp in the direction designated by the judge, cross the apex, and descend the other ramp, touching any portion of the contact point with any part of its body before dismounting the obstacle. The performance of the obstacle will be considered completed when all four paws touch the ground. A refusal must be corrected before continuing or the dog will be disqualified

#### Faults

- Missing the up contact shall not be faulted.
- If the dog does not touch the down contact point with any part of its body, a missed contact fault will be incurred.
- Once a dog touches the down ramp with any part of its body, if he leaves the ramp before touching the contact point, he will be assessed a missed contact fault, *not* a refusal.

#### Refusals

- Leaving the obstacle prior to touching the down ramp with any portion of the dog's body ~~shall~~ constitutes a refusal.

#### Disqualification

- Ascending the wrong ramp constitutes a wrong course.
- If the dog completes the obstacle with all four paws touching the ground, and then contacts the obstacle again with any paw it will be judged as a wrong course and elimination.

### 13.7.2 Dog Walk

The dog must ascend the ramp in the direction designated by the judge, cross the horizontal middle ramp, and descend the other ramp, touch any portion of the contact point with any part of its body, before leaving the obstacle. The performance of the obstacle will be considered complete when all four paws touch the ground. A refusal must be corrected before continuing or the dog will be disqualified

#### Faults

- Missing the up contact shall not be faulted
- Once a dog touches the down ramp with any part of its body, if it leaves the ramp before touching the contact point, it will be assessed a missed contact fault, *not* a refusal.
- If the dog does not touch the down contact point with any part of its body, a missed contact fault will be incurred.

#### Refusals

- Leaving the obstacle prior to touching the down ramp with any portion of the dog's body constitutes a refusal.

#### Disqualification

- If the dog completes the obstacle with all four paws touching the ground, and then touches the obstacle again with any paw it will be judged as a wrong course and elimination.
- Ascending the wrong ramp constitutes a wrong course.

### 13.7.3 See-saw

The dog must ascend the see-saw, touch the up contact, cross the pivot point causing the see-saw to tip to the ground on the other end, descend the ramp and touch the down contact. The latter end must touch the ground before the dog leaves the obstacle (at least one paw must remain on the ramp until this time). The performance of the obstacle will be considered complete when all four paws touch the ground. A refusal must be corrected before continuing or the dog will be disqualified

#### Faults

- Once the dog causes the see-saw to start to tip if it leaves the ramp before touching the contact point, it will be assessed a missed contact fault, *not* a refusal.
- If the dog does not touch the up-contact point with any part of its body, a missed contact fault will be incurred.
- If the dog does not touch the down contact point with any part of its body, a missed contact will be called.
- The dog must maintain contact with the seesaw ramp until the latter end touches the ground. If the dog leaves with all four paws before the ramp has reached the ground, it constitutes a fly-off and results in a fault. If the dog is deemed to leave the ramp before it reached the ground *and* it misses the contact, it will only be penalised as a single fault.

#### Refusals

- If the dog leaves the see-saw prior to the ramp starting to tip a refusal will be incurred.

#### Disqualification

- If the dog completes the obstacle with all four paws touching the ground, and then contacts the obstacle again with any paw it will be judged as a wrong course and elimination.

### 13.7.4 Tunnels

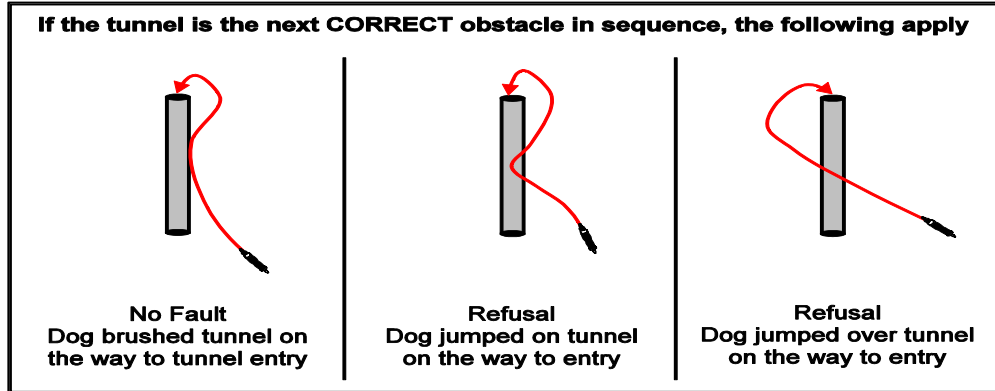
The dog must enter the end of the tunnel designated by the judge and exit from the other end of the tunnel.

#### Refusals

- A refusal must be corrected before continuing or the dog will be disqualified
- The dog making contact with the tunnel or jumping on it or over it when *it is* the next correct obstacle in sequence is explained in the diagram below.
- Backing out of the tunnel, exiting via the entrance, or jumping over the tunnel shall constitute a refusal.

### Disqualification

- If the dog attempts to enter through the exit end of a tunnel, a wrong course will be assessed.
- If any part of the dog's body breaks the internal plane of the tunnel entry, it has attempted to enter the tunnel. The dog does not have to make physical contact with the tunnel in order to be called for a wrong course.
- The dog jumping over or making contact with any tunnel, when it is *not* the correct obstacle in the course sequence, it will be judged as a wrong course and elimination.



### 13.7.5 Jumps

The dog must jump over the top rail of the jump in the direction designated by the judge, cross between the jump's two side wings/uprights without displacing any rail.

#### Faults

- Jumping over the jump wings/uprights will constitute a fault
- Displacing any rail will incur a fault
- Jumping between rails will constitute a fault

#### Refusals

- Running under the rail with no attempt to jump will constitute a refusal
- If the dog knocks over any part of the jump while in the process of refusing the obstacle, the handler must direct the dog through the wings or uprights in the correct direction before proceeding to the next obstacle to avoid a wrong course penalty. In this case both a fault and a refusal will be given.

### Disqualification

- Taking the jump from the wrong direction or running under the rail from the wrong direction will constitute a wrong course.
- A refusal must be corrected before continuing or the dog will be disqualified

### 13.7.6 Spread Jumps – (Ascending Multi-bar and Asymmetrical)

The dog must jump over all rails of the jump in the direction designated by the judge in one jumping effort, cross between the wings/uprights without displacing any rails.

#### Faults

- Jumping over the wings/uprights will constitute a fault Jumping between rails will constitute a fault
- Displacing any rail will incur a fault
- Displacing multiple rails on a spread jump will only incur a single fault

#### Refusals

- Running under the rails with no attempt to jump will constitute a refusal
- A refusal must be corrected before continuing or the dog will be disqualified If a dog knocks over a spread jump or part of a jump while refusing the obstacle, the handler must direct the dog through the wings or uprights in the correct direction before proceeding to the next obstacle to avoid a wrong course and elimination. In this case both a fault and a refusal will be given.

### Disqualification

- Taking the jump from the wrong direction or running under the rails from the wrong direction will constitute a wrong course.

### 13.7.7 Long Jump and Bi Directional Long Jump

The dog must jump over the elements of the long jump in one jumping effort without any of the elements falling over. The dog must cross between the front marker poles in a forward direction from the lowest element, clear the span of the elements, and exit between the back-marker poles.

### Faults

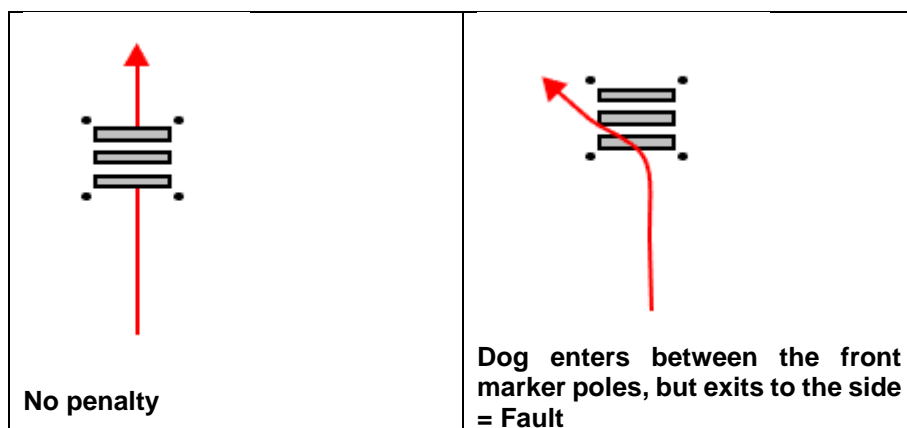
- The dog will incur a fault if it fails to clear the length of the obstacle and jumps or steps on or between elements. Stepping on in-between elements means that the bottom of the dog's foot is placed on the equipment or on the ground and is weight-bearing.
- The dog will incur a fault if any element is displaced while attempting the obstacle.
- Incidental contact with a marker pole by a dog, or a marker pole being knocked over by a dog (even if it causes an element to fall) will not be faulted.
- If the dog begins the jump between the front marker poles, but then exits the side of the jump, this will incur a fault.

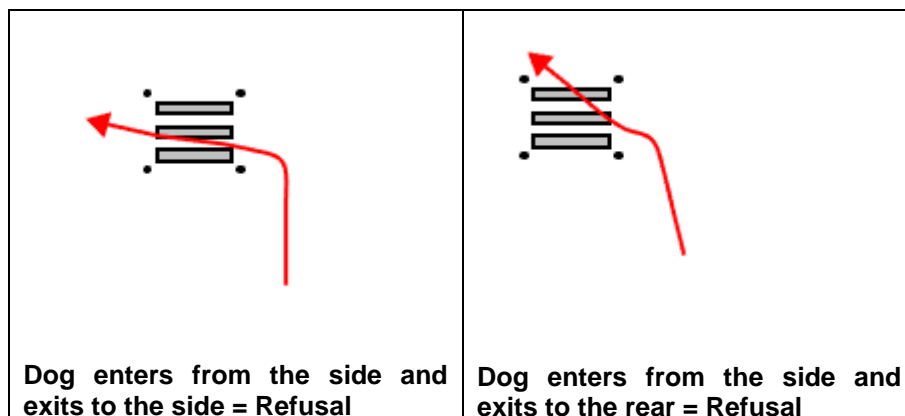
### Refusals

- If the dog makes no attempt to jump and walks, or continuously steps on or in between the elements it will be judged as a refusal.
- If the dog enters the long jump from the side, it will incur a refusal.
- If the dog jumps parallel to the long jump, it will incur a refusal.

### Disqualification

- Jumping the obstacle from the opposite direction than specified by the judge will result in disqualification.
- A refusal must be corrected before continuing or the dog will be disqualified. If a dog knocks over a long jump or part of a jump while refusing the obstacle (not including marker poles), the handler must direct the dog through the marker poles in the correct direction before proceeding to the next obstacle to avoid a wrong course and elimination. In this case both a refusal and a fault will be incurred.
- If the dog refuses the long jump by running past it, jumping from either between the rear poles or from the side toward the front on the way back to the start of the obstacle will be judged as a wrong course and elimination.





### 13.7.8 Hoop Jump

The dog must jump through the hoop in the direction designated by the judge.

#### Faults

- If the hoop breaks while the dog is jumping/attempting to jump through it, a fault will be incurred.

#### Refusals

- Jumping between the frame and the hoop or jumping over or under the hoop constitutes a refusal. When correcting a refusal, returning underneath the hoop will *not* incur a penalty.
- Jumping parallel to the hoop constitutes a refusal
- A refusal must be corrected before continuing or the dog will be disqualified

#### Disqualification

- Jumping the hoop from the wrong direction will constitute a wrong course.

### 13.7.9 Weaving Poles

The dog must weave through the entire line of poles in a continuous *forward* motion, which begins by passing between poles #1 and #2 from right to left. The dog must then pass between poles #2 and #3 from left to right and continue this weaving pattern until it passes between the last two poles.

**13.7.9.1** In Elementary A, Starters, Novice, Intermediate and Senior classes a maximum of one fault may be awarded.

**13.7.9.2** In Starters, Novice, Intermediate and Senior classes up to three refusals may be awarded resulting in mandatory disqualification. Refusals will not be incurred in Elementary A.

**13.7.9.3** In Games classes, scoring of the weaving poles may vary depending on the nature of the game and the scoring basis must be outlined within the rules of each Games class.

#### Faults

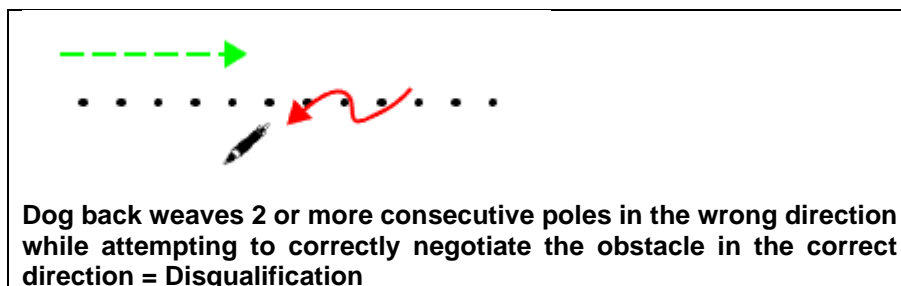
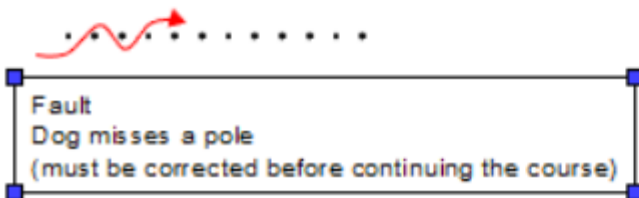
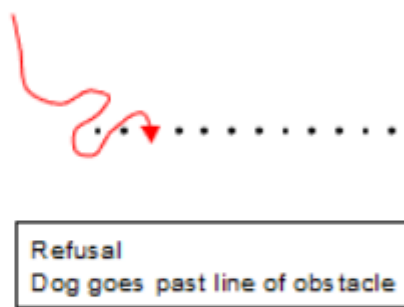
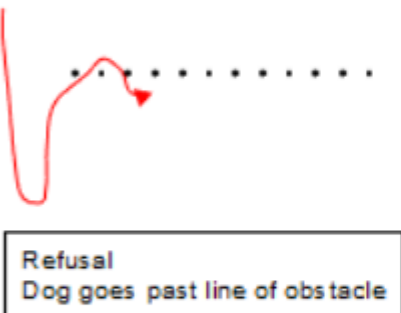
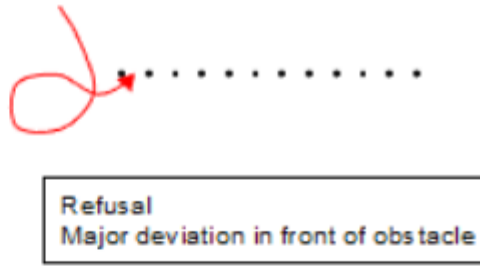
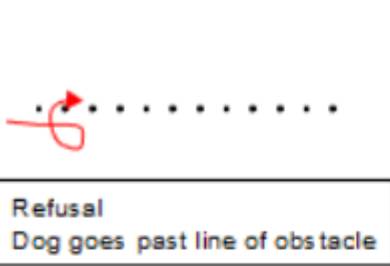
- If the dog misses a pole or comes out of the poles before completing the weaves it will incur a fault. The dog must either re-enter the poles where it came out or re-start the weaves again. If the handler chooses to re-start the poles from the beginning, refusals apply to subsequent attempts.
- Once the dog enters correctly, the dog will only be faulted once for a mistake during the duration of the weave poles.

#### Refusals

- Each time entry is attempted but the dog runs past the point of entry a refusal will be incurred. For example, if the dog misses the entry the first time it approaches the poles, it earns a refusal. If the handler brings the dog around to reattempt the poles, but the dog misses the entry again, it would earn a second refusal
- If the dog goes past pole #1 on the incorrect side, a refusal will be incurred.
- If the dog goes past pole #2 on the correct side without entering the weaves, a refusal is incurred.
- A refusal must be corrected before continuing or the dog will be disqualified

### Disqualification

- Failure to complete the obstacle correctly before negotiating another obstacle constitutes a wrong course.
- If the dog back weaves (that is, the dog weaves more than 2 poles in sequence, in the incorrect direction), the dog will be disqualified



### 13.7.10 Table

Performance of the table in Games classes is at the discretion of the Officiating Judge, who may require the dog to assume a position on the table for a specified count. In this instance, the dog must be in the correct position before counting can commence. If the dog jumps off the table or changes position, the counting is repeated until the dog is back in the correct position, instead of continuing e.g. 5,4,3-3-2,1, Go. An electronic counter should be used as a guide for any specified count on the table.

### **13.8 Stopping A Round**

A judge may stop a dog and handler during their round if some unforeseen circumstance places either at risk, e.g. another dog loose in the work area, a dog or handler apparently injured or an obstacle blown.

### **13.9 Re-runs**

#### **13.9.1 Re-runs permitted in some circumstances**

Competitors will be allowed re-runs at the judge's discretion under the following conditions

- (i) Failure of any obstacle.
- (ii) Outside interference.
- (iii) Timing failure.
- (iv) Any other unforeseen circumstance which in the opinion of the judge has unfairly disadvantaged the chances of the dog continuing unimpeded and/or safely.

#### **13.9.2 Timing of Re-run**

In the event of a dog being awarded a re-run the judge shall liaise with the handler to determine when the dog will re-run.

#### **13.9.3 Calculation of Faults on Re-run**

Faults accumulated up until the point at which the incident occurred in the original round will count. No further faults for this part of the course may be incurred, except that the course must ultimately be run correctly. A missed obstacle not corrected will be penalised with elimination.

#### **13.9.4 Refusing a re-run.**

Should a competitor refuse the re-run the original result will stand, except for the situation where no time has been recorded. In this case, the run shall be noted as eliminated.

#### **13.9.5. Tied scores.**

Where more than one dog obtains the same time on any placing for which prizes, trophies, awards or sashes are to be contested, the dogs will be given an equal tied score. Prizes, trophies, awards or sashes may be shared. Where dogs are tied for 1st they will both receive a 1st place qualification, and a 1st challenge where appropriate. In such cases there will be no 2nd placing.

### **13.10 Practice**

No practice is to be allowed on the course prior to judging. If the host club allows practice in the ring after the completion of the class, no food may be carried into the ring during the practice time or at any other time until the completion of the Event.

### **13.11 Standard Course Time**

A Standard Course Time will be set by the judge for each individual course, taking into account the level of the class. The maximum course time allowed per dog in Senior and Jumpers A classes will be 150 per cent of the Large dog Qualifying Course Time, and in all other classes will be 150 per cent of the Standard Course Time.

### **13.12 Distance Between Obstacles.**

#### **13.12.1 Consecutive Obstacles**

The minimum distance between consecutive obstacles is 5 (five) metres measured following the direction of travel of the dog using the shortest possible distance between obstacles.

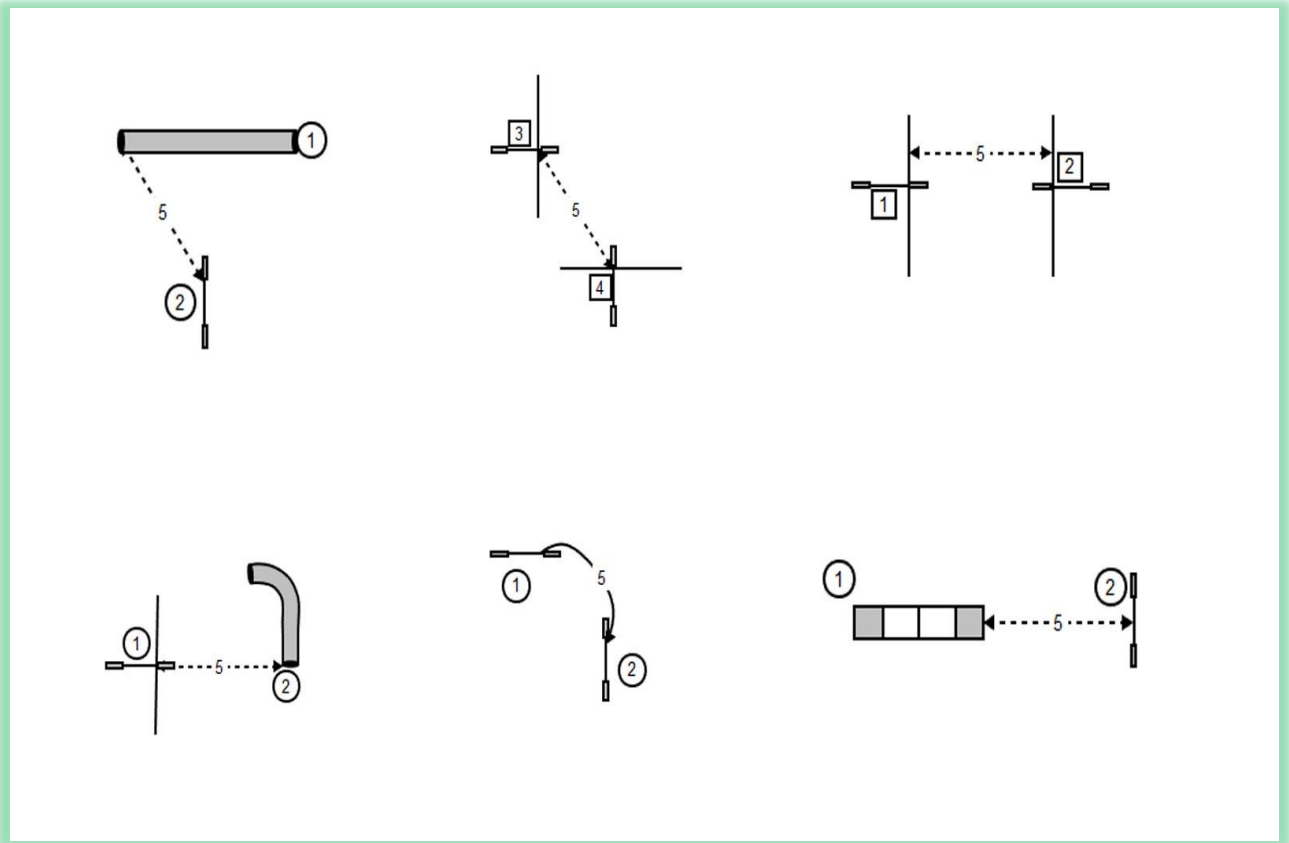
For obstacles placed so that the dog can travel a straight line between them, this distance will be the straight line between the obstacles.

For obstacles where the dog's line is on a curve, the judge will measure as close as possible to the obstacles in the direction of the travel of the dog between obstacles – the 5 (five) metres is to be measured from the edge of one obstacle to the leading edge of the next obstacle.

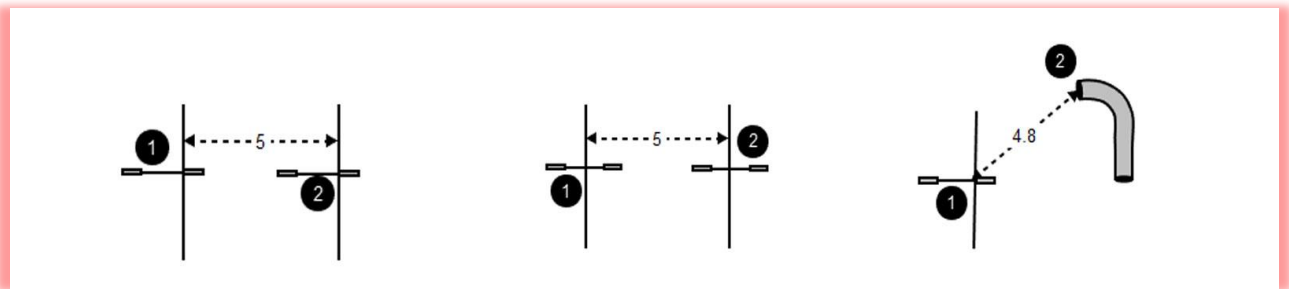
If there is more than one route between the two obstacles, the shortest one must comply with the minimum distance.



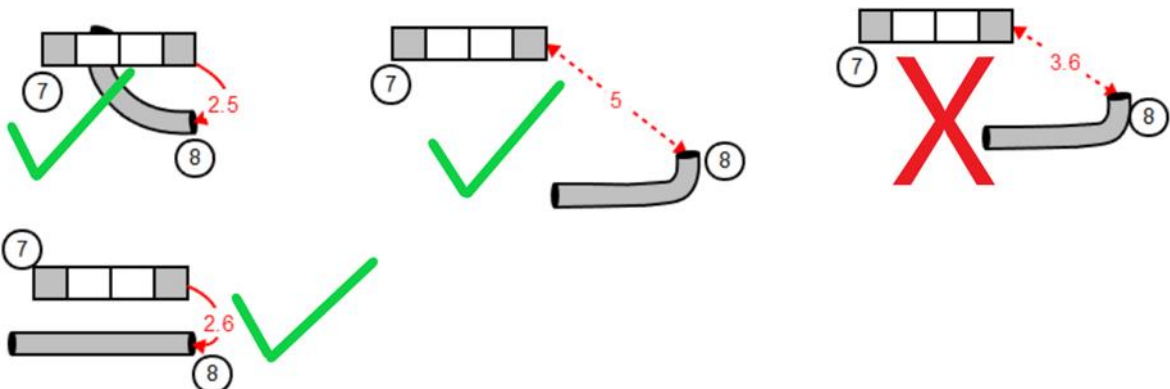
**Examples of acceptable distances:**



**Examples of prohibited distances:**



The distance between the exit edge of a contact obstacle and the entry to a tunnel where the dog is travelling from contact to tunnel is exempt from any minimum distance requirement provided that there is at least a 180 degree turn between the two obstacles.



### **13.12.2 Unimpeded Run Up**

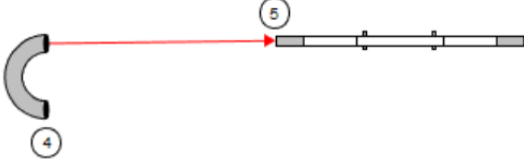
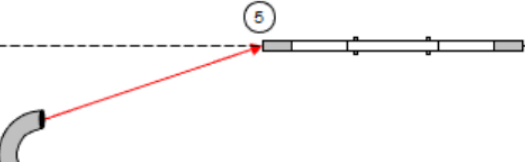
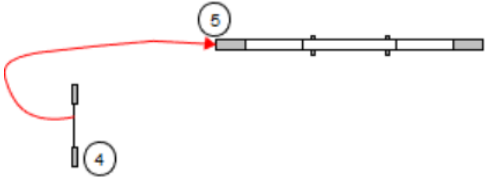
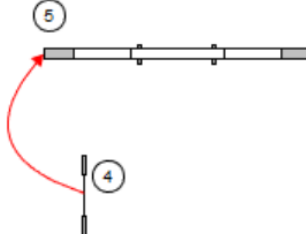
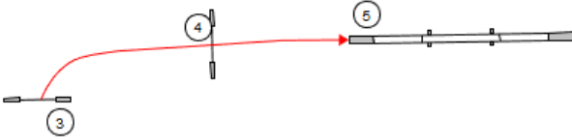
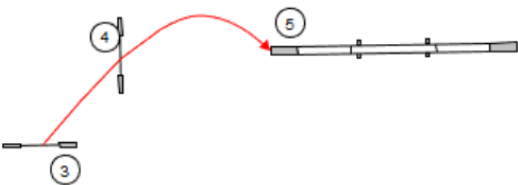
There must be a minimum of a five-meter unimpeded run up before and after obstacles.

### **13.12.3 Obstacle Placement**

#### **13.12.3.1 Contact Placement**

Contact obstacles must be placed so that the natural line of the dog from the previous correct obstacle provides an approach which is in line with the dog's direction of travel over the contact obstacle.

Should the handler choose to not to take the provided naturally good line to the contact obstacle or the dog has been disqualified and is not on the natural line as a result, the responsibility lies on the handler to ensure a safe approach and travel over the obstacle by manipulating the line. Failure to do so may result in disqualification.

ACCEPTABLE	UNACCEPTABLE
<p>The natural line to the obstacle is the same as the direction of travel over it meaning the dog can remain in balance</p>	<p>The natural line to the obstacle is NOT the same as the direction of travel over it meaning the dog will struggle to balance on the obstacle</p>
 <p>A diagram showing a dog's path from obstacle 4 (a curved barrier) to obstacle 5 (a straight bar). A red arrow points directly from obstacle 4 to obstacle 5, indicating a straight line of travel.</p>	 <p>A diagram showing a dog's path from obstacle 4 (a curved barrier) to obstacle 5 (a straight bar). A red arrow points from obstacle 4 to obstacle 5 at an angle, indicating a non-straight line of travel.</p>
 <p>A diagram showing a dog's path from obstacle 4 (a vertical bar) to obstacle 5 (a straight bar). A red arrow shows a wide, sweeping curve from obstacle 4 to obstacle 5.</p>	 <p>A diagram showing a dog's path from obstacle 4 (a vertical bar) to obstacle 5 (a straight bar). A red arrow shows a sharp, tight curve from obstacle 4 to obstacle 5.</p>
 <p>A diagram showing a dog's path from obstacle 3 (a horizontal bar) to obstacle 5 (a straight bar). A red arrow shows a slight curve from obstacle 3 to obstacle 5.</p>	 <p>A diagram showing a dog's path from obstacle 3 (a horizontal bar) to obstacle 5 (a straight bar). A red arrow shows a large, high arch from obstacle 3 to obstacle 5.</p>

### 13.12.3.2 Hoop Placement

The hoop must be placed so that the natural line of the dog from the previous correct obstacle gives the opportunity for the dog to approach in a straight line.

## G. AGILITY

### 14. APPROVED AGILITY CLASSES

#### 14.1 Standard Agility Classes

Standard agility classes are Elementary C, Elementary B, Elementary A, Starters, Novice, Intermediate, and Senior.

##### 14.1.1 Elementary A, B & C

###### 14.1.1.1 Eligibility to Enter

**14.1.1.1.1** Elementary C - Open to new handlers who are handling experienced dogs. A new handler is defined as the handler never having won an Elementary class on a clear round or having received a clear round in any other standard agility class with any dog. Open to any dog that is not excluded from competition.

**14.1.1.1.2** Elementary B – Open to new handlers who are handling new dogs. A new handler is defined as the handler never having won an Elementary B or Elementary A class on a clear round, placed 1st to 3rd in any other standard agility or jumpers class on a clear round or attained the title of AD or JD with any dog. Open to dogs that have never won an Elementary class on a clear round, placed 1st to 3rd in any other standard agility or jumpers class on a clear round or attained the title of AD or JD.

**14.1.1.1.3** Dogs winning Elementary B on a clear round are eligible for Elementary A.

**14.1.1.1.4** Elementary A – Open to any handler with a dog that has never won an Elementary A class on a clear round, placed 1st to 3rd in any other standard agility class on a clear round or attained the title of AD or JD

###### 14.1.1.2 Exclusions

- Dogs may only be entered in one Elementary class per event. Either Elementary C or Elementary B or Elementary A.
- Dogs entered in Elementary B or Elementary A may also enter starters at the same event, but NOT the Novice class.
- The same dog and handler combination entered in Elementary C may not also be entered in any other standard class.

###### 14.1.1.3 Obstacles

Elementary C: To be run on the same course as Elementary B. No changes to the course are allowed and must be judged by the same judge.

Elementary B: Standard Obstacles defined in clause 12.2 only to be used, excluding the weave and hoop.

Elementary A: Standard Obstacles defined in clause 12.2 only to be used excluding the hoop. All Elementary A courses must contain one set of either 4 or 6 weaving poles.

###### 14.1.1.4 Number of Obstacles

Courses for Elementary classes must comprise a minimum of 10 and a maximum of 15 numbered standard obstacles. All obstacles must be numbered and run in sequence.

###### 14.1.1.5. Rate of travel.

The standard course time for Elementary will be calculated using 2 /m/s as the rate of travel.

###### 14.1.1.6 Judge of Elementary Class

Any person not being a disqualified person under the Rules or Regulations of the NZKC.

###### 14.1.1.6.1 Course for Elementary classes.

Trainee judges and other people who are not on any Agility Judges Panel, must use an Elementary Course drawn from the standard courses supplied by the NZKC Agility Committee. Changes may be made to the course only if approved by a Senior judge on the day.

##### 14.1.2 Starters

###### 14.1.2.1 Eligibility to Enter

Only open to dogs which have not achieved the requisite win and/or points requirement (as detailed in 14.2 below) in classes at recognised Agility Fixtures with clear rounds.

###### 14.1.2.2 Obstacles

Standard Obstacles defined in clause 12.2 to be used. All Starter Agility classes must contain a full set of 12 weave poles.

###### 14.1.2.3 Number of Obstacles

Courses for Starters classes must comprise a minimum of 13 and maximum of 18 numbered standard obstacles. All obstacles must be numbered and run in sequence.

###### 14.1.2.4. Rate of travel.

The standard course time for Starters will be calculated using 2.5m/s as the minimum rate of travel

### 14.1.3 Novice

#### 14.1.3.1 Eligibility to Enter.

Open to all except Senior qualified dogs.

#### 14.1.3.2 Obstacles

Standard obstacles defined in clauses 12.2 and 12.3 to be used. In addition, further obstacles defined in clause 12.5 may be used with the prior approval of the officiating judge. Weave poles, if used must be an even number from 6-12.

#### 14.1.3.3 Number of Obstacles

Courses for Novice classes must comprise a minimum of 15 and maximum of 18 numbered standard obstacles. All obstacles must be numbered and run in sequence.

#### 14.1.3.4. Rate of travel.

The standard course time for Novice will be calculated using 2.5m/s as the minimum rate of travel.

### 14.1.4 Intermediate

#### 14.1.4.1 Eligibility to Enter.

Open to all dogs except dogs eligible to enter Starters.

#### 14.1.4.2 Obstacles

Standard obstacles defined in clauses 12.2, 12.3 and 12.4 to be used. In addition, further obstacles defined in clause 12.5 may be used with the prior approval of the officiating judge. Weave poles, if used, must be an even number from 6-12.

#### 14.1.4.3 Number of Obstacles

Courses for Intermediate classes must comprise a minimum of 15 and maximum of 20 numbered standard obstacles. All obstacles must be numbered and run in sequence.

#### 14.1.4.4. Rate of travel.

The standard course time for Intermediate will be calculated using 2.75m/s as the minimum rate of travel.

### 14.1.5 Senior

#### 14.1.5.1 Eligibility to Enter.

Open to all dogs that have achieved the requisite win and/or points requirement (as detailed in 14.2 below) in Novice and/or Intermediate classes at recognised Agility Events.

#### 14.1.5.2 Obstacles

Standard obstacles defined in clauses 12.2, 12.3, and 12.4 to be used. In addition, further obstacles defined in clause 12.5 may be used with the prior approval of the officiating judge. Weave poles, if used, must be an even number from 6-12.

#### 14.1.5.3 Number of Obstacles

Courses for Senior classes must comprise a minimum of 15 and maximum of 25 numbered standard obstacles. All obstacles must be numbered and run-in sequence.

#### 14.1.5.4 Rate of travel for QCT.

A qualifying course time will be set for the purpose of awarding challenge certificates. A base qualifying course time (QCT) will be calculated using rate of travel.

**14.1.5.4.1** Where the class is not split, a base QCT will be calculated using the rate of travel of 3.25-3.75 m/s and adding 7.5%.

**14.1.5.4.2** In the event of a 3-way split or 4-way split, two QCT's will be used. The base QCT will be calculated using the rate of travel of 3.25-3.75m/s. The small dog QCT will be calculated by adding 7.5% to the base QCT. All other height groups will use the base QCT.

**14.1.5.4.3** In the event of a 2-way variable split, two QCT's will be used. The base QCT will be calculated using the rate of travel of 3.25-3.75m/s. The combination including the small dogs (eg: Smalls + 600s, or Smalls + 500s) will have a QCT that will be calculated by adding 7.5% to the base QCT. All other height groups will use the base QCT.

#### 14.1.5.5 Standard course time (SCT).

The SCT is determined by adding 20% to the base QCT.

#### 14.1.5.6 Maximum course time (MCT).

The MCT is calculated by multiplying the large dog QCT by 1.5.

## **14.2 Graduation in Agility Classes**

### **14.2.1 Graduation from Starters/Novice to Novice/Intermediate**

#### **14.2.1.1 Criteria for Graduation**

A dog will be eligible to enter Intermediate classes when they have achieved two first place wins with clear rounds in Starters and/or Novice Agility classes.

In this case graduation is mandatory.

#### **14.2.1.2 Optional Graduation**

A dog shall become eligible to enter Intermediate classes:

- By gaining 25 clear rounds in Championship Starters and/or Novice classes.
- By being awarded AD, or
- 1 first place win with a clear round in Starters and/or Novice Agility classes plus a further 3 points gained in such classes.

In these cases, graduation is optional until such time as it becomes required by the Criteria for Graduation specified above.

**14.2.1.3** Once a dog graduates to Novice/Intermediate using any of these optional methods, they cannot go back down to Starters/Novice.

### **14.2.2 Graduation from Novice/Intermediate to Intermediate/Senior**

#### **14.2.2.1 Criteria for Graduation**

A dog will be eligible to enter Senior classes when they have achieved three first place wins with clear rounds in Novice and/or Intermediate Agility classes.

In this case graduation is mandatory.

#### **14.2.2.2 Optional Graduation**

- A dog shall become eligible to enter Senior classes:
- first place wins with clear rounds in Novice and/or Intermediate classes plus a further 3 points (or ADX) gained in such classes, or
- 1 first place win with a clear round in Novice and/or Intermediate classes plus a further 6 points (or 3 points plus ADX) gained in such classes.

In these cases, graduation is optional until such time as it becomes required by the Criteria for Graduation specified above.

**14.2.2.3** Once a dog graduates to Intermediate/Senior using this method, they cannot go back down to Novice/Intermediate.

### **14.2.3 Automatic Qualification for AD and ADX**

14.2.3.1 A dog that is in Novice/Intermediate level at 1<sup>st</sup> January 2023 that does not have the AD qualification will gain this automatically.

14.2.3.2 A dog that is in Intermediate/Senior level at 1<sup>st</sup> January 2023 that does not have the ADX qualification will gain this automatically.

### **14.2.4 Eligibility for Open Agility Events**

Dogs eligible for championship-level classes must participate in the corresponding class at Open Agility Events. Dogs that meet the eligibility criteria solely at Open Agility Events may compete at that specific level during Open Agility Events.

### **14.2.5 Eligibility for Ribbon Trials**

Dogs eligible for championship-level and open-level classes must participate in the corresponding class at Ribbon Trials. Dogs that meet the eligibility criteria solely at Ribbon Trials may compete at that specific level during Ribbon Trials.

## **14.3 Clean Slate Policy**

Wins and Points counting for Agility Graduation

A Starter dog which gains wins and/or points in Novice classes in order to meet the graduation criteria from Starters to Intermediate, may not use those same wins and/or points to count toward graduation from Novice to Senior.

Subsequent wins and/or points gained in Novice classes after the Starters graduation criteria has been met, will however count toward graduation criteria for Senior.

In the event that a Starters dog gains wins and/or points in both Starters and Novice in the same day, the Starters wins and points will be reckoned toward graduation prior to the consideration of Novice wins and points gained on that day.

#### **14.4 Novelty Classes**

##### **14.41 Novelty Classes**

Novelty classes may be held in addition to the classes laid down in these Regulations. Novelty classes may be held at any agility fixture. The course shall be approved by an agility judge as suitable for the standard of competition. The conditions to govern any Novelty class are to be decided by the society conducting the class and must be displayed for all competitors.

##### **14.4.2 Obstacles**

Standard Obstacles shall be used. In addition, further approved obstacles may be used with the prior approval of the officiating judge.

## H. JUMPERS

### 15. JUMPERS GRADES AND GRADUATION

#### 15.1 Standard Jumpers Classes

Standard jumpers classes are Jumpers C, Jumpers B and Jumpers A.

##### 15.1.1 Grade C

###### 15.1.1.1 Eligibility to Enter

Open to all dogs which have not achieved the requisite win and/or points requirement (as detailed in 15.2.1 below) in Grade C Jumpers classes at recognised Agility Fixtures with clear rounds. JDX qualified dogs are not eligible for this class.

###### 15.1.1.2 Obstacles

Standard Obstacles defined in clause 12.2 to be used. However no weaves are to be used in any Jumpers classes.

###### 15.1.1.3 Number of Obstacles

Courses for Grade C Jumpers must comprise a minimum of 15 and maximum of 18 numbered standard obstacles. All obstacles must be numbered and run in sequence.

###### 15.1.1.4 Rate of Travel

Grade C Jumpers course times must be calculated at a rate of travel of between 2.75 and 3.25 metres per second.

##### 15.1.2 Grade B

###### 15.1.2.1 Eligibility to Enter

Open to all dogs that have met the graduation criteria as detailed in 15.2.1 below and not yet met the graduation criteria as detailed in 15.2.2.

###### 15.1.2.2 Obstacles

Standard obstacles defined in clauses 12.2 to be used. However, no weaves are to be used in Jumpers classes. In addition, further obstacles defined in clause 12.5 may be used with the prior approval of the officiating judge.

###### 15.1.2.3 Number of Obstacles

Courses for Grade B Jumpers must comprise a minimum of 15 and maximum of 20 numbered standard obstacles. All obstacles must be numbered and run in sequence.

###### 15.1.2.4 Rate of Travel

Grade B Jumpers course times must be calculated at a rate of travel of between 3.25 and 3.75 metres per second.

##### 15.1.3 Grade A

###### 15.1.3.1 Eligibility to Enter

Open to dogs who have met the graduation criteria as outlined in 15.2.2 below.

###### 15.1.3.2 Obstacles

Standard obstacles defined in clauses 12.2 to be used. In addition, further obstacles defined in clause 12.4.1 and 12.5 may also be used. No weaves are to be used in any Jumpers classes.

###### 15.1.3.3 Number of Obstacles

Courses for Grade A Jumpers must comprise a minimum of 15 and maximum of 25 numbered standard obstacles. All obstacles must be numbered and run in sequence.

###### 15.1.3.4 Rate of Travel

A qualifying course time will be set for the purpose of awarding challenge certificates. A base qualifying course time (QCT) will be calculated using rate of travel.

**15.1.3.4.1** Where the class is not split, a base QCT will be calculated using the rate of travel of 3.75-4.25 m/s and adding 5%.

**15.1.3.4.2** In the event of a 3-way split or 4-way split, two QCT's will be used. The base QCT will be calculated using the rate of travel of 3.75-4.25m/s. The small dog QCT will be calculated by adding 5% to the base QCT. All other height groups will use the base QCT.

**15.1.3.4.3** In the event of a 2-way variable split, two QCT's will be used. The base QCT will be calculated using the rate of travel of 3.75-4.25m/s. The combination including the small dogs (e.g.: Smalls + 600s or Smalls + 500s) will have a QCT that will be calculated by adding 5% to the base QCT. All other height groups will use the base QCT.

###### 15.1.3.5 Standard course time (SCT)

The SCT is determined by adding 15% to the base QCT.

###### 15.1.3.6 Maximum course time (MCT).

The MCT is calculated by multiplying the large dog QCT by 1.5.



## **15.2 Graduation in Jumpers Classes**

### **15.2.1 Graduation from Grade C to Grade B**

#### **15.2.1.1 Criteria for Graduation**

A dog will be eligible for entry into Grade B classes when they have achieved two first place wins with clear rounds in Grade C Jumpers classes.

In this case graduation is mandatory.

#### **15.2.1.2 Optional Graduation**

A dog shall become eligible to enter Grade B Jumpers classes:

- By being awarded one 4 win with a clear round in Grade C Jumpers classes plus 3 points gained in Jumpers C classes or,
- JD title by gaining 25 clear rounds in Championship Grade C classes. In these cases, graduation is optional until such time as it becomes required by the Criteria for Graduation specified above.

#### **15.2.1.3 Additional Criteria for Optional Graduation at Open Agility Events**

A dog shall become eligible for entry into Grade B classes at Open agility events once it has gained any of the criteria in 15.2.1.1 or

- 25 clear rounds in Open Agility Event Grade C classes or,
- A combined total of 25 clear rounds from Open and Championship Agility Events

#### **15.2.1.4 Additional Criteria for Optional Graduation at Ribbon Trials**

A dog shall become eligible for entry into Grade B classes at Ribbon Trials once it has gained any of the criteria in 15.2.1.1 or 15.2.1.2 or

- 25 clear rounds in Ribbon Trial Grade C classes or,
- A combined total for 25 clear rounds from Open, Championship or Ribbon Trial Grade C classes.

#### **15.2.1.5 Graduation using 25 clear rounds.**

This is an optional method of graduation.

#### **15.2.1.6 Clear Rounds gained at Specialist Breed Fixtures**

When assessing the number of clear rounds gained under 15.2.1.2 and 15.2.1.3, clear rounds gained at Specialist Breed fixtures will not be counted towards the graduation criteria of the dog at an All Breeds fixture but will be counted towards the graduation criteria of the dog at subsequent Specialist Breed fixtures.

#### **15.2.1.7 Graduation by optional methods**

Once a dog graduates to Jumpers B using any of the optional methods, they cannot go back down to Jumpers C.

### **15.2.2 Graduation from Grade B to Grade A**

#### **15.2.2.1 Criteria for Graduation**

A dog will be eligible for entry into Grade A classes when it has achieved three first place wins with clear rounds in Grade B Jumpers. In this case graduation is mandatory.

#### **15.2.2.2 Optional Graduation**

A dog shall become eligible for Grade A Jumpers classes when it has achieved:

- two wins with clear rounds in Grade B Jumpers classes plus a further three points (or JDX or 25 clear rounds) gained in such classes or,
- one win with a clear round in Grade B Jumpers classes plus a further six points (or three points plus JDX or three points plus 25 clear rounds) gained in such classes.

In these cases, graduation is optional until such time as it becomes required by the Criteria for Graduation specified above.

**15.2.2.3** Once a dog graduates to Grade A Jumpers using any of the optional methods, they cannot go back down to Grade B Jumpers.

## I. GAMES

### 16 GAMES GRADES AND GRADUATION

#### 16.1 Standard Games Classes

Standard Games classes are: Gamblers, Snooker, Jumpers Pairs, Strategic Pairs and Blackjack. A Club may offer one or more Games classes at a fixture. Standard games classes will be offered in three grades – C, B and A, with A being the highest grade.

#### 16.2 Games Obstacles

##### 16.2.1 Grade C obstacles

All obstacles outlined in “Standard Obstacles’ and ‘Standard Obstacles Approved for Use in Novice, Intermediate, Senior and Games Classes Only’ Jumpers Pairs may only use obstacles outlined in ‘Standard Obstacles’ with the exclusion of the weave.

##### 16.2.2 Grade B obstacles

Standard obstacles defined for Grade C may be used. In addition, the asymmetric spread and Multiple Bar Ascending Spread jumps and seesaw may also be used.

##### 16.2.3 Grade A obstacles

Standard obstacles defined for Grade C and B may be used.

##### 16.2.4. Combination obstacles.

Combination obstacles may be used in Snooker, Blackjack and Gamblers, except that in Grade C combination obstacles are not permitted. A combination may be formed by combining two or more obstacles into a sequence.

16.2.4.1 Use of weaving poles and contact obstacles in combinations.

Only one of the following may be used in combination:- weave, A-frame, dog-walk, seesaw.

16.2.4.2 Value of combination obstacles.

In Blackjack and Gamblers a combination obstacle is worth 7 points. In Snooker the judge puts the value on it.

16.2.4.3

Use of combination obstacles. In Grade B two (2) obstacles may be paired to form a combination. In Grade A up to four (4) obstacles may be combined. The direction of the obstacles within a combination is determined by the judge and may be different in the opening and closing sequence.

16.2.4.4

Number of combination obstacles. In Grade C no combination obstacles are to be used. In Grade B one (1) combination may be used. In Grade A two (2) combinations may be used.

#### 16.3 Qualifying Certificates

Qualifying Certificates will be offered for competition in Games classes and will be awarded to those dogs which meet the criteria set down for that game.

#### 16.4 Graduation in Games Classes

Wins and points will count for graduation purposes only if a Qualifying Certificate was also awarded. Once a dog has met the criteria for graduation from a grade, it will then be considered to have advanced out of that grade for ALL Games classes.

##### 16.4.1 Graduation from Grade C

A dog will become eligible for entry into Grade B classes when it has achieved one of the following:

16.4.1.1

2 wins (or 1 win and 3 points) in Grade C Games classes. They must gain at least 1 qualifying certificate in at three (3) different Standard Games Classes or

16.4.1.2

- gained an award or title at Senior agility, or
- gained an award or title at Jumpers A, or
- gained 25 qualifying certificates (GD title). Graduation is optional in this case.

##### 16.4.2 Graduation from Grade B

A dog will become eligible for entry into Grade A classes when it has achieved one of the following:

- 3 wins (or 2 wins and 1 point, or 1 win and 6 points) in Grade B Games classes. They must gain at least 1 qualifying certificates in each of Gamblers and Snooker.

## 17. Games Classes

### 17.1 GAMBLERS

Gamblers is an agility game. The purpose of this game is to demonstrate strategy and to test the ability of the handler to work their dog at a distance.

#### 17.1.1 General Description

Gamblers is a game with two parts – The opening sequence (or points accumulation period), and the closing sequence (or Gamble). During the points accumulation period (PAP) the handler creates their own course accumulating as many points as possible in a given time. The judge will call out the points for each obstacle after it has been successfully completed. The “Gamble” is a distance challenge during which, the handler stays behind a determined line while the dog negotiates a sequence as determined by the judge, within the time given.

#### 17.1.2 Points Accumulation Period (PAP)

##### 17.1.2.1 Obstacles Used and Value

Obstacles listed for each grade in 16.2. Maximum number of contact obstacles to be used:- 1 for Grade C, 2 for Grade B and 3 for Grade A. Value: Jump 1pt, tunnel, hoop, long jump 3pts, 6 pole weave, contacts 5 pts, 12 pole weave, combinations 7 pts

##### 17.1.2.2 Start and finish of PAP.

The dog negotiates the scoring or non-scoring start obstacle from either direction as defined by the judge and continues completing obstacles as desired until the end of the PAP. A sound at 30 seconds denotes the end of the opening sequence.

##### 17.1.2.3. Negotiation of obstacles during PAP.

The dog may negotiate an obstacle from any direction (except for the seesaw or long jump) any number of times, but can only score each obstacle twice. Obstacles may not be scored back to back, and another obstacle must be attempted. Obstacles taken after the gamble horn has sounded, on the way to the gamble, are not scored.

##### 17.1.2.4 Negotiation of gamble obstacles during the PAP.

The dog may negotiate one obstacle in the gamble at a time, from any direction. This does not impact the team’s negotiation of the gamble section for that fun for points, unless an obstacle cannot be scored due to a displaced jump pole. During the PAP the handler may go inside the gamble area. If the horn sounds to signal the start of the gamble period, the handler must exit the Handler restriction area before beginning the gamble sequence.

##### 17.1.2.5 Judging during the PAP.

Dogs negotiating obstacles correctly score points. A dog must reach the contact point before the obstacle can be scored.

##### 17.1.2.5.1 Mistakes made during a run.

Knocked poles and missed contacts score no points. Poles are not replaced during the round so that when a pole is knocked that jump is not worth any points should it be negotiated later in the run. The weave will gain points if mistakes are corrected. Refusals are not judged during the PAP.

##### 17.1.2.5.2 Negotiating gamble obstacles during PAP.

If a dog negotiates two or more gamble obstacles, without putting a non-gamble obstacle in between, the dog is disqualified.

#### 17.1.3 Gamble.

**17.1.3.1. Start and finish of the gamble.** Following the sound to denote the end of the PAP, the handler must direct the dog to attempt the gamble. The dog will not be penalised for negotiating (non-gamble) obstacles when moving from the end of the PAP to the start of the gamble; however none of those obstacles negotiated will be scored. The timer is set on the last obstacle of the gamble, which may be the table. The start line and the gamble will usually be positioned further away from the highest point obstacles.

**17.1.3.2 Obstacles used.** Obstacles that may be used for each grade are listed in 16.2. Judges may use contacts and weave in the Gamble as per the qualification table.

##### 17.1.3.3 Negotiation of obstacles during the gamble.

Obstacles must be negotiated in number order, in the direction indicated by the judge.

##### 17.1.3.4 Scoring the Gamble.

First obstacle: 2 points, Second obstacle:4 points, Third obstacle: 6 points, Fourth obstacle: 8 points, Fifth obstacle: 10 points. A gamble with 4 obstacles will be worth 2 + 4 + 6 + 8 = 20 Points.

#### 17.1.3.5 Judging during the gamble.

Refusals will not be judged during the gamble. Any other mistakes will be judged during the gamble. The judge will signal end of scoring and the dog should be directed to the finish. The gamble time will be set based on the total distance for the gamble and the level of the class.

#### 17.1.3.6 Handler restriction area.

There will be a handler restriction area, which the handler may not enter. This may be formed by a rope or line marked on the ground, or by placement of obstacles (e.g. handler may not pass the first hurdle in the gamble.) If the handler puts a foot into the handler restriction area no points will be received for the gamble. If the handler is in the restricted area when the signal sounds, and they leave it before their dog performs the first gamble obstacle, they will not be penalised.

#### 17.1.3.7 Time for Gamble

The maximum time for dogs to complete the gamble is calculated by measuring the closest obstacle before the gamble to the last scoring obstacles for the gamble plus the take-off distance (approximately 2m for jumping obstacles) and dividing by the ROT for that class. Eg: 20m for the gamble plus 7.7m for the closest obstacle gives a gamble time of 13 seconds.

**17.1.3.7.1 Grade C:** the rate of travel from the gamble is calculated at a minimum of 2.5m/s.

**17.1.3.7.2 Grade B:** the rate of travel from the gamble is to be calculated at a minimum of 2.75m/s.

**17.1.3.7.3 Grade A:** the rate of travel from the gamble is to be calculated at a minimum of 3m/s.

#### 17.1.4. Qualification Criteria

In order to gain a qualifying certificate, dogs must meet the minimum requirements as laid out in the Qualification table.

#### Qualification Table

Level	Time allowed for PAP (sec) max	Minimum Points to be gained in PAP	Gamble distance max	No. of obstacles in Gamble max	Obstacles permitted in gamble	Points to be gained in Gamble
C	30	20	3	3	No weave or contacts	All
B	30	25	5	4	Max 12 weave and one contact	All
A	30	30	7	5	Max of 12 weave, one contact	All

#### 17.1.5. Defining the class winner

The winner will be determined by placing dogs that qualified above dogs that did not. The dog with the highest points is ranked first. In the event of a tie on points, the dog with the fastest time is declared the winner.

### 17.2 Snooker

Snooker is an agility game. It is a two part game involving strategy and teamwork. The handler and dog will often run past obstacles on their way to higher scoring ones.

#### 17.2.1 General Description

The course comprises 9 obstacles (unless a combination is used for a colour) and is set up with three "red" jumps and 6 other "colour" obstacles, the, yellow, green, brown, blue, pink and black in order of difficulty. The aim is to collect as many points as possible in the opening sequence and then to complete the closing sequence without faults or refusals within the time allowed. The judge will set a time limit based on the ROT for that level, which must not exceed 560.000 seconds.

##### 17.2.1.1 Obstacles used in snooker.

Obstacles that may be used for each grade are listed in 16.2. The number of contact obstacles to be used is:- one(1) for Grade C, two(2) for Grade B and three(3) for Grade A. The highest scoring obstacles should be the most difficult ones to negotiate or to get to on the course. In all Grades three (3) red jumps are to be used.

##### 17.2.1.2 Obstacle Points Values

Red =1, Yellow =2, Green =3, Brown =4, Blue =5, Pink =6, Black =7. The Black is the most difficult obstacle.

**17.2.1.3. Displaced obstacles.** Displaced obstacles are not replaced during a round and gain no points.

## **17.2.2 Opening Sequence**

The opening sequence involves the handler directing the dog to negotiate a “red” obstacle, followed by a “colour” obstacle in sequence until all of the red obstacles have been negotiated. e.g. Where there are 3 reds, the opening sequence goes red-colour-red-colour-red-colour. Successfully negotiating a red earns you the right to negotiate a colour.

### **17.2.2.1 Start and finish of the opening period.**

To commence the opening sequence, the judge may use a non-scoring jump, or a red. If the jump is non-scoring, teams will not incur any consequence for taking this obstacle again during the run.

### **17.2.2.2 Negotiation of the red jumps.**

The red jumps should be clearly distinguishable from any other jumps. A red can be taken from either direction. A red must be taken successfully before a colour is attempted. If a red is knocked down, the handler may not carry on to a colour, but must take another red obstacle. Each red can be taken only once. If the last red is knocked down the handler must proceed to the closing sequence.

### **17.2.2.3 Negotiation of the coloured obstacles.**

Coloured obstacles can be taken from any direction (except seesaw and long jump). Only one colour obstacle may be completed between each red obstacle. The handler may direct the dog to perform the same coloured obstacle each time.

### **17.2.2.4 Combination obstacles.**

#### **17.2.2.4.1 Use of combination obstacles.**

Combination obstacles are not to be used in Grade C. In Grades B and A, coloured obstacles may be combination obstacles. In Grade B two (2) obstacles may be paired to form a combination. In Grade A up to four (4) obstacles may be combined. The direction of the obstacles within a combination is determined by the judge and may be different in the opening and closing sequence.

#### **17.2.2.4.2 Number of combination obstacles.**

In Grade C no combination obstacles are to be used. In Grade B one (1) combination may be used. In Grade A two (2) combinations may be used.

### **17.2.2.5 Scoring of the opening sequence.**

Only obstacles correctly negotiated will score points. The red jumps will score 1 point. The other coloured obstacles will score the points allocated to them by the judge.

### **17.2.2.6 Judging the opening sequence.**

17.2.2.6.1 There are no refusals.

17.2.2.6.2 Faulted are judged as usual.

17.2.2.6.3 Disqualification will result where the sequence is taken incorrectly causing the team's score to become zero. Disqualification will also occur if any instances outlined in “Mandatory Disqualification” happen during the run.

17.2.2.7 Faults during the opening sequence. Dogs that fault a ‘colour’ obstacle must proceed to the next red or commence the closing sequence if no reds are available. If a team has attempted a colour obstacle but cannot be faulted, they may choose to perform another red or reattempt the same colour.

## **17.2.3 Closing Sequence.**

At the completion of the opening sequence, the handler must direct the dog to attempt each of the colour obstacles in a numerical (colour) sequence commencing with 2 (yellow) and concluding with the 7 or (black) obstacle prior to crossing the finish line and stopping the clock. The finish for the closing sequence may be a non-scoring jump, or the final obstacle in the sequence.

### **17.2.3.1 Judging the closing sequence.**

A refusal, fault or wrong course gained during the closing sequence causes the game to end. The judge signals the mistake and the handler immediately takes the dog over the finish line. Failure to continue and stop the clock results in disqualification.

## **17.2.4 End of the Game**

A signal is given when the time given by the Judge has elapsed, and scoring will then cease. The Game ends when the dog crosses the finish line and stops the clock. If the time elapses while the

dog is still negotiating an obstacle, the obstacle will be scored if the dog has reached a point on the obstacle where the obstacle could no longer be faulted (e.g., dog is on contact point).

The game will also end, and the dog must be taken to the finish.

17.2.4.1 any obstacle is taken out of sequence (in either opening or closing sequence)

17.2.4.2 any fault or refusal is made during the closing sequence.

17.2.4.3 should the dog not complete the finish jump and therefore not obtain a time for the run, a disqualification is given and the team's score will become zero (0).

### 17.2.5 Qualification Criteria

The judge will work out a time based on the rate of travel allowed for the level, up to a maximum time of 50.000 seconds. Qualification Certificates for each grade will be awarded to the dogs which attain the standard as set down in the table below, within the allotted time.

Level	Opening Sequence points must complete opening sequence	Closing Sequence points must complete closing sequence
Grade C	10	27
Grade B	15	27
Grade A	20	27

### 17.2.6 Defining the Class Winner

The winner of a Snooker Class is the dog who successfully completes the opening and closing sequence, and has the highest total points accumulated during the given amount of time. In the event of a tie, the dog with the fastest time is declared the winner. The maximum number of points is  $24+27 = 51$

## 17.3 Jumpers Pairs

Jumpers Pairs is a Jumpers game. There are to be no weaves and no contact obstacles. There are no combination obstacles in Jumpers Pairs.

### 17.3.1 General Description

Jumpers pairs is a game where two dogs and two handlers of the same grade run a relay style event over a jumpers course as set by the judge. The course is usually different for each dog, although some non-jumping obstacles may be in common. The first dog of the pair negotiates the first course. When they complete the last obstacle, the second dog starts and negotiates the second course.

### 17.3.2 Obstacles to be used.

**17.3.2.1 Grade C.** Standard Obstacles defined in clause 12.2 to be used. In a Grade C Jumpers pairs course, each dog must negotiate between 8 -10 obstacles.

**17.3.2.2 Grade B.** Standard obstacles defined in clause 12.2 to be used. In addition, obstacles defined in clause 12.5 may also be used. In a Grade B Jumpers pairs course, each dog must negotiate between 10-12 obstacles.

**17.3.2.3. Grade A.** Standard obstacles defined in clause 12.2 to be used. In addition, further obstacles defined in clause 12.4.1 and 12.5 may also be used. In a Grade A Jumpers pairs course each dog must negotiate between 12-15 obstacles.

### 17.3.3. Rates of Travel.

**17.3.3.1** Grade C Jumpers pairs course times must be calculated at a rate of travel of between 2.75 and 3.25 metres per second.

**17.3.3.2** Grade B Jumpers pairs course times must be calculated at a rate of travel of between 3.25 and 3.75 metres per second.

**17.3.3.3.** Grade A Jumpers pairs course times must be calculated at a rate of travel of between 3.5 and 4 metres per second.

### 17.3.4 Entering a Jumpers Pairs competition.

#### 17.3.4.1 Jumpers Pairs height.

Clubs may offer Jumpers Pairs at one of two levels: either mixed height team competition or same height team competition. In mixed height the Club may define which course the smallest dog of the pair attempts to minimise the number of jump height changes. Where the type of competition is not defined in the schedule it will be assumed to a mixed height competition.

#### 17.3.4.2 Entering Jumpers pairs.

An entry for Jumpers pairs is reckoned as a single entry.

#### **17.3.4.2.1 Altering a Jumpers pair.**

Once entries have closed, alterations may only be made if two pairs are each affected by the withdrawal of a partner. In this case, at the discretion of the club, the remaining members may form a new pair.

#### **17.3.5 Start and finish of jumpers pairs.**

The start and finish will be defined like a normal jumpers course. Numbering may be consecutive, or a different set of numbers may be used for each part of the course.

#### **17.3.6 Scoring.**

Standard scoring for jumpers courses applies.

#### **17.3.7 Judging Considerations**

Standard judging as regards refusals, faults and disqualification applies.

**17.3.7.1** Any rails displaced during the round will not be replaced. If that hurdle is required to be negotiated subsequently, it must be performed even if the performance is simply to send the dog through the jump uprights.

**17.3.7.2** Where the second dog starts before the first dog finishes their last obstacle, which is defined as any part of the body exiting the obstacle, the team will be disqualified.

#### **17.3.8 Qualification**

Both dogs in the team must be in the same Grade C, B, or A. Those pairs which achieve a clear round within the set Standard Course time will be deemed to have qualified, and both members of the team will receive a Qualification Certificate. The Standard course time will be calculated using the rate of travel as outlined under Jumpers for each Grade.

#### **17.3.9. Defining the class winner.**

The team with the lowest faults in the fastest time will win.

### **17.4 Blackjack**

Blackjack is a game which is drawn from the popular gambling card game. It involves strategy and teamwork, and the ability to recalculate should things go wrong. The aim of the game is for the dog and handler combination to accumulate 21 points in as short a time as possible.

#### **17.4.1 General Description**

The handler must start on the start obstacle, decide their own course and complete the obstacles correctly until 21 points have been collected, and then finish the course. The obstacles on the course are given a points value and the judge will call out the points for each obstacle after it has been correctly negotiated.

#### **17.4.2. Obstacles used in Blackjack**

Obstacles that may be used for each grade are listed in 'Games Obstacles'. The maximum number of contact obstacles to be used is:- one (1) for Grade C, two (2) for Grade B and three (3) for Grade A.

##### **17.4.2.1 Obstacle points.**

The obstacles on the course will be allocated points as follows:

Hurdles - 1pt, tunnels, Spread Jumps, Long jump & hoop, - 3pts, Contact Obstacles or 6 weave poles - 5 pts, Weave (12 poles) and combination obstacles -7pts

#### **17.4.3 Start and finish.**

The dog starts by negotiating the start obstacle as defined by the judge. This is a non-scoring obstacle at the start, but can score points later in the sequence. The finish obstacle is simply a point at which the time stops, and is non-scoring.

**17.4.4 Negotiation of obstacles.** Obstacles may be taken in any order and from either direction, with the obvious exception of the seesaw and long jump. Obstacles are not to be scored back to back, another obstacle must be attempted.

#### **17.4.5 Scoring**

Each obstacle can be scored a maximum of twice, with further attempts not scoring. Bars are not replaced during the round and those jumps cannot be scored. If during the round the dog takes the

denoted finish obstacle, the run is ended and the dog is credited with the points gained up to that time.

#### **17.4.6 Judging**

Refusals are not judged in Blackjack. Missed contacts and knocked rails result in that obstacle not being scored but the dog may reattempt the contact straightaway to gain points for that obstacle. Errors in the weave are not faulted however the weaves must be completed correctly in order to be scored. The judge calls the value of each obstacle correctly completed which are noted by the scribe. If an obstacle is not scored the judge will call "No".

#### **17.4.7 Qualification**

The judge will define an appropriate course length based on the shortest possible course which can gain 21 points. A qualifying time will be calculated according to the course length, using the rate of travel as outlined for agility at each grade (2.5m/s for Blackjack C, 2.75m/s for Blackjack B and 3m/s for Blackjack A). This time must not exceed 60.000 seconds.

All dogs which gain 21 points within the time set by the judge will be awarded a qualification certificate.

#### **17.4.8 Defining the Class Winner**

The winner of the class is the dog which accumulates 21 points in the shortest time. If no dog collects 21 points, then the highest score less than 21 with the fastest time will win. Any dog accumulating more than 21 points will be disqualified.

### **17.5 Strategic Pairs**

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

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

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

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

#### **17.5.1 General Description**

17.5.1.1 The course must be completed in numerical order by either team. The judge watches the current "active" obstacle. Either dog may take inactive obstacles out of sequence and not be penalised.

17.5.1.2 If the current "active" obstacle is performed correctly then the judge's attention switches to the next obstacle, and it becomes the current "active" obstacles.

17.5.1.3 If a team faults the current "active" obstacle, the judge will signal the fault either verbally or by using a whistle or similar device. At this signal the teams must exchange, and the new team must attempt the current "active" obstacle.

17.5.1.4 Exchange is undertaken by one team taking over the current "active" obstacle from the other.

17.5.1.5 If both teams fault the same current "active" obstacle, they must continue alternately attempting the obstacle until it is correctly performed before resuming the course. Only after the obstacle has been successfully performed can the course be resumed, and no penalty will be recorded.

17.5.1.6 If one team drops a bar on the current "active" obstacle, the other team must perform that obstacle even though the performance is simply to send the dog through the hurdle uprights. The bar does not need to be reset and no penalty will be recorded.

17.5.1.7 Handlers may talk to each other during the run.

17.5.1.8 Communications between handlers on the course must be by natural voice using no devices.

17.5.1.9 The course must be completed within the Maximum Course Time.

17.5.1.10 Obstacle Performance Standards for all obstacles must be observed.



### 17.5.2. Obstacles used in Strategic Pairs.

Obstacle	Approved for grade
Hurdles	All Grades
Spread Jump	Grade B and Grade A only
Long Jump	All Grades
Brush Jump	All Grades
Dog Walk	All Grades
A-Frame	All Grades
See-saw	Grade B and Grade A only
Tyre/Hoop	All Grades
Weave Poles	All Grades
Tunnels	All Grades

The MAXIMUM number of contact obstacles to be used is: - one (1) for Grade C, two (2) for Grade B and three (3) for Grade A.

15.5.2.1 In Grade C, a total of between 15-18 obstacles must be used.

15.5.2.2 In Grade B, a total of between 15-20 obstacles must be used.

15.5.2.3 In Grade A, a total of between 20-25 obstacles must be used.

### 17.5.3 Start and finish.

Electronic timing gates may be used under the same conditions as Agility Events.

17.5.3.1 After the handlers have taken the initial positions on the course, and the judge has indicated you may start, timing starts as the active team crosses the Start line and starts the timers.

17.5.3.2 Timing will finish when the active team crosses the finish line.

17.5.3.3 Timing will also finish if the Maximum Course Time has been exceeded.

### 17.5.4 Negotiation of obstacles.

The order and direction of performance of the obstacles is decided by the judge and the course will be numbered accordingly.

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

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

17.5.4.3 Minimum distances and contact approach regulations must be observed.

### 17.5.5 Scoring

Strategic Pairs is scored by time.

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

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

### 17.5.6 Judging

There are no off-course penalties with exception of 17.5.4.2

Obstacles must be correctly performed once started.

A whistle or similar device will be sounded to signal a fault, thus forcing the teams to exchange.

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

Both teams will be disqualified if:

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

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

#### 17.5.7 Qualification

- 17.5.7.1 Both teams must participate  
 17.5.7.2 All obstacles must be performed correctly within the SCT  
 17.5.7.3 Fallen bars are not to be reset, but the alternative team's dog must run between the uprights.  
 17.5.7.4 No disqualification penalties have been incurred  
 17.5.7.5 No penalties have been incurred for misbehaviour and/or reprimands  
 17.5.7.6 The judge will define an appropriate course length based on the prescribed route to be taken.

#### 17.5.8 Team members

- 17.5.8.1 Both dogs in the team must be in the same Games Grade. No mixed grade teams are allowed.  
 17.5.8.2 Both dogs in the team will jump at the same height. To determine this, team members must only be within one height group of each other, and both dogs will jump at the lowest of the two heights. Refer to table below for combinations that are allowed and not allowed.

Dog 1	Dog 2	Height Jumped
240	320	240
600	380	Not allowed
600	500	500
380	320	320
380	500	380
240	320	240
240	500	Not allowed
240	380	Not allowed

#### 17.5.9 Restraining of Dog

- 17.5.9.1 In Grade C once the run has started by the first dog, the 'inactive' dog may be restrained by the collar but may not move. The dog must be released before the team can continue the course.  
 17.5.9.2 In Grade B and Grade A, once the run has started by the first dog, neither dog can be physically restrained in any way. Physical restraint of either dog will result in disqualification.

#### 17.5.10 Number of strategic exchanges

- 17.5.10.1 Grade C there must be a minimum of two (2) strategic exchanges – Each team must complete one segment of the course.  
 17.5.10.2 Grade B there must be a minimum of three (3) strategic exchanges – One team must complete one (1) segment of the course and the other team must complete two (2) segments of the course.  
 17.5.10.3 Grade A there must be a minimum of four (4) strategic exchanges – Each team must complete two (2) segments of the course

#### 17.5.11 Rate of Travel

- Grade C: Rate of travel must be calculated at between 2.5m/s and 3m/s  
 Grade B: Rate of travel must be calculated at between 2.75m/s and 3.25m/s  
 Grade A: Rate of travel must be calculated at between 3.5m/s and 4m/s

#### 17.5.12 Maximum Course Time

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

#### 17.5.13 Defining the Class Winner

The winner of the class is the team which completes the course correctly with the fastest time, and no penalties and not disqualified.