

Agility:

Agility Trial Rules

CPE Rules for faults by level will be followed

Here is the link to the CPE Rulebook <http://www.k9cpe.com/forms/2016rb.pdf>

Agility competition is open to any Windsprites (longhair or smooth) and % Windsprites (50% or greater Windsprite). These dogs may be intact or altered.

The following levels will be provided for Agility:

Level 1 (equivalent to CPE 1)

Level 2 (equivalent to CPE 2)

Level 3 (equivalent to CPE 4)

Level 4 (equivalent to CPE 5)

The following classes will be provided for Agility:

Standard Class Regular and Veterans

Games Class (Game may be Full House or Jumpers, or a game of the Judge's own design) Regular and Veterans

Titles:

Standard Level 1, Two qualifying legs required for a title = AS1/ ASV1

Standard Level 2, Three qualifying legs required for a title = AS2/ASV2

Standard Level 3, Three qualifying legs required for a title = AS3/ASV3

Standard Level 4, Three qualifying legs required for a title = AS4/ASV4

Games Level 1, Two qualifying legs required for a title = AG1/AGV1

Games Level 2, Three qualifying legs required for a title = AG2/AGV2

Games Level 3, Three qualifying legs required for a title = AG3/AGV3

Games Level 4, Three qualifying legs required for a title = AG4/AGV4

Agility Champion - Ten qualifying legs in Standard Level 4 plus ten qualifying legs in Games Level 4 earns the title of Agility Champion = AgCH/AgCHV

Once a title is completed, advancement to the next level is not required. You may continue to earn qualifying legs. When ten legs are earned, the number 1 is added to the title (e.g., AS1-1). When 20 legs are earned, the number 2 is added to the title (e.g., AS1-2), and so on.

CPE rules will be utilized, except that there will be separate classes for:

Puppies age 6 months to less than 12 months who will jump 4" to no higher than 12" and age 12 to less than 15 months who will jump 4" to no higher than 16" (handler's choice of jump height within these limits);

Veteran Dogs (Regular and Senior) (age 9 to <12 years and 12+ years), who will jump one jump height lower than the P-Card (two jump heights lower than the P-card for Senior Veteran dogs) and will have 5 seconds extra to complete the course.

Dogs may start at Level 1, 2, or 3. Level 1, Level 2, Level 3, and Level 4 titles will be offered, regardless of titles that dogs may have in other organizations.

JUMP HEIGHTS

NOTE: P-Card = Permanent Card: the lowest Regular height a dog may jump in IWC. No dog will jump lower than 4".

Measurement: Regular

P-card or higher

Height at withers: 8.0" or less; jump height 4"

Height at withers: over 8" up to and including 12.0"; jump height 8"

Height at withers: over 12" up to and including 16.0"; jump height 12"

Height at withers: over 16" up to and including 20.0"; jump height 16"

Height at withers: over 20" up to and including 24.0"; jump height 20"

Height at withers: over 24"; jump height 24"

Measurement: Veterans

4" lower than P-card

Height at withers: 8.0" or less; jump height 4"

Height at withers: over 8" up to and including 12.0"; jump height 4"

Height at withers: over 12" up to and including 16.0"; jump height 8"

Height at withers: over 16" up to and including 20.0"; jump height 12"

Height at withers: over 20" up to and including 24.0"; jump height 16"

Height at withers: over 24"; jump height 20".

FAULTS, ELIMINATIONS AND EXCUSALS

Bar Down – 5 faults; Off Course – 5 Faults; Other Faults – 5 Faults; Failure to Perform (Major Fault) – 15 faults

15 Faults: Missed contact on A-Frame, dog Walk or Teeter

15 Faults: Fly-off of Teeter-Totter (board did not touch the ground).

15 Faults: Failure to perform any obstacle, Dog knocks over the tire frame.

5 to 15 Faults: Unsafe performance of any obstacle.

5 Faults: Bar down, breakaway tire is displaced, broad jump stepped on, Judge's decision: otherwise faulted (maximum of 5 Faults per any one jump).

5 Faults or 5 Points off score: Handler Intentionally blocking the Judge's view, or blocking the dog - forcing it to a certain path with or without direction to the correct obstacle, handler touches an obstacle on course (including stepping over end of contact or chute, jumping jumps or ducking under an obstacle, stepping through weaves).

5 Faults or 5 Points off score: Excessive delay at start or finish line.

5 Faults or 5 Points off score to Excusal of that run or from the trial (a report may need to be filed with IWC): Excessive force at start line, Poor Sportsmanship, excessive handling, excessive force when leaving the ring, outside ring assistance, swearing in the ring.

5 Faults or 5 Points off score to Excusal of that run or from the trial (file report with IWC):

Sign of aggression to Judge, other dog, ringside spectators or handler (including nipping / biting on course) –can be inside or outside of the ring any time during the event. The Host Club or Judge can make the determination.

No Time (Excusal from run): Leaving the ring before the run is completed, dog out of control, dog ceases to work. Handler intentionally touching dog or obstacle.

No Time (Excusal from run): Dog fouling anywhere within the ring before, during or after completion of a run. No Time: Exceeding the Maximum Course Time or Fault Limit

JUDGE'S SIGNALS - The Judge will brief each scribe (if the scribe changes) before the class as to his/her signals.

Bar Down -5 faults -One hand open

Off Course -5 faults -One hand closed

Other faults -5 faults -Two hands open

Major Fault -15 faults -Arms crossing in motion at waist or above head

No Time -No Time listed for dog -Hands forming a "T", as in a time out motion in sporting events.

CLASSES – GENERAL INFORMATION

-Faultable Classes - A Qualifying score is earned if the dog's score is within the "Faults Allowed" limits, and does not exceed the faults allowed total for their entered level.

◆ Levels 1, 2, 3: may not exceed 10 faults total within the allowable faults for the level and class

◆ Level 4: may not exceed 5 faults total within the allowable faults for the class

-Point Classes – A Qualifying score is earned if the dog completes the requirements of the respective point game for their entered level and height category.

-An Off Course is taking an obstacle out of sequence (one paw touching obstacle or over a jump). Only one off course is called per incident, regardless of how many out of sequence obstacles are taken. Each off course is five faults.

-Time faults: one full second equals one fault. Fractions are dropped for scoring the dog's run. The timekeeper shall report time in 1/100th of a second for placements (EX: 35.09).

-Scoring for Placements: Placements are determined by Qualifiers, then number of faults or points, then time. If a team has a No Time (NT) or is an FEO entry, that team is ineligible to receive a placement ribbon.

-If the weather or surface conditions warrant, up to 10 seconds may be added to the SCT's, for all jump heights in all classes. Conditions include: excessive rain, mud, heat, humidity, snow, poor footing, long grass, etc.

This is for the safety of the dogs and handlers. The Judge has full authority.

STANDARD

Object: Successfully run a full course of numbered obstacles in order

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

◆ Levels 1, 2, 3: may not exceed 10 faults total

◆ Level 4: may not exceed 5 faults total

Faults Allowed	Level 1	Level 2	Level 3	Level 4
Bar Down	1	1	1	1
Off Course	1	1	1	0
Other Faults	1	1	1	1
Over Time	5	5	5	5

FULLHOUSE

Object: Successfully accumulate required points for your respective level, which includes three of a kind, a pair and a joker, before the whistle (see below).

Qualifying: When the handler and dog perform the required sets, within the required time, and have accumulated the required points, they have earned a qualifying score.

Timing: The timekeeper shall report time in 1/100th of a second for placements and results posting/recording.

Fractions are dropped for Q/NQ scoring purposes.

Point Accumulation Time Total Game Time

4", 8" & 12" = 35 seconds 4", 8" & 12" = 40 seconds

16", 20" & 24" = 30 seconds 16", 20" & 24" = 35 seconds

Puppies and Veterans have 5 additional seconds.

The timekeeper's whistle will signal the end of point accumulation time. The team then has UP TO 5 seconds to stop the clock by placing at least one paw on the Pause Table. Fractions are dropped for scoring purposes. 1 point is deducted for each full second over the total game time. The dog must have completed their last obstacle past the point of faulting to earn points.

If the team has accumulated the required points for its level, and the required sets, the team does not need to wait for the whistle to proceed to the pause table to stop the clock and finish their run.

Total Points to Qualify:

Regular, Puppies and Veterans

Level 1, 19 Points
Level 2, 21 Points
Level 3, 23 Points
Level 4, 25 Points

1 Point – Single Bar jumps
3 Points “circles” – tunnel, chute, tire
5 Points – contacts, weaves, broad, double, triple
0 Points – Pause Table only stops the clock. The table is “live” at all times.

JUMPERS

Object: Successfully complete course within fault limits and course time.

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

- ◆ Levels 1, 2, 3: may not exceed 10 faults total
- ◆ Level 4: may not exceed 5 faults total
- ◆ The timekeeper shall report time in 1/100th of a second for placements and results posting/recording. Fractions are dropped for Q/NQ scoring purposes.

Faults Allowed	Level 1	Level 2	Level 3 & 4
Other Faults	1	1	1
Off Course	1	1	0
Bar Down	1	1	1
Over Time	5	5	5
Obstacles on Course	12-16	14-18	16-20

Scoring for Placements: Placements are determined by Qualifiers, then number of faults, then time. Non-qualifiers that received a time will receive placements after qualifiers. If a team has “No Time” (NT), that team is ineligible to receive a placement ribbon.

A dog may enter any class F.E.O. (for exhibition only - no ribbons or placements). “Training” in the ring WILL be permitted for dogs competing F.E.O: clickers, treats, toys allowed, but NO harsh corrections will be permitted! (Please be very careful to not drop any food on the ground which could distract another participant.)

A dog does NOT need to have a qualifying score to be eligible for a placement ribbon!