



# Official Rules & Regulations

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# CHAPTER 1 - PHILOSOPHY & GENERAL REGULATIONS

## 1.1- Agility Association of Canada

The Agility Association of Canada (AAC) was founded in 1988 for the promotion of uniform and safe standards for dog agility in Canada. These rules and regulations for agility were originally based on those established by the Kennel Club (Great Britain) and the United States Dog Agility Association (USDAA) to promote international agility standards.

The AAC is committed to promoting inclusive, competitive agility at a local, regional, national, and international level, for all handlers and dogs, without regard for pedigree.

The Agility Association of Canada is a registered not-for-profit organization. It is governed by an elected Board of Directors, with representation from all Regions of the country.

The Agility Association of Canada maintains both a website, [www.aac.ca](http://www.aac.ca), and a Facebook page, *Agility Association of Canada*, where the most current official documents, news, contacts, and information may be found.

## 1.2 – Philosophy

Agility is a challenge and a competition to be enjoyed by handler, dog and spectator. The main elements of the sport are good sportsmanship and fun for the dog and handler. Nothing may be included in agility that could endanger the safety of the dogs participating, the handlers or the spectators.

## 1.3 – Membership

Agility clubs or groups may apply to AAC for member status for the purpose of promoting dog agility, following the standards set forth by the AAC. Member agility clubs or groups may apply to hold sanctioned AAC Agility Trials and will receive a subscription to the AAC electronic newsletter, *On Course*, and other benefits, as available.

Individuals may also apply for membership. All members will receive a subscription to the AAC electronic newsletter, *On Course*, which will inform them of AAC activities, discounts on Regional and National Championship event entry fees, and other benefits, as available. Members are encouraged to enter and support AAC Trials. Members may vote in accordance with the By-laws, provided they have been members for the minimum period specified therein.

## 1.4 – Eligibility

AAC Agility Trials are open to all four (4)-legged dogs capable of demonstrating the elements of agility and control, and the mental and physical ability to carry out the required tests.

All dogs must be registered with AAC by having a Dog Identification number to compete in sanctioned trials. This may be obtained through the purchase of a Dog Identification Card, the application for which may be found on the AAC website.

Dogs less than eighteen (18) months of age, bitches in season or in an advanced state of pregnancy, dogs suffering from an injury or illness that affects the dog's physical or mental performance, and any dog that demonstrates signs of aggression towards people or other dogs must NOT be permitted to participate in any AAC agility trial. *This includes dogs running for exhibition only (FEO, see Section 2.5.1).*

A handicapped dog may be allowed to participate, providing that the dog's handicap does not adversely affect its performance. Dogs are not permitted to compete, even FEO, wearing any bandages, wraps, or other mechanical devices, except as required to prevent fur from falling over the dog's eyes.

Any dog under suspension for aggression shall not be allowed on the site of any AAC-sanctioned event for the duration of their suspension.

No dog may compete for placements or qualifying scores at a height lower than that for which their measurement qualifies them in a particular category.

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

Dogs and/or handlers may enter classes under a judge who resides in the same household or who is a member of the same agility club. An AAC Course Approver may not enter any course they have approved for placements or qualifying scores, but may enter FEO.

## 1.5 - Incident Reporting & Disciplinary Procedures

If an incident of abuse or dog aggression toward another dog or person is alleged to have occurred at an AAC sanctioned trial, the incident **MUST** be reported to the Judge and trial officials. Once the trial judge and/or the organizing committee are made aware of an incident, they have a duty to consult with each other and to proceed with a preliminary investigation. The trial judge and host committee will fill out the Trial/Incident Report, and will forward it, along with all relevant documents (e.g. written statements from all individuals involved, including witnesses), to the AAC Administrator, who will distribute the reports to the appropriate committee for review and further action, if required.

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If the trial judge and host committee find that misconduct, abuse or aggression has occurred at an AAC event, that handler and/or dog may be dismissed from the event. An Incident Report must still be submitted, as above.

Officials, however, have the responsibility and obligation to report incidents at all times. Furthermore, if a Trial Host/Official is advised that a disciplinary related incident has occurred at their trial, the Host/Official must proceed with a preliminary investigation, gather witness statements before any witnesses leave the trial, or within 14 days if witnesses have left the trial. The witness statements are to be added to the completed Trial Incident Report and submitted to be recorded.

As well, anyone (competitor, spectator, volunteer) witnessing an act of abuse or aggression by any person or dog at an AAC sanctioned trial may make a complaint to the host club and/or AAC by completing an Incident Report and submitting it to the AAC administrator. It is not necessary to be an AAC member to submit an Incident Report.

The Trial/Incident Report form is also to be used if a handler or other individual wishes to make a claim that a judge has misinterpreted the rules of the AAC. This form may also be used to report a judge who has failed to fulfill their judging assignment in a professional manner, equipment that fails to meet AAC standards of safety and construction, or any other matter that a handler may deem detrimental to the conduct of the event.

The Trial/Incident Report form and the guidelines for its use may be downloaded from the AAC website. All AAC judges and trial host committee members must be familiar with, and abide by, "Standard Operating Procedure at AAC Trials- Disciplinary issues." The trial host must ensure that a reference copy of this SOP is available at the trial site.

*Please Note: All reports must be submitted to the AAC administrator within 30 days of the incident.*

## 1.6 – Rule Changes & Implementation

The content of the current version of the English AAC rulebook, including any recently adopted rule changes, is the sole and unique reference on rule applications. In the case of a discrepancy between the Judge's Handbook, the content of judge's clinics, rulebook translations, or any other AAC document, the current English AAC rulebook print version, *including any recently adopted rule changes*, will take precedence.

Rule changes approved by the Board of Directors related to the judging, scoring, qualifying requirements, or equipment used in any agility class, excluding those changes dealing with safety concerns and/or the Regionals/Nationals program, take effect as follows:

- Rule changes made between January 1 and June 30 will be implemented on January 1 of the following year or, if January 1 falls on a weekend, the first Monday following January 1.
- Rule changes made between July 1 and December 31 will be implemented on July 1 of the following year or, if July 1 falls on a weekend, the first Monday following July 1.

Rule changes that are made due to a safety concern or that affect the Regionals/Nationals program, will take effect on the date specified in the relevant Board resolution. A list of pending rule changes, current to the release date of this version of the rulebook, are found in Appendix E.

Periodically, recent rule changes may be collected and released as a *Rulebook Update*. Competitors are encouraged to download/print and include these updates with their rulebook, as available.



## CHAPTER 2 - AGILITY TRIALS

### 2.1 - Application to Host an AAC-Sanctioned Agility Trial

A group or club wishing to host an AAC agility trial must first become a member club of AAC. The application for club membership is found on the AAC website, under "Forms". Member clubs must make an application to the AAC Trial Approval Coordinator for approval of any trial date. The application form may be completed on the AAC website, [www.aac.ca](http://www.aac.ca). Failure to complete the form in its entirety may result in refusal of the application.

This approval permits the group to designate the event as "sanctioned" by AAC, indicating that the host group or club shall comply with all the requirements set forth in these rules and regulations and such guidelines as may be established by the AAC Board of Directors for conduct of such trials.

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

Any host group holding a trial without prior approval from the AAC will be subject to a non-contestable penalty to be determined by the AAC Board of Directors, provided the site and equipment have already been approved. Failure to pay the penalty fee or failure to have received pre-trial approval of the site and equipment will result in all qualifying runs earned at said trial being nullified.

Host clubs or groups are not required to offer all classes and all levels at AAC-sanctioned trials: Hosts are free to restrict the classes and levels offered, or to limit the number of entries accepted. However, Regular, Special, Veteran and Junior Handler categories must be available for all classes offered at an AAC sanctioned trial.

The AAC imposes no restrictions on the number of trials that may be approved for a given date, with one exception. A trial may not be held in a Region on the same date of that Region's Regional Championships. Clubs that cancel an approved trial more than six months prior to the trial date may do so without penalty. Trial cancellations after this date will be subject to penalty, unless the host can show cause.

Regional and National events are governed by rules and guidelines specific to those events. These may be found on the AAC website.

#### 2.1.1- Deadlines for Submitting Applications

Any club or group which has not yet hosted an AAC-sanctioned trial must make written application for approval no less than six (6) weeks prior to the proposed trial date, with such application including **all** completed forms as determined by the AAC Board of Directors.

For clubs who have previously hosted AAC-sanctioned trials, trial applications may be submitted without judge and class information up to one year prior to the date of the trial. The deadline for approval of trials will be six (6) weeks prior to the date of the trial, by which time all required information must be submitted.

Groups or clubs that change published Judges, ring sizes, classes offered, etc., after submitting a trial application and before the six (6) week deadline for final trial approval must communicate the change(s) to the Trial Approval Coordinator. Any changes made after this time will result in a Change of Information Fee, unless the host can show cause.

#### 2.1.2- Late Trial Applications

Late trial applications, defined as applications received by the Trial Approval Coordinator after the six week deadline, are allowed only under the following conditions:

1. The late trial application is received by the Trial Approval Coordinator not less than 4 weeks before the first day of the requested trial date.
2. The trial site and equipment have already been inspected and approved.
3. The club agrees in writing, either by letter attached to the application or by e-mail to the Trial Approval Coordinator, to pay the Late Trial Application fee.
4. All judges and all classes **must be** finalized with the application.
5. Course Approvers have been arranged and notified that the judge is submitting courses late.

Only two such late trial applications are allowed per club, per calendar year, for trials in that calendar year, unless approved by the Board of Directors.

#### 2.1.3- Equipment & Trial Site Inspections

Approval of the Regional Director or their designated representative is required for all equipment and all sites. It is the responsibility of the host club to contact the Regional Director to arrange the necessary equipment and trial site inspections and should be completed and fully approved prior to applying for a trial. Trial application may be submitted minimum of six (6) weeks before the trial date. Host clubs, Regional Directors, and Trial Approval coordinator must retain a copy of inspection form (s). Inspection forms must be

submitted to the Trial Approval coordinator by either the Director or the person doing the inspection, and not the host club. All forms must be submitted to the Trial Approval Coordinator within 7 days of the inspection.

Established clubs applying to hold AAC sanctioned events must ensure that all the necessary equipment, as well as their agility trial site(s), have been inspected and approved within the five (5) years prior to the trial date. Clubs are responsible for regular maintenance of their site(s) and equipment between inspections. Re-inspections for both equipment and sites will take place 6 weeks prior to the end of their five (5) year period, (anniversary date of inspection), if a trial is to take place on/after said re-inspection date, re-inspection must be carried out a minimum of six (6) weeks before that trial. Clubs are responsible for regular maintenance of their site(s) and equipment between inspections. When host clubs own more than one piece of equipment (e.g. two sets of anything) Inspection forms must be noted with which piece was inspected on each form (e.g.; Set #1 and Set #2). When there are not duplicate full sets of equipment, forms must denote #s of said obstacles.

Permission to hold a trial shall be withheld until approval of the club's equipment and site is granted by the Regional Director or their designated representative. It is the responsibility of the host club to pay any agreed upon travel expenses incurred by the Regional Director or their designate during the approval process. The Regional Director may appoint any of the following as their designate, provided that they retain regular membership status: Judges (past or present), any level, and members of the Board of Directors (past or present). Club owners or members, relatives of club owners, and equipment and site owners or their relatives are not eligible to make inspections for that club.

## 2.2 - Responsibilities of Hosting Clubs

The Trial Approval Coordinator shall, upon approving the trial, send an email confirmation to the trial secretary. This confirmation shall include a list of the required forms and documents that must be completed at the close of trial.

### 2.2.1- Trial Committee Responsibilities

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

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

- Preparing a Premium List and trial Running Order.
- Preparing and posting a trial schedule and an optional trial catalogue/program for competitors.
- Accepting entries and registrations.
- Providing a check-in process to ensure that Dog ID cards and the Dog Measurement Form are completed correctly, and that dogs are entered at the appropriate height.
- Providing knowledgeable stewarding. This shall include individuals for timing, scribing, course building, support for course building, ring support, gate stewarding and score keeping (see Section 2.4 for job descriptions).
- Providing agility obstacles that conform to AAC specifications, and that have been inspected and approved within five (5) years of the trial date.
- Supplying the tools and accessories necessary to conduct a quality trial, including, but not limited to, a dog measuring device or wickets, a course measuring wheel, stop watches or electronic timing devices, a first aid kit, cleaning/disinfecting supplies, and sand or other material to repair footing.
- Providing a reference copy of the official rulebook of the AAC.
- Providing copies of Official Trial/Incident Report Forms, and the SOP/Guidelines (may be downloaded from the AAC website).
- Responding promptly to all disciplinary matters that are brought before the trial organizing committee in accordance with the "Standard Operating Procedure at AAC Trials- Disciplinary Issues" (found on the AAC website).
- Providing the contact information for the veterinary clinic that will be on call the day (s) of the trial.

#### 2.2.1.1 Engaging the Judge(s)

Only AAC-approved judges may be engaged for AAC approved trials (see Section 2.5). A current list of approved judges may be found on the AAC website.

A trial host's responsibilities towards their judge(s) include:

- Providing the Judge with a letter of confirmation. This letter (may be electronic) must include a list of available obstacles and their critical dimensions (must note the use of ETS (Electronic Timing System) and size and number of available wing jumps), a map of the trial site (ring setup, including dimensions, useable area, and any unusual features), the classes and performance levels offered, the classes that each judge will be responsible for (if more than one judge is being engaged), the running order of the classes and any other pertinent details.
- Providing travel arrangements, meals and accommodation for the judge; details of which should be discussed with judge and agreed upon prior to judge's acceptance of the assignment.
- Providing the minimum judging fee, as prescribed by AAC, unless other arrangements have been agreed upon. This includes the appropriate fee per run for JH, FEO and non-refunded DNR runs.

- It is recommended that the club provides a contract that states specifically what expenses are covered (including all the standard expenses such as fees, travel, photocopying, kenneling, etc.)
- Once having agreed to judge an AAC trial, the judge puts a lot of work into designing courses, preparing for the trial, clearing their calendar for the trial dates and possibly turning down other assignments or competition opportunities. A trial cancellation should not mean that the judge is not compensated for that work and commitment. In the event that a trial is cancelled, for whatever reason, including "Acts of God", the trial host is required to compensate the judge as follows:
  - If a trial is cancelled less than 4 months prior to the trial date, the host club is required to pay the judge 50% of the AAC minimum judging fee for each day the judge was hired to judge.
  - Additionally, if the judge has completed designing the courses and received approval from a course approver, the host club is required to pay the judge 50% of the AAC minimum judging fee, for each day the judge was hired to judge, regardless of when the trial is cancelled. Ownership of the courses remains with the judge. Reuse of the courses is at the sole discretion of the judge. If the judge has provided the courses to the host club in any format, the courses may not be reused.

### 2.2.2 - The Agility Trial Premium

A trial must be announced by the publication and distribution (via print or electronic media, or both) of an "agility trial premium". The agility trial premium must include:

- A statement that the trial will be held under AAC rules and regulations.
- The approved date, time, location and, if it is an outdoor event, a statement that the trial will proceed rain or shine.
- A description of the trial surface (grass, dirt, soccer turf etc.).
- A list of the classes that are to be offered
- If cash prizes are to be awarded at any AAC event (including Regional and National events), the actual amounts of the cash awards, and/or the percentage of entry money to be put to the cash awards, must be outlined in the trial premium, along with how the cash awards will be distributed amongst the various heights and/or divisions.
- The entry fee/class.
- A statement that entry forms must be complete and accompanied by the proper fee to be valid.
- The names of all Judges and the classes they are judging.
- A statement that all obstacles conform to AAC specifications. Clubs using one-piece jumps of any material, and/or ETS (Electronic Timing System) must specifically inform judges and competitors that such equipment is going to be used. In addition, clubs are encouraged to note other equipment particulars that may be of interest to competitors, such as rubberized contacts, jump cup construction, or the brand of equipment used (the AAC does not endorse any brand or manufacturer).
- A list of any and all restrictions on entries.
- A statement that the organizing committee reserves the right to refuse any entry.
- At the discretion of the organizing committee, a statement that there will be no refunds, cancellations or changes after the closing date. (with the exception of bitches that come into season or dogs that are injured)
- A statement indicating that refunds will be given to a competitor whose bitch comes into season or whose dog is injured, provided the trial secretary is informed prior to the trial date and if a certificate from a veterinarian is required to be provided at that time.
- The club's policy on refund of monies and/or credits to be used at a future trial should be clearly stated in the premium list. Please note that the trial host may retain a reasonable administrative fee on refunded entries.
- A statement as to whether move-ups will be allowed during the trial.
- The closing date after which entries will no longer be accepted and a statement that entries must be "received by" or "postmarked by" the closing date, as well as a notification if the host will allow entries after the trial's closing date.
- An official entry form on which to enter complete owner/handler and dog information including the dog's ID number as well as a Junior Handler's ID card number.
- The current AAC general agreement/disclaimer that must be signed by the competitor before the entry is accepted. Note that children or youths under eighteen (18) years of age must have the agreement/disclaimer signed by a parent or guardian.

### 2.2.3- Confirmation of Entries

After entries have closed, the host group or club must provide confirmation to all entrants. This may be written or electronic confirmation, via e-mail. Confirmations may also be posted on the club's website, provided each competitor is sent an e-mail notifying them of where confirmation information can be found (e.g., the web site address). The confirmation must show the dog's AAC ID number, and include information on all classes in which the dog has been entered, as well as a schedule of the order in which classes will be run each day. If a pre-trial check in has been authorized by the host club, the confirmation should indicate that this has been successfully processed.

Competitors are encouraged to check their confirmations to ensure that all of their information (and in particular their dog ID number) has been entered correctly.

### 2.2.4- At the Trial

At check-in (registration), the host group or club must post or supply each competitor with a running order, which must include the dog's

armband number (if used), call name, breed and handler's name. This may be done by email prior to the trial date.

Competitors must have their **Dog ID cards** with them. Handlers are not required to show their **2018 Dog ID card** at each trial entered. Only those dogs that require a measurement in order to compete, or dogs that have not previously attended a trial hosted by that club with a completed 2018 ID card, will be required to produce their ID cards at trials.

No dog shall be allowed to compete (except in unofficial classes) without having applied for and obtained an official ID number. Failure to produce an ID card does not disqualify a dog from competing, provided the dog is measured in or has previously competed at a trial hosted by the current Host Club, and would otherwise be eligible to compete. Lost cards must be reported to AAC, and a replacement card requested.

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

Although the AAC does not specify restrictions on dog training tools such as choke or limited-slip collars, head halters, harnesses (no-pull or other type) or extendible leashes, competitors are reminded that host clubs are free to impose on-site bans on these types of items if stipulated in the Premium. Pinch/prong and electronic collars (dummy or not), including citronella spray collars, are not permitted to be used at AAC sanctioned events.

At the discretion of the host group or club, qualifying dogs may be allowed to **move up** from Starters to Advanced, or Advanced to Masters, in any class during the trial, but must **not** be required to do so.

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

An optional **equipment familiarization** period may be offered, at the discretion of the hosting group or club. If offered, it shall be prior to the start of the trial, and must be supervised. Equipment familiarization is not a training opportunity, but a time to allow new dogs and handlers to familiarize themselves with the host group or club's obstacles. The suggested obstacles are the tire, teeter, A-frame, dog walk, wall, or miscellaneous jumps (see section C2.7.3.3). It is recommended that this is offered for a limited time only.

## 2.2.5- Discipline & Complaints

Within the ring, the Judge is the sole authority. As such, disciplinary matters arising from **conduct within the ring** are the responsibility of the Judge. The Judge may consult with the organizing committee and should always keep them apprised of any incidents that may have occurred.

All **matters outside the ring** fall under the jurisdiction of the organizing committee, with the trial chairperson being the ultimate authority. The committee shall consult with the officiating judge or any AAC Judge, AAC member or any other individual, as they deem appropriate.

The Judge and/or organizing committee may dismiss any dog and/or handler from the show site for cause. Further, an officiating Judge may unilaterally dismiss a handler and/or dog from the trial for abuse or aggression. If any such action is taken, a report must be submitted to the Discipline Committee, using the Trial/Incident Report Form found on the AAC website. See Section 1.5.

## 2.2.6- Submission of Trial Reports, Fees & Courses

The Trial Chairperson or Secretary must return the following **reports** to the AAC Trial Results Coordinator. Trial hosts are required to submit their results electronically. Refer to the Trial Application form for currently acceptable formats.

- A completed copy of the *Qualifying Dogs Report*.
- A copy of the score (results) sheets.
- A completed copy of the *Statement of Trial Fees* form and the *Number of Runs Judged* form.
- A completed copy of the *Trial / Incident Report* –This form must be completed even if no reportable incident took place at the trial.
- A complete exhibitor listing, including: dog ID number, dog name, breed, owner mailing address.
- A completed copy of the Dog Measurement form.
- Payment by any of the currently acceptable forms, in the amount prescribed by the AAC Board of Directors.
- Note: Host clubs are permitted to subtract from their remittance to the AAC an amount equal to the per-run fee times the number *refunded DNR* runs completed at the trial. *Clubs are required to pay judges the customary rate for FEO, JH and non-refunded DNR runs.*

A copy of each **course** used in the trial, including the actual measured yardage, the standard course time(s), and any necessary alterations, signed by the Judge, must be retained by the club

The host group or club must maintain a copy of the above information for a period of two (2) years. Clubs are also required to retain hard copies of all scribe sheets for one (1) year.

A complete set of trial reports must be received by the AAC Registrar electronically within 8 calendar days of the last day of the trial. Late or

incomplete submission of reports may lead to monetary penalties and/or the suspension of trial hosting privileges.

Payment of trial **fees** must be received within 30 days of the last day of the trial. Any Club not submitting their trial fees within 30 days of the trial end date, will have all approved trials suspended until the full receipt of trial fees and any associated penalties.

## 2.3 – Open Special Events

Open Special Events will have courses designed and judged according to Masters rules but the courses will be open to Starter and Advanced level dogs as well as Master level dogs. Starters, Advanced and Masters level dogs with clean runs will earn qualifying legs and titles at their current level in that class, i.e. a starters dog with a clean run will earn a Starters qualifying run, an advanced dog with a clean run will earn an Advanced qualifying run and a masters dog with a clean run will earn a Masters qualifying run. It will be the responsibility of the host club to create a list of level-appropriate qualifying runs for recording by the AAC. Additional alternative scoring may be kept for the purposes of ranking and awards. As with a regular trial, hosts are responsible for their own ribbons and awards.

Open Special Events will be exempt from the following seven AAC rules:

**2.5** A dog must satisfy the requirements for one level before being allowed to enter a class at the next higher level for placements or qualification.

**2.6.2** In any category or at any level, qualifying legs may not be awarded to a dog that is ineligible to compete by reason of age, requirements or level.

**3.4 Eligibility for master standard.** The master standard class is open to dogs that have earned the AADC title.

**3.5 Eligibility for challenge.** The challenge class is open to dogs that have earned the AADC title.

**3.6.10 Eligibility for master gamble.** The master gamble class is open to dogs that have earned three qualifying scores under two different judges in the advanced gamble class.

**3.7.3 Eligibility for master jumpers.** The master jumpers class is open to dogs that have earned three qualifying scores under two different judges in the advanced jumpers class.

**3.8.7 Eligibility for master snooker.** The master snooker class is open to dogs that have earned three qualifying scores under two different judges in the advanced snooker class.

Dogs will be eligible to run at an Open Special Event if they meet the minimum age requirement, have been registered with the AAC and have an identification number, and meet normal AAC requirements for health.

Open Special Events will be held no more than once per year in each of the following six areas:

- Atlantic – Newfoundland, New Brunswick, Nova Scotia & Prince Edward Island
- Quebec
- Ontario - East & West
- Prairies East – Saskatchewan, Nunavut & Manitoba
- Prairies West - Alberta & NWT
- West Coast – British Columbia, Vancouver Island, Yukon

To prevent conflict with AAC Regional and Nationals events, Open Special Events will not be approved for the Regional months of May and June or the same month as Nationals, provided an AAC Regionals or Nationals event is scheduled in those months for that year. Applications to hold an Open Special Event will be accepted by the AAC Board of Directors no earlier than 12 months before the proposed Open Special Event date and no later than the usual deadline for holding a regularly scheduled AAC trial. Once approval has been granted, the full trial application should go to the Registrar, following the normal trial application process. Open Special Event hosts may limit entry at their discretion, but this must be posted on the event premium. An AAC competitor may enter as many Open Special Events as they wish, regardless of their designated home region.

## 2.4 - Non-Sanctioned Events at AAC-Sanctioned Trials

The running of non-sanctioned agility classes (e.g., a fun run, a non-standard class, or free ring time) at any time during an AAC-sanctioned trials is permitted if **all** of the following conditions are met:

- Dogs entered in the non-sanctioned classes are sound and at least 18 months of age (i.e. are otherwise eligible to compete).
- If non-sanctioned classes are held before any sanctioned events (i.e. before the first event, or during the trial day), course maps for subsequent sanctioned events are not posted or distributed until after the non-sanctioned event (s) is (are) completed.

Clubs that do not comply with these requirements risk jeopardizing any and all qualifying scores earned at the trial.

**Food and/or toys** may be allowed in the ring during non-sanctioned events, at the host club's discretion.

## 2.5 - Judges & Stewards

One Judge, and stewards under the Judge's direction, shall conduct an agility class. The same Judge must officiate throughout the entire class.

The same timer and scribe are not required to work an entire class, however, all dogs competing against one another must be timed by the same timer and scribed by the same scribe. Different timers and scribes can be used for Regular dogs, for Special dogs and for Veteran dogs, or, if class size warrants, for the different jump heights. If using electronic timing, timer and scribe task may be carried out by the same person for Standard, Jumpers, Team, Challenge and Steeplechase only

AAC judges are sanctioned to judge at different levels, depending on their experience and qualifications. The levels are:

- Starters only
- Advanced (including Starters)
- Masters (allowed to judge and design courses for all competition levels)

A complete list of requirements can be found on the AAC website under "forms -> for competitors"

No Judge shall be permitted to enter a class in which they officiate for placements or qualifying scores.

Only Judges included in the AAC Approved Judge's list shall be permitted to officiate at sanctioned events. If a Judge who is not on this list is asked to officiate at a trial, he/she must take and pass the AAC Judges' Clinic before approval to judge at an AAC sanctioned trial is granted. This rule also applies to Judges from other organizations.

An *exception* to the above would be in the case of a group wishing to have an internationally-renowned judge officiate at its trial: Special application must be made to the AAC Board of Directors for permission to engage a non-AAC trained judge. If the Board grants the group's request, the course approval process must be followed as for any sanctioned trial. Requests are limited to once per club per calendar year.

It is permissible for clubs to hire out-of-town AAC judges, to design courses that will be judged by local AAC judges of the same level. Board permission is not required for out-of-town AAC judges but all information (designer and judge) must be included in the premium list. Qualifying scores will be attributed to the designing judge.

### 2.5.1- Judging & Scoring: Definitions

**Judging** - The process in which the judge observes the dog and handler on course, comparing their performance against the standards set by the AAC, and signals successful obstacle performance, or deviations from ideal performance, as appropriate to the level and the class.

**Scoring** - The process by which points awarded and/or faults in the dog's performance, as signaled by the judge, together with the dog's time on course (as determined by the timer), are combined according to the rules applicable to the class and the level in order to arrive at a numerical score and a ranking.

### 2.5.2- The Judge's Responsibilities

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

- Designing all assigned courses and ensuring their approval from an AAC Course Approver.
- **Please Note:** Judges are required to supply the trial secretary (or trusted designate) with copies of the courses a day or two before the trial to ensure the courses are available for use should the judge encounter difficulties arriving to the site. These copies may be supplied via email or other electronic means and should not be opened except in an emergency.
- Setting the agility course, with the assistance of the designated course builders.
- Measuring the course distance, *following the natural path of the dog*, and setting the standard course time (SCT) and maximum course time (MCT), if used.
- Ensuring on-site verification of course times by a second party so that errors can be caught during the trial.
- Ensuring all equipment is safe for all handlers and dogs.
- Checking obstacle construction standards if equipment appears unsafe or fails to conform to specifications.
- Measuring all dogs that do not have a completed Dog Identification Card.
- Instructing the timer, scribe, scorekeeper, and other trial officials and volunteers, as needed.
- Observing the dogs' performance and signaling all faults. No video or other means of instant replay shall be utilized in the determination of course faults.
- Submitting copies of any changes made to courses on the day of trial to the Course Approver.
- Submitting a Trial / Incident Report to the AAC Administrator after the trial. Such a report is **mandatory** even if there were no situations (e.g., dog aggression, problems with trial site or equipment) encountered that required follow up.

The Judge must also hold an exhibitors' briefing prior to start of each class. The briefing must include:

- Performance requirements for the class, as deemed necessary.
- A review of ring procedure (Example: Proceed to the start line when the dog clears the finish obstacle, wait for the timekeeper's signal before starting, etc.)
- The course distance, yards per second and standard course time (SCT) for the open and mini divisions in Regular, Special, Veteran and Junior Handler categories. This may instead be posted on the gate sheet prior to the beginning of the class, at the judge's

discretion.

- The fault limit and/or MCT, if either or both are to be imposed.

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

At the trial, the Judge's decision on judging shall be final. Any judging complaint arising from an improper application of the rules may be appealed to the Judges' Standing Advisory Committee or the Board of Directors for rectification. Appeals must be submitted in writing, using the Trial/Incident Report Form, found on the AAC website, with witness statements, any other supporting evidence (e.g., video of the run in question, course maps), and a clear explanation of how the rule was misapplied.

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

#### 2.5.2.1 Unsportsmanlike Behaviour and Aggression

An officiating Judge may dismiss a dog from the ring or from the competition if the dog exhibits signs of aggression towards other dogs or people. The officiating Judge may also dismiss a handler/owner from the ring or from the competition for speaking or acting in an unsportsmanlike manner, or abusing any dog either physically or verbally. Anyone who is found to be subjecting a Judge, volunteer, fellow competitor, or member of the Organizing Committee to abuse, whether they are competing in the trial or not, must be dismissed from the trial site. Should any such actions be taken, the Judge is required to note this in their Trial/Incident Report.

#### 2.5.3 - Emergency Substitution of a Judge

If a club is advised less than 24 hours prior to the start of a trial, that the judge cannot perform their duties (for whatever reason), and the club is unable to secure a full-time substitute judge, the trial chair may ask an available judge based on the following hierarchy:

1. An AAC Judge who is certified for the highest event level.
2. An AAC Judge who is certified at one level below the highest event level.
3. Any certified AAC Judge at any level.
4. Any provisional AAC Judge at any level.
5. Any retired judge who has officiated an AAC event within the last 2 years.

Should a substitute(s) be found, the following will apply:

- Any Qs will be recorded under the name of the course designing judge.
- If more than one suitable judging substitute is found, the judging duties may be split up as is convenient except that all dogs in a given jump height and category, must be judged by the same person.

#### 2.5.4 - The Timer's Responsibilities

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

- Timing the run of each dog by starting the stopwatch when the dog breaks/crosses the start line or first obstacle and stopping the stopwatch when the dog breaks/crosses the finish line (e.g. in Snooker) or last obstacle if manual timing is used.
- If ETS is used, the Timer is responsible for ensuring that the ETS is functioning throughout the run, as above.
- Ensuring that the correct times are entered into the ETS program, so that the horn is sounded when appropriate (e.g., end of opening period in Gamblers and the end of the time allowed in Gamblers and Snooker).
- Blowing a whistle (or sounding the horn if using the ETS) as instructed by the Judge to indicate that the MCT, if imposed, has been exceeded, or at open standard course time if the Judge has signaled Obstacle Repetition.
- If manual timing is used, blowing the whistle in Gamblers to indicate the end of the opening period, and in Snooker to indicate the end of the time allowed.
- If using electronic timing, timer and scribe task may be carried out by the same person for Standard, Jumpers, Team, Challenge and Steeplechase ONLY.
- Alerting the Judge to any timer malfunction as soon as it is discovered.

**Note:** In the case where a dog is eliminated and allowed to finish the course, a time **must** be recorded, although no placing is given. This does not apply to dogs that have been dismissed. In that case, recording a time is not required, but the dismissal must be recorded.

#### 2.5.5 - The Scribe's Responsibilities

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

- Recording faults or points on the scribe sheet, as signaled by the Judge.
- Recording the dog's time on the scribe sheet, as reported by the Timer.
- Please Note: Nothing more should be added to the scribe sheet, except as directed by the Judge.

- Blowing a whistle, as instructed by the Judge, to indicate that the maximum course faults (if imposed) have been exceeded.
- If using electronic timing, timer and scribe task may be carried out by the same person for Standard, Jumpers, Team, Challenge and Steeplechase ONLY.

### 2.5.6 - Other Trial Workers

The trial host is responsible for providing people to fill the following positions, as appropriate. The trial host must also provide any training necessary for the workers to perform their duties correctly. All workers inside the ring shall be advised that no food or drink except water is allowed in the ring.

#### 2.5.6.1 Entry Table Steward

If the host is not having self-serve registration, the entry table stewards shall be responsible for checking the entry of each dog against the ID card number, ensuring the AAC number and jump height is correct. Additionally, the entry table steward shall instruct the handler to have the dog measured if the ID Card is not completed, and may assist the judges with measuring of dogs by completing the Dog Measurement Form

#### 2.5.6.2 Course Builders

Using the course map supplied by the Judge, the course builders place the obstacles where required. Courses builders should also ensure contact equipment is stable, timers or start lines are placed as per the course map, the obstacles are numbered, the required number of tunnel bags (minimum of 4 sets per tunnel) are on each tunnel, any gamble lines are laid out, and unused equipment is placed in a safe location. One or more course builders may also work with the judge to do the final tweaking of the course before the walk-through.

#### 2.5.6.3 Gate Steward

The gate steward is responsible for keeping the dogs and handlers moving in and out of the ring efficiently, as per judge's instructions. The gate steward should make sure that the next few dogs in the running order are in the gate area. As the dog enters into the ring, the gate steward announces the dog's name to the scribe, if the handler is running under Junior Handler rules, or if running FEO (with toy, if appropriate). The gate steward should also announce changes in jump heights and categories to the ring crew.

#### 2.5.6.4 Assistant Scribe / Score Sheet Runner

The assistant scribe/score sheet runner aids the scribe by having scribe sheets in order and handing them to the scribe as the dog enters the ring. Assistants can also be asked to add up snooker and gamble points (will also be verified by the score table). The assistant scribe is only allowed to write what they are instructed to on the sheets. The score sheet runner's task is to take completed scribe sheets from the scribe to the score table as needed.

#### 2.5.6.5 Ring Crew

Ring crew are stationed around the ring during the course, and are responsible for resetting knocked bars, repositioning tunnels and changing jump heights between dogs, as well as changing the A-frame height and replacing any spread jumps with single jumps when changing to and from special/vets and regular. Ring crew members should be placed so that they do not interfere with the dog and handler. Most classes should have 3-5 ring crew present in the ring when the dogs are running.

#### 2.5.6.6 Leash Runner

The leash runner takes the leashes from the entry side of the ring to the exit. The leash runner should be instructed to wait to pick up the leash until after the dog has left the start area so as not to interfere with the dog. The leashes should be placed in the same assigned location for every dog: This should be at the exit, away from the last obstacle, and readily accessible to handlers. Leash runners may take leashes directly from the handler, but should not try to hand the leash to the handler or to leash up the dog at the end of the run. The leash runner is not required to leave the ring to transfer the leash- they may stay in the ring, moving so as not to interfere with the dog.

#### 2.5.6.7 Score Table Worker(s)

Workers at the score table process the scribe sheets by totaling faults, recording times, transcribing the results into the scoring program, and posting the results for competitors to view. The score table should also check the judge's standard course times calculations if the program does not do it automatically.

## 2.6 - Performance Levels & Move Ups

There are three (3) Performance Levels in AAC agility: Starters, Advanced and Masters. A dog must satisfy the requirements for one level before being allowed to enter a class at the next higher level for placements or qualification.

Any dog that earns the required number of qualifiers in a given class **must** move up to the next performance level at the next trial it attends, if that performance level is offered.

A competitor may request a move up to the next performance level for the next applicable class at a trial (e.g. if a dog earns the ADC titles in Starter's Standard 1, the competitor may apply to move up and to run in Advanced Standard 2, which may be the same day or a later day) but the trial host is not required to allow it. If the trial host does not allow move ups, the dog may continue to run for qualifying scores and placements at the lower level *for that trial only*.



If the dog's performance level is not offered at a given trial, the dog may not compete for qualifying scores, placement, prizes, etc. at a lower or higher performance level, but may run FEO at the host club's discretion.

Dogs that earn any Masters titles shall be permitted to continue competing in these classes and shall be eligible for qualifying scores, placement, prizes, etc.

### 2.6.1- For Exhibition Only (FEO)

For Exhibition Only (FEO) entries may be allowed at the discretion of the host club. Dogs entered FEO must have a valid Dog ID number, and must meet all other eligibility criteria, as outlined in Section 1.4.

An FEO dog shall be permitted to run at their registered height or any jump height above or below, in any class, at any performance level, and in any category, at the handler's discretion. Dogs running For Exhibition Only are expected to attempt the course as numbered, and are subject to the same judging criteria as dogs running for qualification, including dismissal, should their actions on course warrant.

A dog may not run the same course twice, therefore, a dog may not run a course For Exhibition Only if they are running the same course for qualification.

#### 2.6.1.1 FEO with Toy

At the sole discretion of the host club, handlers may be permitted to take a toy into a declared FEO run. Toys may be of any general configuration, and must be in good repair (i.e. no stuffing or fur leaking out). Audible toys, training aids and food-containing toys are not permitted. Handlers may interact with their dog using the toy, and may, at the discretion of the host club, throw the toy on course.

Handlers running FEO (with or without toy) should be identified as such by the gate steward and/or the handler before entering the ring. If a handler fails to declare a run as FEO with toy, the judge will do so as soon as they see the toy, and the team may continue on course.

## 2.7 –Divisions & Categories

### 2.7.1- Divisions

AAC agility has three (3) Divisions- Mini, Medium, and Open. All three divisions must be offered at all AAC sanctioned trials.

Dogs are assigned to a division based on their jump height: The Mini division comprises the lowest jump height in a category (except for double drop Veterans, where there is no Mini division), the Medium division comprises the middle two jump heights, and the Open division the top two jump heights. Course times are calculated separately for Mini, Medium, and Open division dogs (see Section 2.10).

**Table 2.7.1 - Jump Heights and Divisions**

Division	Category			
	Regular	Special	Veteran/JH	Double drop Vet/JH
Mini	8"	4"	4"	n/a
Medium	12"	8"	8"	4"
	16"	12"	12"	8"
Open	20"	16"	16"	12"
	24"	20"	20"	16"

At the discretion of the trial host, ribbons and prizes in any category may be awarded by jump height or by division.

### 2.7.2 – Categories

AAC agility has four (4) categories: Regular, Special, Veteran, and Junior Handler. All categories must be offered at all AAC sanctioned trials. All dogs that meet AAC eligibility criteria may enter trials in the category considered most appropriate to the dog/handler team and for which the dog/handler team is eligible. The same course will be used for all categories with the modifications detailed below, and all categories are subject to the same rules and regulations in accordance with the specifications that apply to each category. Permitted jump heights, relative to the dog's measured height, are listed in Table 2.7.1.

Dogs moving into the Special and Veteran categories move laterally, taking any legs they have earned in the previous Category/Categories with them.

A competitor is allowed to move her/his dog **from** the Regular **to** the Special or Veteran category, or **from** the Special **to** the Veteran category, at any time during a trial, with any required height change applied at that time.

In any category, or at any level, qualifying legs may not be awarded to a dog that is ineligible to compete by reason of age, requirements, or level.

### 2.7.2.1- Regular Category

Dogs registered in the Regular category will run with jumps set at the height determined by their measurement (see Section 2.7) referred to as a dog's Regular jump height. The dog may also run with jumps set one jump height higher than its Regular jump height, at the handler's discretion (AKA "jumping up"). The A-Frame will be set at 5'6" and the ascending spread, double, and broad jumps will be set out on the course according to the judge's prescribed layout. The Standard Course Time (SCT) will apply according to the dog's Regular category division.

The Regular Mini division includes the 8" jump height only, the Regular Medium division include the 12" and 16" jump heights, and the Open division includes the 20" and 24" jump heights.

### 2.7.2.2- Special Category

The Special category is open to all dogs, at the handler's discretion. A dog may start competing in the Special category, or a dog may move to Special from the Regular category. Handlers running a dog in the Special category will have the option to move into the Regular category *once* during the dog's career. Such a switch will require the handler to notify the AAC via the appropriate Regional Director (a form is available on the website for download), but will not require justification or approval.

Any switch from Special to Regular cannot be made mid-trial. Other than the one time move previously stated, a dog may no longer compete in the Regular category once entered at an official trial in the Special category; however, the dog is eligible for the Veteran category when it reaches the appropriate age.

Dogs registered in the Special category **must** run with jumps set at one height lower than the lowest of the *Regular jump height* options. The A-Frame will be set to 5', and all spread jumps will be replaced by single jumps. Dogs running in the Special category shall be given the same SCT as dogs running in the corresponding Regular division; NO extra time is given.

The Special Mini division includes the 4" jump height only, the Special Medium division incorporates the 8" and 12" jump heights, and the Special Open division includes the 16" and 20" jump heights.

#### 2.7.2.2.1 Giant Breed Height Concession (for dogs measuring over 22")

Dogs considered giant breeds (see list below) or mixed breed dogs resembling giant breeds in terms of weight to height ratio, may jump one or two jump heights lower than their measured Regular height when they compete in the Specials category. Dogs who have double dropped in jump height as a Special may enter the Veterans category and receive veteran time at the age of 5 (five). No additional drop in jump height will occur with this move to veterans (i.e. they may not triple drop).

For a dog to be considered a giant breed, it must satisfy one of the following criteria:

1. be one of the breeds listed below, or a mixed breed with substantially similar look, OR
2. lean body weight (lbs) to height (inches) ratio > 4, OR
3. height at the withers > 27"

Examples of weight to height ratio:

Dog is 24" tall and weighs 80lbs. Weight to height ratio is  $80/24 = 3.33$

Dog is 26" tall and weighs 107lbs. Weight to height ratio is  $107/26 = 4.04$

*Giant Breeds: Alaskan Malamute, Bernese Mountain Dog, Black Russian Terrier, Bloodhound, Bouvier de Flandres, Bullmastiff, Cane Corso, Dogue de Bordeaux, Great Dane, Great Pyrenees, Greater Swiss Mountain Dog, Irish Wolfhound, Kuvasz, Leonberger, Mastiff, Neopolitan Mastiff, Newfoundland (inc. Landseer), Saint Bernard.*

### 2.7.2.3 - Veteran Category

The Veteran category is for dogs seven (7) years of age or older. This category is also open to dogs five (5) years of age or older who have been competing in the Special category for a minimum of twelve (12) consecutive months *immediately preceding* the move to the Veteran category. A dog may no longer compete in the Regular or Special categories once entered at an official trial in the Veteran category. Dogs are not required to move to the Veteran category when they reach the specified age.

For the Veteran category, the A-Frame will be set to 5', and all spread jumps will be replaced by single jumps. The Veteran course times will be calculated from the corresponding division's SCT plus twenty percent (20%), as per section 2.9.2. This also includes the closing gamble time in Gamblers. Course times for Snooker and for the opening period of Gamblers are the same in all categories, but Veterans will require fewer points for qualification.

#### 2.7.2.3.1 Single Drop and Double Drop Veterans

All Veteran category dogs **must** jump at least one jump height lower than the lowest of the two Regular jump height options ("Single drop Veteran dog") and **may** jump two jump heights lower (when a lower jump height is available), at the handler's discretion ("Double drop Veteran dog"). Handlers can opt to have their dogs jump at either allowable height at any given trial, provided they enter and jump the same height for all classes at that particular trial.

The single drop (SD) Veteran divisions are the same as the Special divisions, i.e. the Veteran Mini division includes the 4" jump height only, the single drop Veteran Medium division comprises the 8" and 12" jump heights, and the single drop Veteran Open division includes the 16" and 20" jump heights.

The double drop (DD) Veteran Medium division includes the 4" and 8" jump height, and the double drop Veteran Open division includes the 12" and 16" jump heights. There is no double drop Veteran mini division.

*Please Note: All veteran dogs will receive the veteran time allowance appropriate to their Regular division. For example, a SD veteran jumping 12" (Regular division 16" = medium) would receive medium veteran time, whereas a 12" DD veteran would receive Open veteran time (Regular division 20" = open).*

#### **2.7.2.4 – Junior Handler Category**

The Junior Handler category is for youths who are registered with the Junior Handler program, and who have been issued a Junior Handler ID number. The Junior Handler ID application may be downloaded from the AAC website. Entries are made under the Junior Handler ID number, NOT the dog ID number. Any dog that is otherwise eligible to compete and has an AAC Dog ID number may run with a Junior Handler, under Junior Handler Rules, *at any level for which the Junior Handler is eligible*.

Dogs running in the Junior Handler category **must** jump at least one height lower than the lower of the two *Regular jump height* options, even if they would normally run in the Regular category. Handlers have the option of a further jump height drop, if it is considered to be in the best interest of the team. Veteran dogs running with a Junior Handler may enter as a "single drop Veteran", a "double drop Veteran", or, at the discretion of the handler, may drop one further height, if available (i.e. a "triple drop"). See Section 2.7.2.

Dog and handler teams running in the Junior Handler category will be subject to the obstacle specifications, times and point total requirements of the Junior Handler category, which will be equivalent to those of the Veteran category for that class and level.

Qualifying scores under Junior Handler rules are recorded under the Junior Handler ID number, and **do not** count towards titles for the dog. Please see Chapter 4 for Rules and Regulations specific to the Junior Handler category.

#### **2.7.2.5 – Other Rules Associated with Categories**

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

The wall jump and the panel jump are not classed as spread jumps and are not replaced on course for Specials and Veterans dogs.

In Team Relay class, where dogs from different categories may run together, the A-Frame, if used, is set at 5' for all dogs, and there will be no spread jumps set out on course.

#### **2.7.2.6 Accessibility**

##### **Senior Handlers and Handlers with Disability**

Senior handlers (65 years and over) and handlers with disability may request a modified course time and a modified points requirement (see below for details).

Proof of disability or age will not be requested by the host club. A handler must indicate on the entry form if entering as senior/disabled handler (check SD box) to receive modified times/reduced number of points.

A senior or handler with a disability may use a motorized scooter (if facility allows), cane, walker or similar physical aid with them in the ring if needed. Handler will also be allowed to carry the leash in their pocket, scooter/walker basket, around their neck – anywhere that makes it easy to pick up and use at the end of their run.

Gamble Class – Handler will be judged by where their feet are for the gamble lines, regardless of their physical aid conveyance if any.

Handler's dog shall be entered at its current competition jump height and category; modified time and reduced point requirements are a concession for the handler, not for the dog.

If the senior or disabled handler chooses this option on the Trial Entry form, the dog will be scored with an adjusted course time and/or modified points for games. The dog will still be eligible to earn a Qualifying score with the adjusted course time and/or modified points. The dog will be eligible for placements based on its unadjusted score, and an indication will be made next to the placement column that the time/points concession is to be used to determine a qualifying score. Handlers can choose to have this option at any given trial, provided they enter as a Senior/Disabled Handler for the whole of the trial.

For Standard, Challenge, Jumpers, Steeplechase and Team, the score table will subtract the time prior to scoring the run, regardless of whether the dog was under the SCT for that division and category or not.

For Gamble and Snooker, the score table will add 3 points prior to scoring the run.

## MODIFIED COURSE TIMES

CLASS	TIMER/SCRIBE	SCORE TABLE (MINUS TIME)
Standard, Challenge, Jumpers, Steeplechase (all levels)	Nothing	Minus 10% of the mini veteran time (rounded to the nearest second)
Team with one Senior/Disabled handler	Nothing	Half of the concession below
Team with two Senior/Disabled Handlers	Nothing	Minus 10% of the small veteran team time (rounded to the nearest second)

## REDUCED POINTS REQUIREMENT FOR GAMBLERS AND SNOOKER

CLASS	TIMER/SCRIBE	SCORE TABLE (ADD POINTS)
Gamble (all levels)	Nothing	Add 3 points to dog's total
Snooker (all levels)	Nothing	Add 3 points to dog's total

Regional Championships - scored as normal for placements. However, a reduction of points needed for Nationals qualification will be 300 points.

National Championship - no concessions for scoring.

## 2.8 - Dog Measurement

All dogs must be measured to determine their jump height. Jump and obstacle heights are based upon the height of the dog, as shown in Table 2.8.2.

### 2.8.1 The Measuring Process

Dog measuring will be carried out by an officiating Judge and recorded on the AAC Dog Identification Card (henceforth referred to as "ID card"), except as noted in this section. ID numbers and cards must be obtained directly from the AAC prior to competing.

If the handler does not produce the dog's ID card, the dog must be measured in order to compete, *unless* the dog has previously attended a trial hosted by that club with a completed 2018 ID card. Each dog is eligible to receive one (1) official measurement per day. It shall be the handler/owner's choice as to which officiating Judge performs the measurement.

Each dog must have two different Judges' signatures confirming the same jump height, in order to have the ID card signed and the dog's official Regular jump height recorded. Only dogs entered in the trial are eligible for measurement. Judges are not permitted to place an official signature on the height card of a dog they own, co-own, or that resides with them.

Groups or clubs must supply an accurate measuring device and/or accurate measuring wickets at the twelve inch, fifteen inch, eighteen inch, and twenty-two inch (12", 15", 18" and 22") heights. If the measuring device is inadequate, no ID cards shall be signed and a warning will be sent to the group or club. All dogs that were not measured due to inadequacy of the club's measuring device must run FEO with entry fees refunded to the competitor.

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

- <12/15/18/22 (less than 12, 15, 18 or 22), or
- >12/15/18/22 (greater than 12, 15, 18, or 22), or
- =12/15/18/22 (equal to 12, 15, 18, or 22), or
- >23.

For example, a dog who measures 14.5" will have the height recorded as >12" and <15", or as 14.5. If this was the dog's final measurement, the judge would also circle the 12", to indicate the dog's final jump height.

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

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

Dogs under two (2) years old must be measured to determine their jump height; however, the measurement must not be recorded on the ID card unless it is over twenty-three inches (23"). Dogs measuring over twenty-three inches (23") need only be measured once, and may have a signed ID card before they are two (2) years old. Dogs under two years old only need one measurement until they turn two. Temporary Dog ID Cards will be issued by the Registrar to dogs under two years old when they have their first measurement. Once the dog turns two years old it will need two official measurements to determine its final jump height. Signatures do NOT go on the temporary card. The permanent card must be signed by the judge of record at the trial. The Dog ID Card that is emailed when applying for the dog's ID number is the permanent card.

Dogs that are under two (2) years old that are required to be measured for competition purposes, or dogs that have not acquired their final height measurement, are eligible to compete at trials in any category and at any jump height applicable for the dog's measured height and age on the trial day but must jump that height and in that category for the whole trial.

Dogs two (2) years of age and older (except dogs over twenty-three inches, 23") must obtain two recorded measurements from two different Judges. If the two (2) measurements result in different jump heights, a third measurement from a third judge is required to determine the dog's official Regular jump height. A dog ID card is not considered to be complete until the Regular jump height has been circled.

A Judge may, at any time, ask to measure a dog they are judging.

## 2.8.2 Jump Heights

**Table 2.8.2- Allowed Jump Heights, by Category**

Dog's Measured Height	Allowed Jump Heights, by Category (divisions in brackets)		
	Regular	Special	Veteran/Junior Handler*
<b>12" or less</b>	8" (mini) or 12" (medium)	4" (mini)	4" (mini)
<b>&gt;12" to 15"</b>	12" or 16" (medium)	8" (medium)	4" or 8" (medium)
<b>&gt;15" to 18"</b>	16" (medium) or 20" (open)	12" (medium)	8" or 12" (medium)
<b>&gt;18 to 22"</b>	20" or 24" (open)	16" (open)	12" or 16" (open)
<b>&gt;22"</b>	24" (open)	20" or 16"*(open)	16" or 20" (open)

\*Giant breed dogs measuring into 24" Regular may choose to compete 1 or 2 heights lower in Specials (see 2.7.2.2)

Where two jump heights are listed, the handler may choose which height their dog will jump at that trial. The dog must jump the same height for the whole trial, unless the dog changes categories during the trial.

Regular dogs may compete one height higher than their measured height.

Dogs entered in the Special category MUST jump one height lower than the lower of the two heights listed for Regular dogs.

Dogs entered in the Veteran and Junior Handler categories MUST jump one height lower than the lower of the two heights listed for Regular dogs (SD veteran), but may, at the handler's discretion, jump two heights lower (DD veteran), where available.

\*Veteran dogs entered in the Junior Handler Category will also have the option of jumping three heights lower than the lower of the two heights listed for Regular dogs, where available.

## 2.8.3 Re-Measurement and Challenges to a Dog's Final Jump Height

Each dog is allowed one (1) handler requested re-measurement per lifetime. To be eligible for re-measurement, the dog must be past his/her third birthday and, have a signed official Regular jump height recorded on the ID card. Requests for re-measurements must be directed to the handler's Regional Director, who will help coordinate the process, and will submit the result of the re-measurement to the Trial Results Coordinator. Dogs are eligible to move to any jump height applicable to their official re-measurement.

A judge officiating at a trial where a dog is competing may ask to see the dog's ID card at any time if they have reason to suspect that the dog is not running in the correct height class and/or category as indicated by the official jump height on the dog's ID card. If this is in fact the case, the judge shall direct the handler to enter the correct height and/or category. Any qualifying legs earned at the trial in the wrong height class and/or category shall be voided.

If the judge has reason to question the dog's official height measurements as recorded on the ID card, the judge may ask that the dog be re-measured. *Only an officiating judge can make this request.* If the results of a judge's request for re-measurement leads to a change in the dog's required jump height, the judge shall submit an incident report, requesting the Board of Directors to initiate an official request for re-measurement. The incident report must be submitted immediately after the trial, and the re-measurement process completed within 60 days. The dog may compete at their current jump height until the re-measurement process is completed. *The result of this re-measurement shall be final.*

## 2.9 – Course Layouts

### 2.9.1 - Ring Dimensions

The trial ring area must be rectangular or square. Larger rings allow for more options in course design, so trial hosts should aim to provide as much space as possible, with an ideal size being approximately 100 feet x 100 feet.

The minimum allowed width for an *outdoor* ring is sixty five feet (65 ft.) and not less than nine thousand (9000) square feet, with variance +/- 5% of total useable area. *Useable area refers to the space that the judge has available for course design and obstacle placement.*

The minimum allowed width for an *indoor* ring is sixty feet (60 ft.). The minimum area for an indoor ring is seven thousand two hundred (7,200) square feet of usable area, with variance +/- 5% allowed on either width or square footage.

The course area must be enclosed by rope or fencing to prevent spectators from interfering with the course before or during the trial. Any trial area must have a firm, non-slip surface. The terrain must permit leveling of the obstacles, provide safe footing for handlers and dogs, and be as level as possible. If a trial is to be held on a hard surface such as cement, the trial area must be fully covered with suitable shock absorbent matting. Because of the nature of the sport, bare, hard surfaces or slippery surfaces are not allowed. The dog's safety must be paramount in selecting a trial area.

### 2.9.2 - Obstacles and Their Placement

The number of obstacles varies depending on the class. The course layout may require an obstacle to be performed more than once.

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

The minimum distance between obstacles must be fifteen feet (15 ft.) measured over the shortest distance the dog could take. This distance must apply to all obstacles in the dog's path, whether they are to be performed or not. This does not apply to the Challenge class, where course design guidelines allow exceptions to the minimum distance requirements in certain situations.

The course layout must be designed by the Judge and must have been approved by an AAC Course Approver. Courses must be kept confidential by the Judge prior to the day of the event. However, judges are required to supply the trial secretary (or other trusted designate) with copies of the courses a day or two before the trial to ensure the courses are available for use should the judge encounter difficulties arriving to the site. The trial secretary (or trusted designate) must keep the courses confidential until two hours prior to the start time, each day, as indicated on the trial premium. This includes posted and electronic copies

### 2.9.3 – Course Maps and Walk-Throughs

Course maps must be made available to competitors, or must be posted at the trial site, on the day that the courses are to be run, *no less than 30 minutes before the class is to be run and no more than 2 hours prior to the start time of the trial each day.* Exhibitors must be allowed in the trial area without their dogs for the Judge's briefing and to walk the course. Course walk-throughs should generally last about 5-7 minutes, and may be divided by jump height if the class is large. Competitors and spectators not entered in a particular class should refrain from joining the walk-through, as this may make it harder for competitors to plan their run (interpreters and/or Junior Handler coaches/guardians excepted).

## 2.10 - Course Times

### 2.10.1- Setting the Standard Course Time

This section applies to the Standard, Challenge, Jumpers, Steeplechase and Team Relay classes. The standard course time (SCT) will be set at the sole discretion of the Judge, taking into account the course design and other environmental conditions. The SCT must be set using the yards per second (YPS) ranges shown in Table 2.10.1a:

**Table 2.10.1a– Yards per Second for Standard Course Time Calculations, by Class**

Class	Minimum YPS	Maximum YPS
<b>Standard- Starters</b>	2.0	2.5
- Advanced	2.4	2.8
- Masters	2.8	3.3
<b>Challenge</b> (TCT* calculation)	2.7	3.3
<b>Jumpers - Starters</b>	2.5	3.5
- Advanced	3.0	3.9
- Masters	3.5	4.3
<b>Steeplechase</b>	3.5	4.3
<b>Team Relay</b>	2.6	3.3

\*Target Course Time. See Section 3.5

In general, under good conditions and with overlap, the open dog YPS should fall within the upper half of the range and the medium dog yps within the lower half of the range.

For all Standard, Jumpers and Steeplechase classes, the judge will calculate open and medium standard course times in the usual fashion. For Standard, Jumpers and Steeplechase, the mini standard course time will be calculated by adding 5 seconds to the medium SCT.

**Table 2.10.1b - Suggested YPS Ranges to be used for each Division, including Calculation of Mini Division Times.**

Class	Mini	Division Medium	Open
Standard- Starters	Medium + 5 seconds	2.0-2.3	2.3-2.5
-Advanced	Medium + 5 seconds	2.4-2.6	2.6-2.8
-Masters	Medium + 5 seconds	2.8-3.0	3.0-3.3
Challenge (TCT)	2.7-2.9	2.9-3.1	3.1-3.3
Jumpers- Starters	Medium + 5 seconds	2.5-3.0	3.0-3.5
-Advanced	Medium + 5 seconds	3.0-3.45	3.45-3.9
-Masters	Medium + 5 seconds	3.5-3.9	3.9-4.3
Steeplechase	Medium + 5 seconds	3.5-3.9	3.9-4.3
Team Relay*	2.6-2.9		2.9-3.3

\* See Table 3.10b for Team Relay calculations.

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

## 2.10.2- Adjusting the SCT for the Veteran and Junior Handler Categories

The Veteran and Junior Handler categories must have an additional twenty percent (20%) added to the SCT for the corresponding division's regular SCT. This is calculated before the three (3) second Team Relay exchange allowance is added, and rounded to the nearest second. The 20% increase for Veterans and Junior Handlers must also apply to the closing sequence in Gamblers.

If a Team Relay class team consists of a Veteran/Junior Handler and a Regular/Special category dog, the time allotted to the team must be increased by an amount reflecting the Veteran/Junior Handler participation: i.e. a team with one (1) Veteran/Junior Handler must be allotted an extra ten percent (10%) of the calculated time (see Section 3.10).

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

## 2.10.3 Rounding of Calculated SCTs

When calculating Standard Course Times for Standard, Jumpers, Steeplechase and Team Relay, Target Course Times for Challenge, and final Gamble times, all numbers shall be rounded to the nearest whole second. Rounding is also required for the 20% added for veterans in all classes, the 10% added for mixed teams (one veteran dog) in Team Relay, and the added final gamble time allowance for Mini (20%) and Medium (10%) dogs.

The SCT will be rounded up if  $\geq 0.5$ , and rounded down if  $< 0.5$ , bearing in mind that the resulting yards per second must remain within those set in Table 2.10.1a.

## 2.10.4- Maximum Course Time &/or Faults

The Judge and trial committee may, at their discretion, set a maximum course time (MCT), after which a dog and handler will be dismissed from the ring. The MCT should be set at mini veteran SCT + 20 seconds. (mini vet TCT + 20 for Challenge)

The Judge and trial committee may also, at their discretion, set a maximum number of *course faults* after which a dog and handler will be dismissed from the ring.

## 2.10.5- Obstacle Repetition Time

If, during any class, the judge signals an obstacle repetition fault, the dog shall be dismissed from the ring at Open Regular SCT, if they have not already left the ring. The judge shall provide the Timer with the Open Regular SCT before the start of the class, and the Timer shall sound a horn when this time has been reached.

## 2.11 – Course Handling & General Faults

### 2.11.1- Course Faults

**Refusal** - When a dog stops forward motion in front of an obstacle (as specifically described below), runs under a bar on a jump, goes under the tire, jumps between the tire and the frame or runs past the plane of an obstacle in sequence **and has to circle or be taken back by the handler to attempt it again**, it is called a refusal. A refusal requires backward motion of the dog's back feet against the normal flow required on course. This means a dog spinning directly in front of an obstacle is incurring a refusal. Under no circumstances shall a dog that hesitates (i.e., without backward motion of the dog's rear feet) be faulted for a refusal.

In all classes, the plane of the obstacle shall be defined as having been broken when the dog's nose breaks the plane. A dog that runs by the plane of a contact obstacle and is still able to ascend the obstacle without turning back must not be faulted for a refusal.

In Starters Standard and Jumpers classes, the Judge shall signal all refusals except on contacts and weave poles.

Refusals are faulted *5 faults* per occurrence. In the Advanced and Masters classes, three (3) refusals shall result in elimination.

**Knocked bar:** Any interaction with the jump bar or the upright, by either the dog OR the handler, that causes **any** bar to be displaced out of its original cup, such that it must be replaced before the next dog can run, shall be faulted. If a jump is to be taken more than once, and a dog knocks a bar on the first performance, no additional faults shall be given for the subsequent performances, as long as the dog passes through the upright and does not knock any further bars. A dog that knocks a bar on a wrong course shall not be faulted for the knocked bar at that time, as long as the dog passes through the uprights of the jump and does not knock any further bars, if that jump is to be taken again. Touching a broad jump panel so as to cause it to move out of position such that it needs to be reset, or displacing a wall "brick" to the ground are faulted as a knocked bar.

Knocked bars are faulted *5 faults* per occurrence.

**Missed Contact:** In order to avoid fault, a dog performing a contact obstacle must touch the required yellow contact zone(s) with at least one paw or part thereof.

- **Dog walk and A-frame:** Only the down contact is judged.
- **Teeter:** The down contact is always judged. The up contact is only judged if the dog makes an angled approach to the plank. If a dog's approach is straight, but their stride naturally carries them over the contact zone, no penalty is assessed.

Missed contacts are faulted *5 faults* per occurrence.

**Fly-off** - This fault is unique to the teeter. If the dog exits the teeter after placing one or more paws past the mid-point of the plank, and has all four paws on the ground before the down end of the plank hits the ground, a fly off fault shall be called.

Fly-offs are faulted *10 faults* per occurrence.

**Popped pole** – This fault is unique to the weave poles. A dog who, after making a correct entry, misses one or more poles and has to be brought back, or who leaves the poles and has to be brought back, or who stops and backs up while in the poles, will be assessed *5 faults* per occurrence. Only faulted at the Masters level.

**Non-completion** - If an obstacle is missed entirely or not completed, as per Chapter 5, Obstacle Performance Standards, the dog shall receive a non-completion fault, unless taken back to retry and complete the obstacle, correctly or not. This must be given in lieu of, *not in addition to*, a wrong course penalty, as long as the next obstacle taken is the correct obstacle in the sequence. Running past an obstacle without attempting it will be a non-completion penalty- no refusal will be assessed unless the dog is brought back to retry.

A dog who runs by the last obstacle of a course and returns to complete that obstacle will no longer receive an automatic non-completion penalty. Crossing the plane of the last obstacle will be faulted (where applicable) as a refusal only, as long as the dog is brought back to retry. If the dog is not brought back to retry, or if, in the course of being brought back to re-try, the dog takes the obstacle backwards, time will stop, and a non-completion fault will be called.

Non-completions are *20 faults* per occurrence.

- **Starters:** Three (3) non-completions shall result in elimination.
- **Advanced:** Two (2) non-completions shall result in elimination.
- **Steeplechase:** One (1) non-completion shall result in elimination.
- **Masters:** One (1) non-completion shall result in elimination.

**Wrong Course** -A dog must be faulted for running the wrong course if it makes contact or interacts with an obstacle out of order, such as, placing one (1) or more paws in a tunnel or on a contact obstacle, jumping or displacing a bar on a jump, or cutting through the line of the weave poles. The dog shall also incur a wrong course penalty if it jumps over any obstacle in such a manner as would not normally be required by the flow of the course or would not normally be required to perform an obstacle correctly, including taking an obstacle from the wrong direction. This does not include a dog running under a contact, or running under the tire (see "Dog Stepping On or Under Obstacles", below). A wrong course is only faulted once per occurrence, regardless of how many off course obstacles are taken before the dog resumes the course as numbered. Once a wrong course has occurred, the Judge must cease calling faults (except those that would result in immediate dismissal)



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

The following faults shall apply:

- **Starters:** Five (5) faults. A dog must only be faulted one wrong course per obstacle.
- **Advanced:** Five (5) faults. A dog must be faulted one wrong course per occurrence.
- **Note:** Subsequent off course(s) will be called on the same obstacle if the dog puts itself back on course by engaging the next correct obstacle in sequence, from the correct direction. "Engaging the next correct obstacle" will include touching (with one or more paws) and/or jumping over or through the obstacle from the correct direction.
- **Steeplechase:** Twenty (20) faults. A dog must be faulted one wrong course per occurrence.
- **Masters:** Elimination.

Elimination for a wrong course means that the dog will not receive a placing in the class, but does not necessarily mean that the dog will be dismissed from the ring or prevented from completing the course.

**Obstacle Repetition**– If a handler directs the dog to repeat an obstacle, or a portion thereof, already performed (as defined for each obstacle in Chapter 5, Obstacle Performance Standards) in a class other than Gamblers or Snooker, and not as required by the flow of the course, judging shall cease and the timer will be notified by the judge to sound the whistle at Open Standard Course Time (SCT). The dog and handler MUST leave the course by the most direct route at the sound of the whistle or signal and will be eliminated for the purposes of scoring.

**Handler Stepping Over or On Obstacles** - A handler that steps over, under, on, or through any obstacle shall receive *five (5) faults* per occurrence. In Snooker or Gamblers, this will result in dismissal for Unsportsmanlike Conduct.

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

If a dog runs under a contact or tire, as they are incurring a refusal fault *on that obstacle*, only the refusal fault will be called. If, in the process of incurring a refusal on a tunnel placed underneath a contact obstacle, the dog runs under the contact, only the refusal fault will be called.

Incidental contact with tunnel bags, obstacle numbers, E-timers, or ground supports of obstacles shall not be faulted.

**Handler Touching the Dog Or Obstacles** - A handler is permitted to talk, cheer, and encourage his or her dog during the course run. There is no restriction on the number of commands used. A handler may direct his dog using voice commands, hand signals or both but must not *intentionally* touch the dog or any obstacle. Five (5) faults will be assessed each time the handler *deliberately* touches an obstacle. Incidental contact with an obstacle, including numbers, tunnel bags or E-timers shall not be faulted. However, if handler contact with an obstacle or E-timer displaces the obstacle or interferes with the function of the timer, the handler will be faulted (see Section 2.13.1)

The Judge shall assess faults for deliberately touching the dog to be equivalent to the degree of the offence, from five (5) faults to dismissal from the course. Any handler that deliberately touches their dog and causes it to yelp may be dismissed. This includes the exchange boxes in the Team Relay class. Accidental bumping between the dog and handler must not be faulted. Handlers who chose to stop and check a dog after a fall need not be faulted, as long as such contact does not aid performance.

In **Snooker or Gamblers**, if during the opening only, a competitor gently touches the dog or the equipment on purpose, intending to encourage, gently direct or reward the dog physically, the judge will signal to the scribe "FEO", and the run will instantly become an FEO run. The competitor may continue with the run; the judge will keep judging as appropriate for the game. *If the handler touches the dog or the equipment in the closing, the run shall end, and the team shall retain the points earned.*

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

## 2.11.2- General Faults

**Delay of Start** - Handlers are expected to start their runs as expeditiously as possible following the Timer's signal. If, in the opinion of the Judge, a handler is taking an excessive amount of time to begin their run (e.g. repeatedly telling their dog to sit/down, or repeatedly leading out then returning to reset their dog), the Judge shall signal the handler to start the run. If the handler ignores the Judge's signal and does not immediately start their run, the Timer will be instructed by the Judge to start the clock. Handicapped handlers may request additional time if needed.

**Wearing a Collar in the Ring** - For safety reasons, dogs must not wear slip collars of any material, or slip chains, martingale collars, leads or any other item (e.g. harness, wrap or bandages) when on course. This must not preclude a handler leading a dog to the start line with a leash and collar. At the handler's option, dogs are allowed to wear a simple flat buckle or quick release collar on course. Collars cannot be loose fitting, and nothing can be attached to the collar such as dangling tags or tabs. There can be no decorations or enhancements that project from the face of the collar except for the leash attachment. A flat name plate or embroidery name would be accepted. **Any dog wearing an improper collar or**

any other item while competing must be eliminated. Furthermore, the dog may not be permitted to continue the run while wearing an improper collar or other item. The handler may be permitted to finish the run after removing the improper collar or other item.

Handlers are permitted to tie back the hair that might otherwise fall over their dogs' eyes. One or more rubber bands or hair clips may be used for this purpose, and they should be secured against accidental dislodging.

**Leashes in the Ring** – Competitors may place the dog's leash in their pocket or somewhere else, out of sight, when running the course. The leash must be small enough to fit completely inside the pocket or be completely hidden. The leash must be stowed prior to the handler leaving the dog. If the handler fails to stow the leash, or the dog attempts to interact with the leash at any time during the run the run will be scored as an "FEO" (toy in the ring). If the leash falls out during the run and the dog does not interact with it, there will be no fault. Handlers should be mindful of the time it takes to hide the leash.

**Leaving The Ring When The Run Is Over** - All dogs must leave the ring under control AND be put on a leash before leaving the ring and/or picked up to be carried out of the ring. In instances where a catch area is provided, the requirement to be on-leash or in the handler's arms when leaving is extended to include this contained area just outside the ring (i.e. the dogs must leave the catch area under control AND be put on a leash and/or picked up to be carried out of the catch area). Dog's leashes should be available to competitors before the ring exit and as close to the last obstacle as is practical, as determined by the judge.

Handlers whose dogs who leave the ring or catch area NOT under control, and are NOT picked up and/or leashed to leave the ring or catch area after their run, will be given an elimination fault ("E")

**Performance Enhancing Items in the Ring** - Food, drink, toys, or cigarettes shall not be permitted in the ring at any time, including walk-throughs and course building. Any handler utilizing such items, or any other performance enhancing item (any item that, in the judge's opinion, the dog is clearly focused on, and/or is aiding in the dog's performance) in the ring during a titling run, whether before or during the run, must be dismissed for the run or the day, at the Judge's discretion. Please note that, if the handler has entered a run "FEO with Toy", a suitable toy may be carried in the ring without penalty (see Section 2.5.1.1).

If a handler is seen to have any such item on their person but not being utilized after the dog has performed the first obstacle in a qualifying run, instead of dismissing the handler, the judge will call "FEO" and the run may continue as such.

**Timing Devices** - The use of timing devices (stop watches, smart watches, phones etc.) by any competitor during the running of any course will result in dismissal for either that run or that trial day, at the Judge's discretion. This does not apply to the walk-through. Some examples of using a device as a timing device include a phone set to alarm and occurring at/near a game horn or a handler clearly checking a watch during a run and appearing as if they are using the device as a timing aid.

*To clarify: phones or similar devices are allowed to be on the handler's person but cannot be set in any way to assist in the run.*

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

**Fouling The Ring** - Any dog that fouls the ring must be dismissed for that run. Handlers are expected to clean up after their dogs.

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

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

**Unsafe Execution** - At the discretion of the Judge, unsafe execution faults may be assessed against a dog that repeatedly hits jump standards in a manner that the officiating Judge feels is not accidental, jumps on or off a piece of contact equipment from the side and above the contact zone, or is otherwise performing in a manner that the judge deems unsafe. Unsafe execution may result in a penalty of five (5) faults to dismissal, at the discretion of the Judge.

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

**Unsportsmanlike Behaviour** – Unsportsmanlike behaviour will be penalized, depending on its severity, from a verbal warning, to five (5) faults, or to dismissal from the trial. This may include language and gestures directed towards a dog, another competitor, volunteer, ring official, trial official or Judge. Anyone who is found to be subjecting a Judge, a volunteer, a fellow competitor, or member of the Organizing Committee to abuse, whether they are competing in the trial or not, must be dismissed from the trial site. This should be noted on the

If, during a run (FEO or qualifying), a handler is found to have deliberately directed their dog over a sequence of three or more obstacles in an order other than that numbered on the current course, and that matches a sequence in an upcoming course that the handler has also entered, the handler shall be dismissed from the trial for poor sportsmanship (see also **Setting Up Sequences**).

At any time during Gamblers or Snooker, if a handler intentionally maneuvers through, goes over, or under equipment to gain an advantage, the action will be deemed "unsportsmanlike behaviour", and the team will be dismissed by the judge, resulting in "D" for dismissal. The team will receive a score of zero (0) points.

## 2.12- Accidents & Other Unforeseen Events

**Interference** - If a loose dog, a course official, or spectator interferes with the dog or handler, the handler may be allowed to re-run the course, at the judge's discretion. If the handler elects to run a second time, only the second score and time shall be recorded and used for the determination of placements.

**Severe Weather/Obstacle Breakage** - In the event that a jump or other obstacle is blown down, or becomes unusable or unable to be performed safely, *during an otherwise clear round*, the Judge may award the qualifying score providing the dog performs the affected obstacle as far as is possible.

In the event of breakage of a piece of equipment or inclement weather (e.g. rain, wind) during the trial, the Judge may make suitable substitutions as follows:

- Double Jump – the double jump may be replaced by two single jumps with bars at the required heights/spreads.
- Tire - If the tire breaks and cannot be repaired, a single bar jump with a height bar and a ground bar may be substituted.
- Contacts - No substitutions are permitted, unless the host club has a second piece of the same equipment.

In the event of **severe weather** (e.g., thunder/lightning/dangerous winds), where the safety of the competitors may be at risk, the Judge, in consultation with the organizing committee, will determine if the trial should be stopped only while the severe weather is active, or if the trial should be cancelled altogether.

**Incorrect Obstacle Height** A handler may be offered a re-run if an obstacle is set at an incorrect height and the incorrect height setting has, in the Judge's opinion, hindered the dog's performance. If the handler elects to run a second time, only the second score and time shall be recorded and used for determination of placements. The decision to offer a re-run is at the *sole discretion* of the Judge.

**Timer Malfunction** - In a case in which the stopwatch or electronic timer malfunctions, or the Timer makes an error, the Timer must notify the Judge as soon as the problem is discovered and the run must be halted.

**For Standard, Jumpers, Challenge:** In the event that a dog completes the run clean, but cannot be assigned a time due to timer malfunction, the handler will have a choice of running again for time only OR accepting a score equivalent to a clean run at standard course time (target course time in Challenge) for their height/class division. If the handler elects to re-run for time only then they must run the entire course as it is designed without any non-completions. In the event that the team incurs a non-completion they will be whistled off and the score will be reverted to a score equivalent to a clean run at standard course time/ target course time. Should the re-run be over the SCT then the time faults will be applied.

**For Team and Steeplechase:** If there is a timer malfunction or error, the handler/handlers will be given the option to rerun. (The first run is null and void)

**For Gamblers and Snooker:** If there is a timer malfunction or error, the following applies.:

**In the Gamblers class**, if the Gamblers 1st horn is set to more than 40 seconds, the run is void and cannot be used for scoring purposes. The handler will be given the option to rerun. If the Gamblers second horn was set over SCT for the jump height/division, no rerun will be given as the recorded time will determine whether or not the dog qualified.

**In the Snooker classes**, if not enough time is given, the handler will be given the option to rerun or to keep the score earned in the first run. If too much time is given and the dog's time is less than or equal to SCT, the score will stand. If the dog's time is over SCT, the run is void and cannot be used for scoring purposes.

For example: If the Masters Snooker horn was set to 60 seconds instead of 55 seconds, and the dog's time is less than or equal to 55, the score will stand. No rerun will be given. If the dog's time is over SCT, the run is void and cannot be used for scoring purposes. The handler will be given the option to rerun.

## 2.13 - Electronic Timing

### 2.13.1 Guidelines for Judging Electronically Timed Runs

If a club will be using an Electronic Timing System (ETS), the judge(s) shall be informed when the assignment is offered and/or accepted.

The ETS may be used to automatically start the time, automatically stop the time, or both, depending on the class. A person must be

designated as a manual timekeeper in the event of failure of the ETS.

If an ETS is used to start the time, the front plane of the first obstacle shall be the start line- i.e. that is where the timer “eyes” generally should be placed. If an ETS is used to stop the time, the back plane of the last obstacle shall be the finish line- i.e. that is where the timer “eyes” generally should be placed. The timer eyes may also be placed on the front plane of the last obstacle (jump or tire). If so, the eyes should be placed as close to the last obstacle as possible, and though time will be stopped just prior to the last obstacle, the last obstacle will remain judgeable and faultable in the usual fashion.

If manual timing is used to time a sequentially numbered course, the front plane of the first obstacle shall be the start line, as would be the case if ETS was used. If manual timing is used to stop the time in a sequentially numbered course, the back plane of the last obstacle shall be the finish line, as would be the case if ETS was used.

When using an ETS to **start the time**, if the dog bypasses the first obstacle, and does not therefore break the beam, the Timer should be instructed to start the ETS manually and the following faults will be given:

- Five (5) faults for a refusal, if the dog returns to complete the first obstacle.
- Wrong course penalty if the dog performs any piece of equipment before going back to complete the first obstacle.
- A non-completion penalty if the dog does not return to complete the first obstacle.
- Please Note: A dog that stops and backs up, or spins in front of the first obstacle, will NOT incur a refusal fault, as judging of course faults does not begin until the time has started. Dogs that run by the first obstacle WILL be faulted, as noted above.

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

When using an ETS to **stop the time**, if the dog bypasses the last obstacle, the Timer should be instructed not to stop the ETS manually until the dog leaves the ring area, as the dog still has the opportunity to return and retry the obstacle. The dog will incur a non-completion penalty if he/she does not return to retry, or takes the final obstacle backwards (jumps or runs under in the wrong direction).

When using an ETS to **stop the time**, if the dog runs under a tire or a jump as the last obstacle, in the correct direction, the Timer should be instructed to restart the ETS, as the dog still has the opportunity to return and retry the obstacle. The dog will incur a non-completion penalty if he/she does not return to retry, or takes the final obstacle backwards. Taking the final obstacle backwards will stop the time and end the run. If the dog does not return to retry, the timer should be instructed to stop the ETS manually when the dog leaves the ring area.

When using **manual timing**, if the dog bypasses the last obstacle, or runs under a tire or a jump in the correct direction, the Timer should be instructed not to stop the time until the dog leaves the ring area, as the dog still has the opportunity to return and retry the obstacle. The dog will incur a non-completion penalty if he/she does not return to retry or takes the final obstacle backwards.

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

### 2.13.2 Guidelines for Course Design and Obstacle Placement When Using ETS

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

- Jumps (any kind). Please Note: If the ascending spread (or triple jump) is the first obstacle, the timer columns should be placed at the back of the jump, so as not to create a safety hazard.
- Tire
- Tunnels

If any other obstacles are used as the first obstacle, the time must be started manually and the Judge must designate a start line accordingly.

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

- Jumps (any kind)
- Tire
- Tunnels

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

### 2.13.3 Using ETS for Games Classes

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

For the **Gamblers** class, a start line will be designated and the Timer will manually start the ETS when the dog crosses the start line. An ETS can be used for the last obstacle in the final gamble, as long as it is a permitted finishing obstacle, as listed above. The dog should take the final obstacle to stop the time even if the gamble is unsuccessful. If the dog does not return to take the final obstacle, the Timer should be instructed to stop time when the dog leaves the ring area (see Section 2.13.1, stopping time if the dog bypasses or runs under the last obstacle).

In **Snooker** classes, the judge has the option of designating start/finish lines, or using optional start/finish jumps. If start/finish lines are used, the Timer will manually start/stop the ETS as the dog crosses the start/finish lines. This also applies to the use of red jumps as start lines. The Timer manually starts the time when the dog takes a red jump. If start/finish jumps are used, the timer eyes shall be placed on the most likely approach side of the jump. If the dog does not take a designated finish jump, the Scribe shall record "No Time" (NT) on the scribe sheet.

If using ETS to time a **Team Relay** Class, the start eyes will be positioned on the front side of the first obstacle of Side A, and the finish eyes shall be placed on the back side of the last obstacle of Side B.

## 2.14 – Scoring & Ranking

Except where otherwise noted for the game classes, the dog with the fewest faults accumulated (course and time faults) shall be declared the winner in that class. In the event that dogs are tied in faults, the dog with the fastest course time shall be declared the winner. Dogs do not have to earn a qualifying score to place in a class, or vice versa. At no time shall faults be deducted from the total faults the dog has incurred by subtracting points equivalent to the time saved by completing the course under the SCT.

Dogs running FEO shall not receive a placement/ranking in the class, but should have a time recorded and posted. A dog or team that is eliminated but permitted to finish the course shall not be given a placement/ranking in the class nor shall they receive a qualifying leg, but should have a time recorded and posted. This includes dogs called for Obstacle Repetition that finish prior to the expiry of SCT.

**Standard/Jumpers** – To earn a qualifying score, the team must finish with zero time faults and zero course faults. The dog with the fewest faults accumulated (course and time faults) shall be declared the winner. In the event that dogs are tied in faults, the dog with the fastest course time shall be declared the winner. In the event that dogs are also tied in course times, then a run-off may be held, at the trial host's discretion. The dog with the fewest faults in the run-off shall be declared the winner. In the event of a fault tie in the run-off, the dog with the fastest course time shall be declared the winner.

**Steeplechase** - To earn a qualifying score, the team must have a combined time plus faults score less than or equal to the SCT. The dog with the lowest combined time-plus-faults score shall be declared the winner, with all other competing dogs' assigned placements based on ascending order of time-plus-faults scores. In the event of a tie in time-plus-faults scores, the dog with fewer faults will place ahead of the dog with more faults; otherwise the tie will stand

**Gamblers/Snooker** - To earn a qualifying score, the team must finish with at least the minimum required number of points for that level, and in Gamblers, must also complete the final gamble fault-free and under time. The dog with the highest number of points shall be declared the winner. In the event that dogs are tied in points, the dog with the fastest course time shall be declared the winner. In Snooker, if dogs are tied in points, but one dog has a time recorded and the other dog does not (NT on scribe sheet), the dog with the time recorded shall be declared the winner. In the event that dogs are also tied in course times, then a run-off may be held, at the trial host's discretion. The dog with the most points in the run-off shall be declared the winner. In the event of a point tie in the run-off, the dog with the fastest course time shall be declared the winner.

**Team Relay** - To earn a qualifying score, the team must have a combined time plus faults score less than or equal to the SCT. The faults of the individual dogs shall be added together and one (1) course time shall be determined. If one (1) dog on the team is eliminated, the entire team is eliminated. The team with the fewest faults accumulated (course and time faults) shall be declared the winner. In the event that teams are tied, the team with the fastest course time shall be declared the winner.

**Challenge** – To earn a qualifying score, the team must finish with zero time faults and zero course faults (see Section 3.5 for the difference between a Masters Standard and a Challenge qualifier). The dog with the fewest faults accumulated (course and time faults) shall be declared the winner. In the event that dogs are tied in faults, the dog with the fastest course time shall be declared the winner. In the event that dogs are also tied in course times, then a run-off may be held at the trial host's discretion. The dog with the fewest faults in the run-off shall be declared the winner. In the event of a fault tie in the run-off, the dog with the fastest course time shall be declared the winner. In the event the teams are also tied in course times and the host club elects to have a second run-off, the preceding rules shall apply.

## 2.15 – Prizes & Awards

A member group or club holding a sanctioned AAC agility trial must offer a qualifying ribbon or rosette to each dog that receives a qualifying score and a ribbon or rosette to the dogs placing first through fourth in each category (Regular, Special, Veteran, and Junior Handler) and division (open, medium, and mini) of each class. This is the minimum requirement. Groups or clubs wishing to do the same for placements at each jump height (4", 8", 12", 16", 20" and 24") may do so. If awards are made by jump height, Giant Breeds competing as a 16" Special shall be ranked with the other dog in that same height and not in a separate category. For definitions of open, medium, and mini, refer to Section 2.7.1.

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

Placement rosettes or flat ribbons shall also bear the AAC logo and the words "AAC Sanctioned Agility Trial". The words First, Second, Third, or  
Agility Association of Canada

Fourth may be replaced by numbers on a side tab. The name of the class, category, performance level, the host group or club, jump height and date of the trial are optional. The following colours shall be used for the placement ribbon/rosettes:

**Table 2.15 - Ribbon/Rosette Colours**

Placement	Ribbon/Rosette Colour*
First	Red
Second	Green
Third	Purple
Fourth	White
Fifth	Yellow
Sixth	Pink
Seventh	Burgundy
Eighth	Silver
Ninth	Turquoise
Tenth	Blue

\*Multi-coloured or patterned qualifying and/or placement ribbons and rosettes are acceptable as long as the colours shown above predominate (i.e., A first place red rosette with a white fringe, etc., is acceptable). At the discretion of the host club, Trophies and/or other awards may also be given out, but **must not** bear the AAC logo unless sponsored by AAC.

## CHAPTER 3 - AAC TITLES AND CLASSES

This chapter describes how AAC dog agility is played and the classes that are offered to competitors. It also details how dogs may progress through the levels and earn agility titles and awards. These titles and awards are listed in Section 3.1, along with their requirements.

Sections 3.2 and onward describe the individual classes and the rules specific to each of them. The four classes (Standard agility, Gamblers, Jumpers and Snooker) required to earn the Agility Trial Champion of Canada (ATChC) title are presented first. These classes require that the dog progresses from the Starters level, through Advanced, and up to the Masters level. Rules specific to each level within a class are detailed in the corresponding sub-sections.

The AAC also offers a number of classes outside the ATChC framework. These classes offer additional challenges and opportunities for the handler to showcase his/her dog's individual skills.

### 3.1 - AAC Titles

Agility performance shall be tested on multiple levels, resulting in the award of separate titles upon fulfillment of the minimum requirements for each, as described below. Qualifying scores and titles earned in the Regular, Special and Veteran categories can be combined to make up the requirements for any AAC Title. Qualifying scores and titles earned are recorded under the name of the course-designing Judge. All AAC titles requirements must be earned under at least two different judges.

Qualifying scores earned in the Junior Handler category will only be counted towards Junior Handler title requirements. These are outlined in Chapter 4

#### 3.1.1- Starters Titles

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

**Starters Games Dog of Canada (SGDC)** - A dog must achieve two (2) clear rounds in each of the three Starters-level games (Jumpers, Gamblers and Snooker) at one or more sanctioned AAC trials conducted pursuant to these rules and regulations. *Each of the two (2) legs in a game must be earned under different judges.* The Starters Games Dog of Canada title certifies that the dog has demonstrated versatility through the successful performance of the minimum standards permitted in each of the three games. Moving to Advanced in each game will require two (2) Starters Qs in that game, earned under two (2) different judges. It is not required that the SGDC title be earned prior to moving up in the individual games.

#### 3.1.2- Advanced Titles

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

**Advanced Games Dog of Canada (AGDC)** - A dog must achieve three (3) clear rounds *under at least two (2) different judges* in each of the three Advanced-level games (Jumpers, Gamblers and Snooker). The Advanced Games Dog of Canada title certifies that the dog has demonstrated an advanced degree of versatility with emphasis on handler control, speed and consistency of performance over and above the minimum standards permitted in each of the three games. Moving to Masters in each game will require three (3) Advanced Qs in that game earned under two (2) different judges. It is not required that the AGDC title be earned prior to moving up in the individual games.

#### 3.1.3- Masters Titles

**Master Agility Dog of Canada (MADC)** - A dog must achieve three (3) clear rounds under at least two (2) different Judges in the Masters Standard Class at one or more sanctioned AAC trials conducted pursuant to these rules and regulations. As of January 2011, a clear round within the target course time (TCT) of the Masters Challenge class but over the calculated Challenge course time for a particular jump height (i.e. not applicable as a Masters Challenge qualifier) will count as a Masters Standard qualifier. The Masters Agility Dog of Canada title certifies that the dog has demonstrated its high degree of agility with further emphasis on handler control, speed and consistency of performance above the advanced standard.

**Masters Gamblers Dog of Canada (MGDC)** - A dog must earn four (4) qualifying scores in the Masters Gamblers Class, under at least two (2) different Judges, to achieve this title.

**Masters Jumpers Dog of Canada (MJDC)** - A dog must earn four (4) qualifying scores in the Masters Jumpers Class, under at least two (2) different Judges, to achieve this title.

**Masters Snooker Dog of Canada (MSDC)** - A dog must earn four (4) qualifying scores in the Masters Snooker Class, under at least two (2) different Judges, to achieve this title.

**Masters Steeplechase Dog of Canada (MSCDC)** - A dog must earn ten (10) qualifying scores in the Steeplechase Class under at least two (2) different Judges to achieve this title.

**Masters Team Relay Dog of Canada (MTRDC)** - A dog must earn four (4) qualifying scores in the Team Relay Class under at least two (2) different Judges to achieve this title. These legs may have been earned in any performance level of Team Relay before January 1, 2010, or in the single level Team Relay Class after January 1, 2010, or a combination of the two.

**Masters Challenge Dog of Canada (MCDC)** - A dog must successfully complete the requirements for the Challenge Class five (5) times under at least two (2) different Judges to achieve this title. Only Challenge qualifiers will count towards this title.

### 3.1.4 - Agility Trial Champion of Canada (ATChC)

This title is awarded to a dog that has achieved the Master Agility Dog of Canada, Masters Jumpers Dog of Canada, Masters Gamblers Dog of Canada, and Masters Snooker Dog of Canada titles. To earn this title, a dog must have demonstrated its versatility within the sport through the stringent qualification process.

### 3.1.5 – Post - ATChC Awards

To earn the following awards, a dog must have already completed the ATChC title. All qualifying scores earned in Masters Standard and Masters Games classes, including those earned prior to completion of the ATChC title, count toward the achievement of these awards. Qualifying scores leading to these awards may be earned in any combination of Regular, Special or Veteran categories.

**Table 3.1.5-** Number of Qualifying Scores required for Post-ATChC Awards of Merit

Award Level	Qualifying Scores Required	
	Masters Standard and/or Challenge	Masters Games
Bronze Award of Merit	10	25
Silver Award of Merit	25	50
Gold Award of Merit	50	100
Lifetime Achievement Award	100	125
Platinum Lifetime Achievement Award*	200	300

*\*Teams could earn multiples of Lifetime Achievement Award Platinum (e.g. PLAA2, 3 etc.)*

Masters Standard requirements for post-ATChC awards can also be met with AAC Challenge class qualifying scores earned after January 1, 2011. Games requirements can be met with any combination of qualifying scores in Masters Gamblers, Masters Snooker, Masters Jumpers, Team Relay (any performance level) and Steeplechase classes, as well as any Challenge legs earned before January 1, 2011, provided that the minimum requirements for the ATChC have been met.

### 3.1.6- Expert Titles

Expert titles are designed to recognize higher levels of achievement in each of the separate classes. A dog need not have been awarded an ATChC to earn Expert titles. Expert titles are abbreviated EX, followed by the class designation, and then by the level; For example, *EXG Bronze* would indicate that the dog had earned his or her *Expert Gamblers Bronze* title.

Each individual qualifying score at the Masters level of Standard, Jumpers, Snooker and Gamblers, and each Team Relay (earned in any performance level), Steeplechase, and Challenge Class qualifier will count towards these awards. In order to achieve these titles, the required number of qualifying scores needs to have been obtained under at least two different judges.

**Table 3.1.6- Number of Qualifying Scores Required for Expert Titles, by Class**

Class	Qualifying Scores Required for Expert Title			
	Bronze	Silver	Gold	Platinum*
Standard (ST)	10	25	50	100
Challenge (C)	10	25	50	100
Gamblers (G)	10	25	50	100
Jumpers (J)	10	25	50	100
Snooker (S)	10	25	50	100
Steeplechase (SC)	25	50	100	200
Team Relay (TR)	10	25	50	100

*\*Teams could earn multiples of Platinum Expert titles, e.g. ExJP2, 3 etc.*



### 3.1.7 – Versatility Awards

Versatility Awards are designed to recognize dog and handler teams who have consistently demonstrated the ability to excel in multiple classes. A dog does not need to have been awarded an ATChC to earn Versatility Awards.

**Table 3.1.7- Expert Titles Required for Versatility Awards**

Award Level	Expert Titles Required	Abbreviation
Versatility Bronze Award	Any 3 Bronze Expert Titles	VBA
Versatility Bronze Excellent	4 or more Bronze Expert Titles	VBX
Versatility Silver Award	Any 4 Silver Expert Titles	VSA
Versatility Silver Excellent	5 or more Silver Expert titles	VSX
Versatility Gold Award	Any 5 Gold Expert Titles	VGA
Versatility Lifetime Award	Any 6 Gold Expert Titles	VLA
Versatility Platinum	Any 5 Platinum Expert Titles	VPA
Versatility Platinum Excellent	Any 6 Platinum Expert Titles	VPX

*\*Teams could earn multiples of Versatility Platinum Award, e.g. VPA2,3, VPX2, 3, 4 etc.*

All of the above titles and awards may be earned by Regular, Special, and Veteran Category dogs. The qualifications for each class are pursuant to the regulations covering each category.

## STANDARD AGILITY & CHALLENGE

The object of the Standard Agility Class is to demonstrate the dog's all-around agility skills. The dog must demonstrate its ability to perform each of the AAC's sanctioned agility obstacles safely and correctly, in accordance with the obstacle performance standards detailed in Chapter 5. These obstacles are to be executed in the prescribed course sequence, and the course shall include challenges appropriate to each level, as outlined in the appropriate Course Design sections of the Judge's Handbook. The Standard class course requires that each of the three (3) approved contact obstacles be performed once and only once. Decoy obstacles are not permitted at any level except Challenge. The Standard Course Time (SCT) shall be set in accordance with Section 2.9.

A qualifying Standard score for all performance levels is defined as no faults, and within the set course time. The dog with the fewest faults accumulated (course and time faults) shall be declared the winner in this class. In the event that dogs are tied in faults, the dog with the fastest course time shall be declared the winner of this class.

### 3.2 – Starters Standard Agility Class

**Eligibility:** The Starters Standard Class is open to dogs that have not earned the ADC title.

**Obstacle and Course Design Requirements:** There shall be a minimum of fifteen (15) obstacles and a maximum of seventeen (17) obstacles in this class. The dog must demonstrate an ability to perform the obstacles safely. The course must flow, with at least one (1) change of handling side and some obstacle discrimination.

At the Starters level, the required obstacles are:

- Single jumps
- Two out of the following specialty jumps
  - Double jump
  - Ascending spread jump/triple jump or the broad jump
  - Tire
  - Wall or Panel jump
- Teeter
- A-frame
- Dog walk
- Tunnel
- Six (6) or twelve (12) consecutive weave poles (only one entry allowed)
- Any of the unused specialty jumps are optional

**Rules and Scoring:** The judge shall signal all refusals except on the contacts and weave poles. The dog shall receive five (5) faults for each refusal. Three (3) non-completions shall result in elimination.

A dog must achieve three qualifying scores under at least two different Judges in this class to be awarded the Agility Dog of Canada (ADC) title.

### 3.3 – Advanced Standard Agility Class

**Eligibility:** The Advanced Standard Class is open to dogs that have earned the ADC title, but not the AADC title.

**Obstacle and Course Design Requirements:** There shall be a minimum of seventeen (17) obstacles and a maximum of nineteen (19) obstacles in this class. The goal of this class is to test the handler's ability to direct the dog at a faster rate of speed, working through a more difficult course. Distance and directional control, as well as the dog's ability to discriminate between obstacles, should be exhibited. The course should flow, allowing the handler to exhibit the ability to work the dog on either side.

At the Advanced level, the required obstacles are:

- Single jumps
- Two out of the following specialty jumps
  - Double jump
  - Ascending spread jump/triple jump or the broad jump
  - Tire
  - Wall or Panel jump
- Teeter
- A-frame
- Dog walk
- Tunnel
- Twelve (12) weave poles
- Any of the unused specialty jumps are optional

**Rules and Scoring:** Three (3) refusals will result in elimination. Two (2) non-completions will result in elimination.

A dog must earn three (3) qualifying scores under at least two (2) different Judges to be awarded the Advanced Agility Dog of Canada (AADC) title.

### 3.4 – Masters Standard Agility Class

**Eligibility:** The Masters Standard Class is open to dogs that have earned the AADC title.

**Obstacle and Course Design Requirements:** There shall be a minimum of eighteen (18) obstacles and a maximum of twenty (20) obstacles in this class. The goal of this class is to test both the dog's and handler's ability to maneuver through complex courses at a fast pace. The dog should switch easily from side to side and work at further distances, and with greater control. The course should flow, and should allow the team to show their working ability.

At the Masters level, the required obstacles are:

- Single jumps
- Two out of the following specialty jumps
  - Double jump
  - Ascending spread jump/triple jump or the broad jump
  - Tire
  - Wall or Panel jump
- Teeter
- A-frame,
- Dog walk
- Tunnel
- Twelve (12) weave poles
- Any of the unused specialty jumps are optional

**Rules and Scoring:** Three (3) refusals will result in elimination. One (1) wrong course will result in elimination. One (1) non-completion will result in elimination.

A dog must earn three (3) qualifying scores under at least two (2) different Judges, to be awarded the Masters Agility Dog of Canada (MADC) title. *The MADC title is a required component of the ATChC title.*

### 3.5 – Challenge

**The object** of the Challenge class is to provide a Standard course that tests the speed and handling skills of the agility team at an International level. The course design for this class should reflect World Championship level Standard agility courses in their pace, difficulty, and handling requirements. The dog and handler team must navigate the course as set by the Judge, in accordance with current Masters Standard performance rules,

**Eligibility:** Only dogs eligible to compete in AAC Masters Standard class may enter the Challenge class for placements and qualifying scores. If the host club is offering FEO runs, dogs that are not currently qualified to enter (but are otherwise eligible to compete in AAC trials) may run in the Challenge Class FEO.

**Obstacle and Course Design Requirements:** The course shall consist of a minimum of twenty (20) and a maximum of twenty three (23) obstacles, including the following obstacle requirements:

- Tunnels, a minimum of one (1) and maximum of three (3) entrances allowed.
- Dog Walk, A-Frame and Teeter, each used only once per course.
- Weave poles, to be used only in the 1 x 12 pole configuration, only once per course.
- Single jumps: Winged jumps are required.
- Two out of the following specialty jumps
  - Double jump
  - Ascending spread jump/triple jump or the broad jump
  - Tire
  - Wall or Panel jump
- Use of the broad jump is strongly encouraged.
- The double jump may be used more than once.
- A maximum of 4 spread jump performances
- All spread jumps are to be replaced by single jumps for the Special, Veteran, and Junior Handler Categories.
- Use of any of the unused specialty jumps are optional.
- One or two (2) decoy jumps or tunnels not to be performed are optional.

The Challenge class course design guidelines allow some exceptions to the minimum requirement of fifteen feet (15 ft.) between obstacles, as measured over the shortest distance the dog could take. Because this class is designed to reflect International standards, the degree of difficulty should be high.

**Rules and Scoring:** All current AAC Masters Standard Performance Rules shall apply.

**Course Times:** A *Target Course Time (TCT)* for Challenge will be determined using the yards-per-second range in Tables 2.9.1A/B and the yardage as wheeled. The TCT is calculated as in Section 2.9. No dog may qualify if they run over the TCT for their jump height and category, unless the calculated SCT is greater than the TCT.

The *Standard Course Time (SCT)* for Challenge is based on the time of the fastest clean run in each jump height and each category: The fastest clean run less than or equal to TCT, multiplied by 1.2, becomes the SCT for that jump height and category.

Example 1: The TCT for Open dogs, calculated as above, is 71 seconds. The fastest clean dog in the 20" Regular division runs the course in 43.5 seconds. The SCT then becomes  $43.5 \times 1.2 = 52.20$  seconds. Any 20" Regular dog who runs clean and in less than or equal to 52.20 seconds will earn a Challenge leg. Any 20" Regular dog who runs clean and in less than or equal to 71 seconds, but **not** less than or equal to 52.20 seconds, will earn a Masters Standard leg.

Example 2: The TCT for Medium dogs, calculated as above, is 74 seconds. The fastest clean dog in the 16" Regular division runs the course in 66.2 seconds. The SCT then becomes  $66.2 \times 1.2 = 79.44$  seconds. All 16" Regular dogs who run clean and in less than or equal to 79.44 seconds will earn a Challenge leg.

Example 3: The TCT for Medium dogs, calculated as above, is 74 seconds. The fastest clean dog in the 12" Special division runs the course in 75 seconds. No 12" Special dogs will earn a qualifying score.

A MCT of mini Veteran Target Course Time + 20 seconds will be applied to the running of the Challenge class.

### **Challenge vs. Masters Standard Qualifiers**

The AAC's Challenge class is uniquely designed to be a Standard Agility class of the highest performance level available. It therefore offers a qualifier in either one of two possible forms, a Challenge leg or a Masters Standard leg:

**Challenge qualifier:** To qualify for a Challenge leg, the dog must complete the course fault-free and less than or equal to the SCT set by the fastest clean run in its Category and jump height. A Challenge qualifier will be applied as requirement toward the title of Masters Challenge Dog of Canada (MCDC), Expert Challenge titles and, if earned after January 1, 2011, as a Masters Standard leg requirement for the post-ATChC Awards of Merit.

A dog must earn five (5) Challenge qualifying scores under at least two (2) different Judges, to be awarded the Masters Challenge Dog of Canada (MCDC) title.

**Masters Standard qualifier:** When a dog completes the course fault-free and in less than or equal to the Target Course Time, but **not** less than or equal to the SCT set by the fastest clean run in its Category and jump height, the dog will earn a Masters Standard qualifier applicable to its MADC, Expert Standard titles and post-ATChC Awards of Merit

## AGILITY GAMES

In addition to the Standard agility classes, the Agility Association of Canada also offers competition in a number of games classes, each one designed to showcase different skills and strategies. Skills required, challenges offered, and rules for each game shall be appropriate for the performance level, as described below for each class, and as outlined in the appropriate Course Design sections of the Judge's Handbook. Dog and handler teams who can demonstrate the required skills may earn titles in each games class, and may progress up the performance levels in each game without regard to their performance in the other games, or in Standard agility.

Masters-level qualifying scores in any of these games classes, as well as qualifying scores in the single level games of Steeplechase and Team Relay, may be counted toward the games requirements for the post-ATChC Awards of Merit.

### 3.6 – GAMBLERS

#### 3.6.1 Overview & Method of Play

**The object** of this game is to demonstrate the handler's strategy and the dog's ability to work at a distance from the handler. A Gamble run is comprised of two periods, each precisely timed; the Opening Period for the accumulation of points, and the Closing Period (also called the final or main gamble), during which the dog must perform a set sequence of obstacles at a distance from the handler, fault-free and within a specified time.

During the **Opening Period**, the handler tries to accumulate as many points as possible by directing the dog to perform obstacles of the handler's choice, in any order. Obstacles are assigned point values, as described below, and each successful performance will earn the team those points, which the Judge will call out as the dog is running. Each obstacle may be attempted as many times as the handler wishes, but the team can only earn points **twice** for successfully performing any obstacle or designated combination of obstacles.

At the end of the Opening Period, a whistle or horn will signal the start of the **Closing Period**. Upon hearing this signal, the handler must make his or her way to the final gamble area, where they must direct their dog to perform the set sequence of obstacles at a distance, while remaining behind a line marked on the ground (the "gamble line") as designated by the Judge. The dog's time stops when the prescribed finish line is crossed, or the endpoint is reached.

To be successful in Gamblers, the dog and handler team must;

- Earn the minimum required point total in the Opening Period, for the appropriate performance level and category.
- Perform the final gamble sequence in the prescribed order and fault-free, as defined for the dog's performance level and the general gamble rules described below.
- Complete the final gamble sequence within the time allowed. The time allowed for the main gamble will vary with the design of the final gamble, and with the dog's performance level, category and division.

If **all** these criteria are met, the team will receive a qualifying score. The dog with the highest number of points in their height or division will be declared the winner.

#### 3.6.2 Course Layout & Obstacle Values

The Judge must designate a start line for Gamblers courses. The finish line will be the back plane of the last obstacle in the main gamble (whether using ETS or manual timing). The course layout must provide adequate sight lines for the Timer.

All gamble lines must be clearly marked and should be secured such that they do not represent a hazard for the dog or the handler. Surveyor's tape, rope, or masking tape (for use indoors on artificial surfaces only) are all acceptable choices. The gamble lines may be secured with golf tees or nails, as the surface allows.

Any AAC-approved obstacle may be used on course in a Gamblers class. There is no minimum or maximum number of obstacles required, as long as the selection is adequate for point accumulation, and the minimum point value requirements, as set forth below, are met:

**Table 3.6.2 - Opening Period Obstacle Point Values, All Levels**

Point Value	Obstacle(s)	Number on Course
1	Single jumps	unlimited
2	Spread jumps, tunnels, tire, 6 weave poles, wall jump, panel jump	unlimited
3	Contact obstacles	Required, two or three
4	"Judge's Obstacle of Choice"	Optional, one only
5	12 consecutive weave poles <b>or</b> the dog walk	Required, one only

The dog walk may be either a 3-point or 5-point obstacle, depending on whether or not a set of 12 weave poles is included on course. If the dog walk is valued at 5 points, then both the teeter and the A-frame must be set out on course. The maximum obstacle value shall be 5 points. Only one obstacle valued at 5 points and one obstacle (or combination of obstacles) valued at 4 points shall be permitted on any course. There shall be either 2 or 3 obstacles valued at 3 points. There shall be no obvious alignment of the 3, 4 and 5 point obstacles.

The *Judge's Obstacle of Choice* may be any approved AAC obstacle, or a combination of two (2) or three (3) obstacles, except the designated 5 point obstacle. A combination is required to be performed fault-free in the designated sequence for the team to earn the 4 points.

**Note:** The single jumps that replace the spread jumps in the Special, Veteran, and Junior Handler categories will retain the point value of the obstacles replaced. In order to receive points for the single jump that replaces the ascending spread jump or the broad jump, it must be taken in the direction that would have been required to perform the original jump correctly. The wall and panel jumps, if used, are not replaced for Special, Veteran and Junior Handler categories.

### 3.6.3 Mini Gamble Design & Judging

The Judge may also design mini-gambles to be performed during the Opening Period. This is optional. At all levels, mini-gambles shall consist of a minimum of one (1) obstacle and maximum of three (3) obstacles, and a designated gamble line. If the mini-gamble is completed successfully with the handler directing the dog from behind the gamble line, it is worth double the point value of the individual obstacles in the mini gamble.

Mini-gambles must meet the same distance requirements as the final gamble for each performance level. All faults that would apply in the final gamble will also apply to the mini-gambles. If the dog does not perform the obstacles at the minimum distance from the handler, following the predetermined sequence and direction (if one is specified by the Judge), but does not fault them, the dog will receive only the original point value for each obstacle.

A maximum of two (2) mini-gambles may be designated in the Opening Period. The team may only be awarded points for successfully completing each obstacle twice, whether alone, or as part of a mini gamble. In order to be awarded points for a mini-gamble the second time it is performed; the dog must have exited the last obstacle of the mini-gamble completely before attempting the sequence again.

The Judge may design a mini gamble that requires the same obstacle be performed more than once. If so, the mini gamble may only be done once for points. The Judge may also design mini gambles that share obstacles. In which case, each mini gamble may only be done once for points, or only one of the two mini gambles may be done twice for points. Judges may also design “progressive” mini gambles, where the point value of the mini gamble increases as the dog sequentially performs more obstacles.

### 3.6.4 – Final Gamble Design

A Judge may design the final main gamble to test directional control, obstacle discrimination, or obstacle performance at a distance. At the higher levels, gambles may be designed to test multiple skills. The Judge may design a final gamble that requires the same obstacle be performed more than once. The design of the final gamble shall require the dog, at some point, to work within the minimum/maximum distance from the handler as required for their performance level.

The final gamble will consist of a gamble line, a sequence of three (3) to five (5) obstacles, as appropriate for each performance level, plus a finish line/ETS placed on the landing side of the last gamble obstacle, to stop the clock.

### 3.6.5 – Course Times

The time allotted for the Opening Period shall be **40 seconds** for all dogs, at all levels.

The time allowed for the dog to complete the final gamble will depend on the design of the final gamble, taking into account such factors as the number of obstacles, the type of obstacles, and the yardage of the final sequence. Dogs in the Mini division will receive 20% more time to complete the final gamble than dogs in the open division. Dogs in the Medium division must receive 10% more time. This is the minimum extra time: At their discretion, judges may allow additional time if they so choose. Dogs in the Veteran and Junior Handler categories will receive an additional twenty (20%) percent over the time calculated for the corresponding Regular division. Any calculations are rounded to the nearest whole number, as described in Section 2.9.3.

**Example:** The judge has set a 4 obstacle closing gamble for a Starters class. The judge has set the closing time for Open Regular/Special dogs at 20 seconds. The time allowed for Medium Regular/Special dogs would be 22 seconds ( $20 \times 1.1$ ). The time allowed for Mini Regular/Special dogs would be 24 seconds ( $20 \times 1.2$ ). The time allowed for Open vet/JH dogs would be 24 seconds ( $20 \times 1.2$ ). The time allowed for Medium Vet/JH dogs would be 26 seconds ( $22 \times 1.2 = 26.4$ , rounded down to 26 seconds). Finally, the time allowed for Mini Vet/JH dogs would be 29 seconds ( $24 \times 1.2 = 28.8$ , rounded up to 29 seconds).

**Table 3.6.5 - Calculating the Closing Gamble Time, by Level, Division and Category.**

Performance Level	Opening Period Time	Minimum Final Gamble Time	Final Gamble time, by Category and Division					
			Open Reg/Spec	Medium Reg/Spec	Mini Reg/Spec	Open Vet/JH	Medium Vet/JH	Mini Vet/JH
Starters - 4 obstacles	40 sec.	20 sec.	$\geq 20$ sec	Open + 10%	Open + 20%	Open + 20%	Medium + 20%	Mini + 20%
-3 obstacles		18 sec.	$\geq 18$ sec.					
Advanced		18 sec.	$\geq 18$ sec					
Masters		15 sec.	$\geq 15$ sec					

### 3.6.6 - Scoring

To receive a qualifying score, the dog must accumulate the required minimum number of points for the dog's performance level and category during the 40 second Opening Period, as well as successfully complete the final gamble and reach the endpoint within the time allotted.

**Table 3.6.6– Minimum Points Required in the Opening Period of Gamblers, by Level and by Category**

Performance Level	Opening Period Time	Category			
		Regular & Special		Veteran & Junior Handler	
		Open/Medium	Mini	Open/Medium	Mini
Starters	40 sec	20 points	18 points	16 points	14 points
Advanced		20 points	18 points	16 points	14 points
Masters		28 points	26 points	22 points	20 points

In order to receive points accumulated during the Opening Period, the dog and handler must attempt the final gamble. These points will be doubled if the dog successfully completes the final gamble in the time allowed. The dog must touch the designated finish point or cross the finish line in order to stop the timer. The doubling of points for the successful completion of the final gamble cannot, however, compensate for a lack of the required points in the Opening Period.

The dog that accumulates the highest number of points shall be declared the winner. In the event that dogs in the same category and division are tied in number of points, but only one of the two dogs has successfully completed the final gamble, that dog shall be declared the winner. If dogs are tied with points and both dogs have either successfully completed the final gamble, or both have been unsuccessful, the dog with the fastest course time shall be declared the winner.

### 3.6.7 – General Gamblers Rules

The rules described in this section apply to all performance levels and all categories. Provisions specific to each performance level are found in the relevant sections.

#### 3.6.7.1 – Opening Period Rules

The 40 second Opening Period time starts once the dog crosses the designated start line. The dog must cross the start line to begin point accumulation.

The handler may direct the dog to perform obstacles in any order, or from any direction (except unidirectional obstacles). In order to be awarded points during the Opening Period, a dog must successfully complete the obstacle **beyond faulting** (e.g., a paw is in the contact zone on the down ramp of the dog-walk, all four paws out of the tunnel).

A dog/handler team may only be awarded points for two successful performances of each obstacle, whether the obstacle is completed alone or as part of a mini-gamble. If the dog attempts an obstacle but is not successful, it may repeat it as many times as desired, but points will only be awarded for two (2) successful performances.

At no time will knocked bars or a displaced breakaway tire be reset. This includes obstacles in the final gamble. Should a dog knock down a bar or displace a breakaway tire that is part of the final gamble, it is no longer possible for the dog to successfully complete the gamble or to qualify.

During the Opening Period, the dog may perform obstacles that are part of the final gamble as long as these are performed in non-sequential order. The following are permitted options;

- One (1) obstacle may be repeated back-to-back.
- Two (2) or more obstacles may be performed in reverse order, i.e. against the numbered flow of the closing gamble obstacle order.
- Two (2) or more final gamble obstacles may be performed non-sequentially.

For example, in the case of a three-obstacle gamble, it would be permissible to perform any of the following in the opening: 1-1, 2-2, 3-3, 2-1, 3-2, 1-3, 3-1, 3-2-1, but NOT 1-2, 2-3, or 1-2-3. If at any time before starting the final gamble, the dog performs two or more final gamble obstacles in sequence, the Judge shall whistle the team off the course. Points earned up to that time will be retained.

If, during the Opening Period, the handler stands idly in the area of the final gamble obstacles, or directs the dog to perform an obstacle repeatedly without accumulating points, for the sole purpose of being in an advantageous position when the final gamble whistle sounds, (aka "Lurking"), the team will be dismissed from the ring by the Judge, who will instruct the scribe to mark the score sheet with a D for dismissal, and zero points

#### 3.6.7.2 – Final Gamble Rules

The time allotted to complete the final gamble begins immediately after the 40 second Opening Period; there is no allowance made, nor time added, for travel to the final gamble area. Points will not be awarded for any obstacle that is not completed beyond faulting before the gamble signal sounds, nor will points be awarded for any obstacle that is performed by the dog while moving to the final gamble area.

Dogs shall not be penalized for performing obstacles while moving to the final gamble area, as long as no two sequentially numbered obstacles in the final gamble are taken.

Once the gamble signal sounds the end of the Opening Period and the beginning of the Closing Period, the gamble line becomes “live” and the handler is required to stay behind the gamble line, *even if the dog has not yet begun the final gamble sequence*. If the handler touches the gamble line, or crosses into the gamble zone at any time after the timer has signaled the end of the Opening Period, the Judge shall blow their whistle, and the dog and handler must proceed to the finish point to stop the clock. The gamble will be considered unsuccessful and the dog may not receive a qualifying score, no matter how many points were accumulated in the Opening Period.

Should the handler be *inside* the final gamble area when the gamble signal sounds, they must leave the gamble area immediately and before the dog performs the first obstacle of the final gamble from the designated direction. At their discretion, the handler may stay with the dog until it has completed the obstacle it was performing when the signal sounded. The handler is not permitted to stop and set up their dog in an advantageous position as they exit the final gamble area (doing so will void the final gamble) but they are permitted to direct their dog as they are leaving the main gamble area.

At no time prior to the dog performing the first obstacle of the final gamble in the designated direction after the gamble signal has sounded may the dog perform two (2) or more sequential obstacles of the final gamble. The dog must perform the first obstacle of the final gamble sequence in the appropriate direction to be allowed to perform two (2) or more sequential obstacles of the final gamble without penalty.

The handler must attempt the final gamble in order to be awarded the points accumulated during the Opening Period. If, during the Opening Period, the dog has knocked a bar or displaced a breakaway tire that is part of the final gamble, the dog and handler should still attempt the final gamble, but they will be whistled off when the dog reaches the affected obstacle.

The dog must complete the final gamble sequence in the designated order and direction, fault-free, within the allotted time while the handler remains on the opposite side of the gamble line, to be successful. If a dog incurs any faults during the final gamble, as defined for the dog's performance level, the game shall end, the Judge shall blow the whistle and the dog must proceed directly to the finish point or line to stop the clock. The gamble will be considered unsuccessful and the dog may not receive a qualifying score, no matter how many points were accumulated in the Opening Period.

In both these cases, the final gamble shall be considered attempted, but unsuccessful; the dog shall retain all points earned in the opening period.

### 3.6.7.3 – Other Gamble Rules

If, at any time during the opening, the handler gently touches the dog or the equipment, intending to encourage, gently direct or reward the dog physically, the Judge will signal to the Scribe "FEO" and the run will instantly become an FEO run. The team may no longer qualify or earn placements, but the Judge will keep calling points, and the team may continue the run until they complete the final gamble. *If the handler touches the dog or the equipment in the closing, the run shall end, and the team shall retain the points earned.*

If, at any time during the run, the handler maneuvers through, goes over, or under equipment, that action will be deemed "unsportsmanlike behaviour", and the Judge will dismiss the team, and instruct the Scribe to mark the score sheet with a D for dismissal, and zero points,

If the handler uses a timing device at any time during a run, this action **must** result in dismissal for the run or, at the Judge's discretion, for the day, as stated in section 2.10.2.

### 3.6.8 – Starters Gamblers Class

**Eligibility:** The Starters Gamblers class is open to all dogs that have not received two (2) qualifying scores under two (2) different judges in this class.

**Rules:** This class shall be run in accordance with the general Gamblers rules and regulations as previously defined, with the following additions:

- The design of the mini gambles (if any) and the final gamble shall require the dog, at some point, to work a distance of ten feet (10 ft.) to fourteen feet (14 ft.) from the designated gamble line.
- Six (6) weave poles or one (1) contact obstacle may be used in conjunction with other obstacles in only one out of two mini-gambles.
- If only one mini-gamble is offered, it cannot contain a contact obstacle or weave poles.
- If weave poles or a contact are used in a mini-gamble, they shall not be the designated “distance obstacle”. The weaves or contact obstacle must be placed parallel to the mini-gamble line, and each end of the contact or weave shall be three (3) to five (5) feet from the mini-gamble line. One of the other obstacles in the mini-gamble must still be the required distance from the mini-gamble line, i.e. ten (10) to fourteen (14) feet.
- The final gamble sequence will consist of either three (3) or four (4) obstacles, plus an endpoint to stop the clock.
- Weave poles or contact obstacles may NOT be used in the final gamble.
- The time allowed to complete the final gamble for the Regular/Special open division shall be no less than eighteen (18) seconds for a three (3) obstacle final gamble, and no less than twenty (20) seconds for a four (4) obstacle final gamble. Mini and Medium dogs will receive 20% (mini) or 10% (medium) more time than Open dogs. Veteran category dogs and Junior Handler dogs will get twenty percent (20%) more time added to the corresponding Regular/Special division time.

All Starters Standard Class rules shall apply during the Gamble Sequences, **except** that refusals shall not be faulted at any time, including a run-by on the final gamble obstacle (the dog may be brought back to retry). Any other faults incurred during the final gamble shall result in an unsuccessful gamble.

**Scoring:** In Starters Gamblers, a Regular or Special category dog must earn a minimum of twenty (20) points (18 for mini division) during the Opening period, and a Veteran or Junior Handler category dog must earn a minimum of sixteen (16) points (14 for mini division), and must perform the final gamble fault-free to earn a qualifying score.

A dog must earn two (2) qualifying scores under two (2) different Judges, in order to move up to the Advanced Gamblers Class.

### 3.6.9 – Advanced Gamblers Class

**Eligibility:** The Advanced Gamblers class is open to all dogs that have earned two (2) qualifying scores under two different judges in Starters Gamblers, but have not yet earned three (3) qualifying scores under two different judges in this class.

**Rules:** This class shall be run in accordance with the general Gamblers rules and regulations, as previously defined, with the following additions:

- The design of the mini-gambles (if any) and final gamble shall require the dog to, at some point, work at a distance of fourteen (14) to eighteen (18) feet from the designated gamble line.
- Weave poles and contacts may be used in any mini-gambles and in the final gamble.
- The final gamble sequence shall consist of either three (3) or four (4) obstacles, plus an endpoint to stop the clock.
- The time allowed for completion of the final gamble for the Regular and Special open division shall be no less than eighteen (18) seconds. Mini and Medium dogs will receive 20% (mini) or 10% (medium) more time than Open dogs. Veteran and Junior Handler dogs will get twenty percent (20%) more time added to the corresponding Regular/Special division time.

Refusals are not faulted in the opening period, with the exception of mini-gambles. Refusals are not faulted on the first obstacle of mini-gambles.

All Advanced Standard faults shall apply during the final gamble, except that refusals shall not be faulted on the first obstacle. Any faults incurred during the final gamble shall result in an unsuccessful gamble.

**Scoring:** In Advanced Gamblers, a Regular or Special category dog must earn a minimum of twenty (20) points (18 for mini division) during the opening period, and a Veteran or Junior Handler category dog must earn a minimum of sixteen (16) points (14 for mini division), and must perform the final gamble fault-free to earn a qualifying score.

A dog must earn three (3) qualifying scores under at least two (2) different Judges, in order to move up to the Masters Gamblers Class.

### 3.6.10 – Masters Gamblers Class

**Eligibility:** The Masters Gamblers class is open to all dogs that have received three (3) qualifying scores under two (2) different Judges in the Advanced Gamblers Class.

**Rules:** This class shall be run in accordance with the general Gamblers class rules and regulations, as previously defined, with the following additions:

- The design of the mini-gambles (if any) and the final gamble shall require the dog to, at some point, work at a distance of eighteen (18) to twenty-two (22) feet from the designated gamble line.
- The final gamble sequence will consist of a minimum of three (3) obstacles and maximum of five (5) obstacles, plus an endpoint to stop the clock.
- Weave poles and contacts may be used in any mini-gambles and in the final gamble.
- The time allowed to complete the final gamble for the Regular/Special open division shall be no less than fifteen (15) seconds. Mini and Medium dogs will receive 20% (mini) or 10% (medium) more time than Open dogs. Veteran and Junior Handler category dogs will get twenty percent (20%) more time added to the corresponding Regular/Special division time.

Refusals are not faulted in the opening period, with the exception of obstacles in mini-gambles. Refusals are not faulted on the first obstacle of mini-gambles.

In both the opening period and the final gamble, dogs are required to execute the weave poles at the Masters level, as per the obstacle performance standards set out in section 5.2, i.e. points will not be awarded if a pop out occurs during the opening period unless the dog restarts and completes the poles without fault, and a pop out will be faulted in the final gamble.

All Masters Standard faults shall apply during the final gamble, except that refusals shall not be faulted on the first obstacle. Any faults incurred during the final gamble shall result in an unsuccessful gamble.

**Scoring:** In Masters Gamblers, a Regular or Special category dog must earn a minimum of twenty-eight (28) points (26 for mini division) during the opening period and a Veteran or Junior Handler category dog must earn a minimum of twenty-two (22) points (20 for mini division), and must perform the final gamble fault-free to earn a qualifying score.

**A dog must earn four (4) qualifying scores under at least two (2) different Judges, to be awarded the Masters Gamblers Dog of Canada**



(MGDC) title. *The MGDC title is a required component of the ATChC title.*

### 3.7 – JUMPERS

**The object** of the Jumpers Class is to demonstrate a dog's natural jumping ability and the dog and handler team's proficiency at maneuvering a course sequence at speed. The dog is required to complete a course comprised of jumps and tunnels as prescribed by the Judge. *Weaves and contact obstacles are prohibited.* The Standard Course Time (SCT) shall be set in accordance with Section 2.9.

This class shall be run in accordance with the rules and regulations as defined in the Standard classes for each corresponding level, and the course challenges will be set in accordance with the equivalent Standard class level. To qualify, the dog must complete the course fault-free in a time less than or equal to the standard course time (SCT). Faults are marked as in the Standard classes. The dog with the fewest faults accumulated (course and time faults) shall be declared the winner. In the event that dogs are tied in faults, the dog with the fastest course time shall be declared the winner.

#### 3.7.1 – Starters Jumpers Class

**Eligibility:** The Starters Jumpers class is open to all dogs that have not received two (2) qualifying scores in this class under two (2) different judges.

**Obstacle and Course Design Requirements:** The course shall have a minimum of fifteen (15) obstacles and a maximum of seventeen (17) obstacles in this class:

Required Obstacles:

- Seven (7) individual single jumps
- Two out of the following specialty jumps
  - Double jump
  - Ascending spread jump/triple jump or the broad jump
  - Tire
  - Wall or Panel jump
- One (1) tunnel

Optional obstacles:

- Any specialty jump not used

Decoy jumps or tunnels are not permitted

**Rules and Scoring:** Faults shall be assessed as for the Starters Standard class. The Judge shall signal refusals on all obstacles. Three (3) non-completions shall result in elimination.

A dog must achieve two (2) qualifying scores under at least two (2) different Judges in this class to move to the Advanced Jumpers Class.

#### 3.7.2 – Advanced Jumpers Class

**Eligibility:** The Advanced Jumpers class is open to all dogs that have earned two (2) Starters Jumpers qualifying scores under at least two (2) different Judges but have not received three (3) qualifying scores in this class under two (2) different Judges.

**Obstacle and Course Design Requirements:** The course shall have a minimum of seventeen (17) obstacles and a maximum of nineteen (19) obstacles in this class:

Required Obstacles:

- Eight (8) individual single jumps
- Two out of the following specialty jumps
  - Double jump
  - Ascending spread jump/triple jump or the broad jump
  - Tire
  - Wall or Panel jump
- One (1) tunnel

Optional Obstacles:

- Any of the specialty jumps not already used
- One (1) or two (2) decoy jumps or tunnels not to be performed

**Rules and Scoring:** Faults shall be assessed as for the Advanced Standard class. Three (3) refusals shall result in elimination. Two (2) non-completions shall result in elimination.

A dog must achieve three (3) qualifying scores under at least two (2) different Judges in this class to move to the Masters Jumpers Class.

#### 3.7.3 – Masters Jumpers Class

**Eligibility:** The Masters Jumpers class is open to all dogs that have received three (3) qualifying scores under two (2) different Judges in the Advanced Jumpers Class.

**Obstacle and Course Design Requirements:** The course shall have a minimum of eighteen (18) obstacles and a maximum of twenty (20) obstacles in this class:

Required Obstacles:

- Eight (8) individual single jumps
- Two out of the following specialty jumps
  - Double jump
  - Ascending spread jump/triple jump or the broad jump
  - Tire
  - Wall or Panel jump
- One (1) tunnel

Optional Obstacles:

- Any of the specialty jumps not already used
- One (1) or two (2) decoy jumps or tunnels not to be performed

**Rules and Scoring:** Faults shall be assessed as for the Masters Standard class. Three (3) refusals shall result in elimination. One (1) non-completion or one (1) wrong course shall result in elimination.

A dog must earn four (4) qualifying scores under at least two (2) different Judges, to be awarded the Masters Jumpers Dog of Canada (MJDC) title. *The MJDC title is a required component of the ATChC title.*

### 3.8 – SNOOKER

#### 3.8.1 – Overview & Method of Play

**The object** of this game is to demonstrate the handler's strategy and the dog's versatility and obstacle discrimination skills, as they work together against the clock to accumulate as many points as possible in the opening and closing sequences.

This class is inspired by the billiard game of the same name. In agility Snooker, billiard balls are replaced by obstacles, but the method of play is otherwise very similar: The **opening sequence** and the clock are started when the dog crosses the Judge's prescribed start line. The dog must successfully perform a red jump before attempting a coloured obstacle, or "obstacle of choice". Each red jump may only be performed once, and the dog must attempt at least three red jumps before they can begin the closing sequence. The **closing sequence** consists of performing as many of the coloured obstacles as possible, in numerical order, before time runs out. Faulting an obstacle, or doing an obstacle out of Snooker order, may lead to penalties (not earning the point value of the obstacle), or to being whistled off the course. The game ends when the allotted time expires. The dog with the highest number of points shall be declared the winner.

#### 3.8.2 Course Layout & Obstacle Requirements

Any AAC-approved obstacle may be used in a Snooker course design. The obstacles shall be assigned point values from one (1) to seven (7). The one (1) point obstacles, or red jumps, shall always be single jumps, winged or non-winged and should be clearly identified on course. All other obstacles, called "obstacles of choice", are assigned identifying numbers from two (2) through seven (7), equaling their point value. The allowed obstacle choices for each point value will vary by performance level.

The traditional obstacle colour for each point value is as follows. It is recommended that obstacles of choice be numbered using appropriately coloured cones or flags, with the numbers clearly displayed.

**Table 3.8.2- Traditional Snooker Colours, by Point Value**

Point Value	Traditional Snooker Colour
1	Red
2	Yellow
3	Green
4	Brown
5	Blue
6	Pink
7	Black

The Judge must define one or more start lines, and a finish line. The clock is stopped when the dog crosses the finish line as prescribed by the Judge.

Also, if desired, any number of red jumps may be designated as start lines but those red jumps used must be visible from the Timekeeper's position in order to ensure accurate timing of the start. It is not necessary for the plane of the jumps to be lined up with the timer. The timer must simply be able to see when the dog attempts the red jump (passes through the space between the two uprights, regardless of whether that is over/under/through the bar). Obstacles of choice may not be used to start or stop the time. Red jumps may not be used to stop the time.

Alternatively, the judge has the option of designating a maximum of two additional jumps that are not part of the course as start and finish

jumps. One of these jumps may be used as a start jump and the other as a finish jump. Any such jumps are to be used solely for timing purposes, and will not be live during the run, nor will they be faultable in any way. Any start/finish jumps must be bidirectional, and should be set to the dog's correct jump height. Start/finish jumps may not be part of the obstacles of choice.

A Snooker course may have either three (3) or four (4) red jumps. Decoy obstacles are not permitted. The judge may design a course that requires obstacles to be taken more than once (i.e. a jump that is obstacle 2 may also be part of the combination 5 A-B-C). A red jump **may not** be used as all or part of an obstacle of choice at any level.

### 3.8.2.1 - Minimum Obstacles Required on Course

For all levels, there must be a minimum of nine (9) obstacles on the course, not including start/finish jumps, if the judge elects to use them for timing purposes. Of these, there must be a minimum of three (3) jumps valued at 1 point, and at least two different elements from the following list:

1. Contact obstacle.
2. Twelve weave poles.
3. Two (2) obstacle combination.
4. Three (3) obstacle combination.

At the Starters and Advanced levels, only jumps (including the tire) and tunnels may be used in combinations.

Note: The single jumps that replace the spread jumps in the Special, Veteran, and Junior Handler categories will retain the point value of the obstacles replaced. In order to receive points for the single jump that replaces the ascending spread/triple jump or the broad jump, it must be taken in the direction that would have been required to perform this unidirectional jump correctly.

### 3.8.2.2 - Obstacle Selection

In the opening sequence, an obstacle of choice or red jump shall be defined as **selected to perform** if the dog has touched or crossed through, over, or under the obstacle: For example, placing a paw on a contact ramp or in a tunnel, jumping over the ramp of the dog walk or the teeter, passing through the tire frame, jumping over a wing, going under a bar(s), taking a unidirectional obstacle from the wrong direction, crossing the line of weave poles, etc.

If an obstacle has been selected to perform, the handler has two options:

1. Perform the selected obstacle of choice. If completed successfully, the team will be awarded the point value of the obstacle. If the performance is faulted, no points will be awarded. The dog may then attempt an unused red jump, or, if appropriate, (at least three red have already been attempted), start the closing sequence.
2. Skip the selected obstacle of choice. If the handler elects to skip the obstacle of choice, it will be deemed an unsuccessful attempt, and no points will be awarded. The dog may then attempt an unused red jump, or, if appropriate, (at least three red have already been attempted), start the closing sequence.

Immediately selecting another obstacle of choice would result in dismissal.

*Example: A dog does a red and cuts through the middle of the weave poles. The weave poles have now been selected to perform. The handler may choose to attempt the poles, in order to be awarded their point value, or may elect to skip the poles entirely and continue with the game (either doing an unused red, or starting the closing sequence). If the dog cuts through the poles and starts another obstacle of choice, scoring shall cease for selecting two obstacles of choice back-to-back.*

If a red jump has been selected to perform, the dog may:

- Perform the selected red jump. If completed successfully, the team will be awarded one point and the dog must then attempt an obstacle of choice. If the performance is faulted, no points will be awarded and the jump will be deemed to have been attempted and may not be reused. In this case, the dog may attempt a different unused red jump, or, if appropriate, start the closing sequence.
- Skip the selected red jump. If the jump is skipped, no points will be awarded and the jump will be deemed to have been attempted and may not be reused. In this case, the dog may attempt a different unused red jump, or, if appropriate, start the closing sequence. If at any subsequent time in the opening the dog takes this red jump, it will be dismissed for selecting the same red jump twice.

Example: A dog goes under the bar of an unused red jump. The red jump has now been selected to perform. The dog may perform the jump, in order to be awarded the point value, or may skip the jump entirely and continue the game. In either case, the red jump will be deemed to have been "attempted" and may not be reused. The dog may take another unused red jump or, if appropriate, begin the closing sequence.

### 3.8.2.3 - Combinations

A combination is a group of two or three obstacles that are to be performed in the order specified by the judge to earn the assigned point value. A combination may include an obstacle that is to be performed more than once. A combination may be either unidirectional, bidirectional, or multidirectional. The judge may specify that a combination be performed one way in the opening, and another way in the

closing. Any interaction with any element of a combination, as defined above, will be considered *selecting* that combination to perform.

- a. *Unidirectional Combinations*- The obstacles must be performed exactly as specified. For example A-B, but not B-A, A-B-C, but not C-B-A or B-A-C, and so on.
- b. *Bidirectional Combinations*- The obstacles must be performed exactly as specified, or in exactly the reverse order of flow. For example A-B-C or C-B-A (from the exit side of C, in flow), but not B-C-A, or B-A-C, and so on.
- c. *Multidirectional Combinations*- The obstacles may be performed in any order, from any direction.

The dog will not be considered to have *attempted* a combination that has been designated as unidirectional or bidirectional until it has performed the first element of the combination in the correct direction. For example, if the judge has designated 6 A-B-C as a unidirectional combo, and the dog performed the A element backwards, or the B or C element first, the dog may still go on attempt the combination from the A element forwards for points. In this case the dog should not be dismissed for performing two obstacles of choice back-to-back (i.e. out of Snooker order).

This is NOT true for a **multidirectional** combination; if a dog repeats any element of a multidirectional combination that is not required by the flow of the combination, it should be dismissed, as it has been considered to have attempted two obstacles of choice back-to-back.

### 3.8.3 – General Snooker Rules

The rules described in this section apply to all performance levels and all categories. Provisions specific to each performance level are found in the appropriate sections below.

#### 3.8.3.1 - Opening Sequence Rules

The opening sequence and the clock are started when the dog crosses the Judge's prescribed starting line. Dogs must cross the start line before point accumulation may begin. The dog and handler team accumulate points, which the judge will call out, with every obstacle completed correctly and in the proper order. In the opening sequence, all Standard class faults for that level shall apply, with the exception that refusals are not faulted on any obstacles at any level. Any obstacle taken out of sequence, as defined below, shall result in the cessation of scoring.

The Ideal Snooker Sequence:

Red - Obstacle of Choice → Different Red - Obstacle of Choice → Different Red - Obstacle of Choice →  
{Optional Different Red - Obstacle of choice →} Closing Sequence 2-3-4-5-6-7 → Finish Point

The opening sequence consists of performing red/obstacle of choice pairs until a minimum of three (3) pairs have been attempted. At that point, the opening sequence is considered complete. The handler may elect, at their discretion, to attempt a fourth red/obstacle of choice pair (if four red jumps are available), or to move directly to the closing sequence.

Each red jump may be performed only once. Red jumps may be taken from either direction, and in any order. Red jumps must be performed **successfully** before an obstacle of choice may be attempted. A red jump will be considered selected to perform if the dog jumps over or through the wing or other support structure, or runs under the bar. If a bar was displaced by this action, then this red jump is considered attempted, and the dog must either attempt another red jump, or start the closing sequence (if the opening sequence has been completed, or if no more red jumps are available on course).

If a red jump is faulted, the dog must attempt and successfully complete a different red jump *that has not already been performed* before selecting another obstacle of choice. If a red jump is performed successfully, an obstacle of choice must be attempted before the next red is attempted. No points will be awarded if red jump or an obstacle of choice is faulted, but the game continues.

Obstacles of choice may be taken multiple times during the opening sequence. At no time will knocked bars or displaced breakaway tires be reset, so re-attempting an obstacle of choice with a knocked bar cannot earn points, but will be considered an attempt, and the run may continue.

Obstacles of choice may be performed from any direction, with the exception of unidirectional obstacles (e.g., the ascending spread jump), or any obstacles or combinations for which the judge has specified a direction of performance. All obstacles in a combination must be completed fault-free in the designated order to earn the assigned point value. If a dog refuses an obstacle of choice, the handler may direct the dog to reattempt from any direction without penalty, except for unidirectional obstacles, or obstacles/combinations for which the judge has specified a direction of performance: These obstacles may only be reattempted from the designated direction. If an obstacle of choice is faulted, the dog must then perform an unused red jump and either continue with the Snooker sequence, or move to the closing sequence if at least three (3) red jump/obstacle of choice pairs have already been attempted.

During the opening sequence, the game shall end and judging shall cease if:

- The same red jump is taken more than once.
- A red jump is performed successfully and then is followed immediately by another red jump.
- A red jump is faulted and then is followed immediately by an obstacle of choice.
- Two (2) obstacles of choice are selected back-to-back.
- Time expires.

Once judging ceases, the dog should proceed to the finish line/jump or end point to stop the clock. Points awarded are retained.

### 3.8.3.2 - Closing Sequence Rules

The handler may not start the closing sequence until they have attempted at least three reds.

If the handler does not attempt at least 3 red jumps before starting the closing sequence, judging shall cease at the first obstacle of the closing sequence. If the dog does not attempt an obstacle of choice after the final opening red, but instead goes directly to the closing sequence, judging shall cease.

In the closing sequence, all Standard class faults for that level shall generally be applied. The closing sequence must be performed in numerical order, fault-free, as defined for each level. Judging shall cease if:

- An obstacle is faulted - the Judge shall signal by blowing their whistle.
- The sequence is broken (i.e. an obstacle is done out of numerical order) - the Judge shall signal by blowing their whistle.
- Time expires - the Timer shall signal with a horn or whistle.

At no time will knocked bars or a displaced breakaway tire be reset, so judging shall also cease when the dog reaches an obstacle in the closing sequence that been displaced during the opening sequence.

Once judging ceases and the run is ended (either by the Judge blowing a whistle for faults or by the Timer sounding a signal/whistle for time expiry), the dog and handler must immediately go to the finish point or cross the finish line/jump to stop the clock. The Timer must continue to time the dog until it reaches the finish point/finish line/jump, even if the allotted time has been exceeded.

### 3.8.3.3 - Other Snooker Rules

If, at any time during the opening, the handler gently touches the dog or the equipment, intending to encourage, gently direct or reward the dog physically, the judge will call to the scribe "FEO" and the run will instantly become an FEO run. The team may no longer qualify or earn placements, but the Judge will keep calling points, and the team may continue the run until they complete the closing sequence, are whistled off for faulting, or time expires. *If the handler touches the dog or the equipment in the closing, the run shall end, and the team shall retain the points earned.*

If the handler touches the dog **after** the final obstacle has been completed, or **after** the team has been whistled off (i.e. after judging has ceased), but before crossing the finish line, no fault will be assessed, and all points earned will be retained.

If, at any time during the run, the handler maneuvers through, goes over, or under equipment, that action will be deemed "unsportsmanlike behaviour", and the Judge will dismiss the team, and instruct the Scribe to mark the score sheet with a D for dismissal, and zero points.

### 3.8.4 – Judging & Scoring

The Judge will call the points earned for each obstacle that is successfully completed beyond faulting. Judging shall stop when the dog has faulted, as described above, when the dog has finished the closing sequence, or when time expires. A whistle or horn will sound indicating that judging has ceased, and the dog and handler should proceed directly to the finish point to stop the clock. The dog will receive points for any obstacle performed successfully beyond faulting before the time has expired; the dog does **not** have to cross the finish line before time expires to retain the points earned.

The Timer must continue to time the dog until it reaches the finish point, even if the allotted time has been exceeded. If the dog does not go to the finish point or cross the finish line, no time will be recorded and the dog will receive "NT" (No Time) on the scribe sheet and in the results' time column. This does not affect the dog's score and it may still qualify.

The maximum possible score is 51 points if there are three red jumps on the course, or 59 points if there are four red jumps. To receive a qualifying score, the dog must accumulate the required minimum number of points for the dog's level, division, and category during the time allowed. *It is not necessary to complete the closing sequence to qualify.*

**Table 3.8.4 – Points Required for a Qualifying Score in Snooker, by Level, Division and Category**

Performance Level	Time Allowed	Category			
		Regular & Special		Veteran & Junior Handler	
		Open & Medium	Mini	Open & Medium	Mini
<b>Starters</b>	60 sec.	37 points	35 points	32 points	30 points
<b>Advanced</b>	60 sec.	37 points	35 points	32 points	30 points
<b>Masters</b>	55 sec	40 points	38 points	34 points	32 points

The dog that accumulates the highest number of points shall be declared the winner. In the event that two (2) or more dogs in the same category and division are tied in number of points, the dog that reaches the finish point in the least time shall be declared the winner. If two dogs are tied in point, but only one of the dogs has a time recorded, that dog shall be declared the winner.

### 3.8.5 – Starters Snooker Class

**Eligibility:** The Starters Snooker class is open to all dogs that have not earned two (2) qualifying scores in this class under two (2) different Judges.

**Rules:** This class shall be run in accordance with the general Snooker rules and regulations, as previously described, with the following additions:

- All dogs shall be allowed 60 seconds on course to earn as many points as possible.
- In the opening sequence, all Starters Standard class faults shall apply except that refusals shall not be faulted on any obstacle.
- In the opening sequence, if the dog refuses the weaves, the handler may direct the dog to retry from either direction. If the dog pops out or skips poles, the weaves may be reattempted without penalty from either end, or from where the dog popped out. Back weaving will not be faulted.
- In the closing sequence, all Starters Standard faults shall apply, except that refusals shall not be faulted on any obstacle. The dog and handler team will be dismissed for any fault, excluding refusals. Points earned shall be retained.

**Table 3.8.5 - Starters Snooker Obstacle Values**

Point Value	Allowed Obstacle Choices
1 Point	Single jump only, winged or non-winged (three <b>or</b> four on course)
2 Points	Single jump <b>or</b> spread jump <b>or</b> tunnel <b>or</b> tire, <b>or</b> wall/panel jump
3 Points	Single jump <b>or</b> spread jump <b>or</b> tunnel <b>or</b> tire, <b>or</b> wall/panel jump <b>or</b> 2 obstacle combo
4 Points	Spread jump <b>or</b> tunnel <b>or</b> tire <b>or</b> wall/panel jump <b>or</b> 2 obstacle combo <b>or</b> contact <b>or</b> 6 weaves
5 Points	2 obstacle combo <b>or</b> contact <b>or</b> 6 weaves
6 Points	2-3 obstacle combo <b>or</b> contact <b>or</b> 12 weaves
7 Points	3 obstacle combo <b>or</b> contact <b>or</b> 12 weaves

**Scoring:** In Starters Snooker, a Regular or Special category dog must earn thirty-seven (37) points (35 for mini division dogs) and a Veteran or Junior Handler category dog must earn thirty-two (32) points (30 for mini division dogs) within the time allotted to qualify.

A dog must earn two (2) qualifying scores under two (2) different Judges, in order to move up to the Advanced Snooker Class.

### 3.8.6 – Advanced Snooker Class

**Eligibility:** The Advanced Snooker class is open to all dogs that have earned two (2) qualifying scores under two (2) different Judges in Starters Snooker but have not earned three (3) qualifying scores under at least two (2) different Judges in this class.

**Rules:** This class shall be run in accordance with the general Snooker rules and regulations, as previously described, with the following additions:

- All dogs shall be allowed 60 seconds on course to earn as many points as possible.
- In the opening sequence, all Advanced Standard faults shall apply, except that refusals shall not be faulted, including on obstacles in combinations.
- In the opening sequence, if the dog refuses the weaves, the handler may direct the dog to retry from either direction . If the dog pops out or skips poles, the weaves may be reattempted without penalty from either end, or from where the dog popped out. Back weaving will not be faulted.
- In the closing sequence, all Advanced Standard faults shall apply, and the dog and handler team will be dismissed for any fault, including refusals. Points earned shall be retained.

**Table 3.8.6 - Advanced Snooker Obstacle Values**

Point Value	Allowed Obstacle Choices
1 Point	Single jump only, winged or non-winged (three <b>or</b> four on course)
2 Points	Single jump <b>or</b> spread jump <b>or</b> tunnel <b>or</b> tire <b>or</b> wall/panel jump
3 Points	Single jump <b>or</b> spread jump <b>or</b> tunnel <b>or</b> tire <b>or</b> wall/panel jump <b>or</b> 2 obstacle combo
4 Points	Spread jump <b>or</b> tunnel <b>or</b> tire <b>or</b> wall/panel jump <b>or</b> 2 obstacle combo <b>or</b> contact <b>or</b> 6 weaves
5 Points	3 obstacle combo <b>or</b> contact <b>or</b> 6 weaves
6 Points	3 obstacle combo <b>or</b> contact <b>or</b> 12 weaves
7 Points	3 obstacle combo <b>or</b> contact <b>or</b> 12 weaves

**Scoring:** In Advanced Snooker, a Regular or Special category dog must earn thirty-seven (37) points (35 for mini division dogs) and a Veteran or Junior Handler category dog must earn thirty-two (32) points (30 for mini division dogs) within the time allotted to qualify.

A dog must earn three (3) qualifying scores under at least two (2) different Judges, in order to move up to the Masters Snooker Class.

### 3.8.7 – Masters Snooker Class

**Eligibility:** The Masters Snooker class is open to all dogs that have received three (3) qualifying scores under two (2) different Judges in the Advanced Snooker class.

**Rules:** This class shall be run in accordance with the general Snooker rules and regulations, as previously described, with the following

additions:

- All dogs shall be allowed 55 seconds on course to earn as many points as possible.
- In the opening sequence, all Masters Standard faults shall apply, except that refusals shall not be faulted, including on obstacles in combinations.
- *Masters Snooker weave pole performance*: During the opening sequence, the dog is required to execute the weave poles as per the Masters performance standards set out in Section 5.2, except that refusals shall not be faulted. Once the dog has entered the poles correctly, the usual weave pole faults will apply, with the following modifications:
  - If the dog misses a pole and is taken back to the **exact** point of exit to resume the line of poles, this is considered an unsuccessful attempt and no points will be awarded, but the dog may go on.
  - If the dog misses a pole and is taken back to re-start (from either direction), this is considered taking a second obstacle of choice back to back, and the Judge shall blow the whistle and judging shall cease.
- In the closing sequence, all Masters Standard faults shall apply, and the dog and handler team will be dismissed for any fault, including refusals. Points earned shall be retained.

**Table 3.8.7 - Master Snooker Obstacle Values**

Point Value	Allowed Obstacle Choices
1 Point	Single jump only, winged or non-winged (three <b>or</b> four on course)
2-7 Points	Any obstacle, any combination

**Scoring:** In Masters Snooker, a Regular or Special category dog must earn forty (40) points (38 for mini division dogs) and a Veteran or Junior Handler category dog must earn thirty-four (34) points (32 for mini division dogs) within the time allotted to qualify.

A dog must earn four (4) qualifying scores under at least two (2) different judges, in order to obtain the Masters Snooker Dog of Canada (MSDC) title. *The MSDC title is a required component of the ATChC title.*

### 3.9 – STEEPLECHASE

**The object** of the Steeplechase Class is to demonstrate the dog's ability to run and jump at high speeds while still maintaining control on the A-Frame and in the weave poles. The dog is required to perform each obstacle at the handler's direction in the sequence indicated by the judge. The Standard Course time (SCT) will be set in accordance with Section 2.9

**Eligibility:** Steeplechase is a *single level class*. The Steeplechase class is open to all dogs eligible to compete in other AAC qualifying events at any performance level, and in any category.

**Required Obstacles:** The course shall consist of a minimum of eighteen (18) and a maximum of twenty (20) obstacles, including the following:

Required Obstacles:

- Six (6) individual single jumps
- One (1) tunnel
- A-frame
- Twelve (12) weave poles, which can be one set of 12 poles, or 1-2 sets of 6 poles.

Optional obstacles:

- Tire
- Spread jumps
- Wall jump
- Panel Jump

Prohibited obstacles:

- Teeter
- Dogwalk
- Decoy obstacles

**Note:** If a club has two A-frames (or two sets of 12 weave poles), they may both be used on course, within the limits set forth below.

The Steeplechase course design shall require that either twelve (12) Weave poles or the A-Frame be performed twice. For example, the A-frame used twice plus twelve poles, or the A-frame used once plus twenty-four (24) weave poles. There can be no more than two (2) weave entries per course.

**Rules and Scoring:** Steeplechase is a time plus faults event. Faults are scored as follows:

- Refusals are not faulted.
- Weave poles are judged at the Starters level, i.e. refusals are not faulted and there are no faults for popping poles.
- Knocked bars are faulted five (5) faults per occurrence.
- Missed contacts are faulted five (5) faults per occurrence.

- Wrong-courses, including back-weaving, are faulted twenty (20) faults per occurrence.
- Non-Completion will result in elimination.
- Thirty (30) faults (time + course faults) will result in elimination.

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

A dog must earn ten (10) qualifying scores under at least two (2) different Judges, to be awarded the Masters Steeplechase Dog of Canada (MSCDC) title.

### 3.10 – TEAM RELAY

**The object** of this game is to demonstrate team spirit, strategy and sportsmanship, as well as a dog's acceptance of another dog performing in the ring. A relay team consists of two (2) dogs, each with a different handler, i.e. two (2) dog and handler teams. During their run, team partners are permitted to offer verbal assistance and encouragement to one another without penalty, as this is consistent with the object of the game

**Eligibility:** Team Relay is a *single level class*. The Team Relay class is open to all dogs eligible to compete in other AAC qualifying events at any performance level and in any category. Dogs need not be competing in the same level or category to pair in Team Relay. Team Relay class rules, regulations, and course design guidelines are as defined for the Masters Standard class

**Method of Play:** This class requires that each handler and dog team run one section of the course. The course layout includes two exchange boxes, clearly marked on the ground and labeled A and B. The run begins with the second dog (Dog B) and handler team in Box B, where they must remain during the first team's run. The first dog (Dog A) starts the timer by crossing the Judge's prescribed starting line (Dog A does NOT need to start from Box A unless the Judge so directs), completes its part of the course and then **both** Dog A and Handler A enter Box A, where they must remain during the second dog's run. Handlers are permitted to signal verbally or physically to indicate when they are in their box.

Once the handler and dog from Team A are both in Box A, Dog B and the Handler B can begin their run from Box B, complete the second part of the course, and cross the Judge's prescribed finish line to stop the clock. It is permitted for the dogs to be on leash, or in the handler's arms, while within their respective exchange boxes, but dogs must not be carried out of Box B or led out of Box B on leash to start their part of the course.

In consultation with their team partners, handlers shall choose which half of the course they will run. It is the responsibility of the handlers to notify the gate steward of their choice immediately after walking the course, so that the bars can be set accordingly.

**Required Obstacles and Course Design Guidelines:** There shall be a maximum of twenty-four (24) obstacles and a minimum of twelve (12) obstacles used, with each dog on the team running between ten (10) and twelve (12) obstacles, set at the appropriate jump height for each dog. Only obstacles approved for Special, Veteran and Junior Handler categories may be included, i.e. no spread or broad jumps shall be used, and if an A-frame is included, it shall be set at the Special/Veteran categories' height of 5'0" for all dogs, irrespective of a dog's current category. Decoy obstacles are not permitted.

Course design shall be such that no jump or tire will be common to all team members. This is to meet the requirement that each dog on a team must jump its own jump height. The Team Relay course as a whole shall require at least two (2) contact obstacle performances, and at least one dog must do a minimum of twelve (12) weave poles. There shall be a maximum of 24 weave poles in the course, and no more than two weave entries per side.

The course shall include two (2) exchange boxes, a minimum of 10 feet apart, clearly marked on the ground and labeled A and B. These areas shall not be counted as obstacles.

**Calculating Standard Course Time:** The standard course time (SCT) shall be set in accordance with the times as shown in Section 2.9. For the purposes of Team Relay only, Mini and Medium dogs will be combined to become the *Small Dog Division*. Teams with at least one open dog will be designated the *Large Dog Division*.

A team consisting of at least one (1) open dog shall compete in the Larger Dog division, under Open SCT, as if all dogs are in the open division. A team consisting entirely of medium and/or mini division dogs shall compete in the Small Dog division and the SCT shall be set for the medium division. The time allotted must also be increased by ten percent (10%) for each Veteran or Junior Handler category dog on the team, as per Section 2.9.

The Judge shall measure the distance of each side of the Team course separately, adding them together to determine the total course distance used to calculate SCT. The judge shall begin measuring the first side of the course, starting with the designated start line and finishing with the point at which the dog will reasonably be expected to enter Box A. No distance is to be measured within Boxes A or B, or between the exchange boxes. The second side of the course is measured, starting with the point at which the second dog will reasonably be expected to



exit Box B and finishing with the designated finish line. Three (3) seconds is to be added to the calculated SCT to allow for team members to safely enter/exit their respective boxes.

The clock is started when the first dog crosses the Judge's prescribed starting line and stopped when the second dog crosses the Judge's prescribed finish line. The first dog and handler team will finish their part of the run by entering Box A and the second dog and handler team will begin their run from within Box B.

**Table 3.10A- Team Relay SCT Calculations, by Division and by Category**

Team Relay Time Calculations, by Division and Category		Dog A			
		Large* Reg/Spec	Large Vet/JH	Small** Reg/Spec	Small Vet/JH
Dog B	Large Regular/Special	Large Open SCT	Large Mixed Open + 10%	Large Open	Large Mixed Open + 10%
	Large Veteran/JH	Large Mixed Open + 10%	Large Vet Open Vet SCT	Large Mixed Open + 10%	Large Vet Open Vet SCT
	Small Regular/Special	Large Open	Large Mixed Open + 10%	Small Medium SCT	Small Mixed Medium + 10%
	Small Veteran/JH	Large Mixed Open + 10%	Large Vet Open Vet SCT	Small Mixed Medium + 10%	Small Vet Medium Vet SCT

\* Large Team = **Open Division** = 20" and 24" Regular, 16" and 20" Special/Vet, 12" and 16" DDVet

\*\* Small Team = = 8", 12" and 16" Regular, 4" 8" and 12" Special/Vet, 4" and 8" DDVet

**Rules and Scoring:** This class shall be run in accordance with the rules, regulations, and course design guidelines as defined for the Masters Standard class except where otherwise specified, and faults shall be marked as in the Masters Standard class,

Team Relay is a time plus faults event. Course faults accumulated by each dog are added to determine the total number of course faults per team. There is no maximum fault limit imposed, but teams are subject to elimination faults as per Masters rules. If one (1) member of the team is eliminated, the entire team is eliminated. Three (3) refusals *per team* will result in elimination. If Dog A is eliminated or dismissed, Dog B shall still be allowed to run, even though they cannot qualify.

A single time shall be measured and recorded for the team and the time faults (if any) shall be added to the course faults to determine the total team faults. Faults particular to Team Relay are as follows:

**Table 3.10B – Faults Unique to Team Relay**

Action	Fault
Dog from one team entering the designated exchange box of the other team at any time during the run	20 Faults
Dog B or Handler B not in their designated exchange box when Dog A starts/runs	10 Faults
Dog A or Handler A not in their designated exchange box when Dog B and Handler B leaves Box B/runs	10 Faults

Handler B cannot leash, touch or carry their dog on the way to the first obstacle of their side of the course once the dog has left the box (all 4 feet). If Handler B does any of these, then faults will be applied as follows:

- 5 faults for every time the handler B touches their dog or
- Elimination for leashing or carrying the dog out of the Box B

In order to earn a qualifying score, the two dogs must complete the course with a combined time-plus-faults score **equal to or less than** the SCT as determined by the judge. The team with the fewest accumulated faults (course and time faults) shall be declared the winner. In the event that teams are tied in faults, then the team with the fastest course time shall be declared the winner.

If there are an odd number of dogs entered, then and **only** then, may a dog that has already run, run a second time in order to partner-up with the odd numbered dog and handler, allowing the unmatched dog to be eligible to a Team Relay qualifying score. The dog that runs a second time must run a different section of the course than it ran previously, and it is not eligible to qualify on its second run.

A dog must earn four (4) qualifying scores under at least two (2) different Judges, to be awarded the Masters Team Relay Dog of Canada (MTRDC) title.

# CHAPTER 4 - JUNIOR HANDLERS PROGRAM

## 4.1 – Philosophy & General Regulations

The Junior Handler Program is open to all youths up to and including seventeen (17) years of age as of Jan 1<sup>st</sup> of the current year. The Board of Directors of AAC may use their discretion to extend this upper age limit in certain individual cases.

The Junior Handler program is designed to:

- a. Encourage youth enjoyment of the sport of agility as a fun family event.
- b. Encourage youth to train and compete with their dog(s) in the sport of agility.

Junior Handlers are encouraged to progress through performance levels designed to showcase their achievements in handling their dogs.

## 4.2 – Registration

Each Junior Handler must pay a one-time fee and will be assigned a Junior Handler Identification Number, similar to the standard Dog Identification Number. This is for the purpose of tracking the handler's achievements. All dogs participating in the Junior Handlers Program must also have a valid AAC Dog ID number. The Junior ID Application form and appropriate fee is to be mailed to the Trial Approval Coordinator.

## 4.3 – Eligibility

The Junior Handler Program is open to all youths 17 years and under. Youths and dogs may compete without regard to their performance levels in the normal AAC agility class framework or to their accomplishments in any other venue. A Junior Handler may handle a different dog from one course to the next. The dog may or may not be owned by the Junior Handler. *Any dog entered with a Junior Handler may not run the same course twice.*

Junior Handlers that choose to run a dog in accordance with the Junior Handler rules and regulations as defined in section 4.8 will be subject to Veteran obstacle, time and point requirements. There will be no spreads and the A-Frame will be set at five feet (5'0"). The dog **MUST** jump one height lower than its Regular jump height, and may jump one height lower than its actual competition height if currently competing in the Special or Veteran Category.

Junior Handlers may run and earn qualifying scores (JHQs) in all classes, including games, and may accumulate JHQs with different dogs for the purpose of earning Junior Handler titles. Junior Handlers can only run one dog per course under their JH ID number for a Junior Handler qualifier. A Junior Handler may still run more than one dog in any course under the dogs' respective ID number(s), just as all other handlers under the usual rules.

Trial registration forms must be signed by a parent or legal guardian for competitors under 18 years of age.

## 4.4 – Class Descriptions & Titles

Class descriptions and performance levels for the Junior Handler category are as described in Chapter 3. Each class will be judged in accordance with the specific rules applying to that class and level, except as noted below in Section 4.5- General Rules.

In order to encourage youth participation, and to allow a youth to gain added experience when teamed with less experienced dogs, a Junior handler is not required to move up to the next performance level once they satisfy the requirements for a title, but they are only eligible to earn each title once at each performance level.

Further, a Junior Handler may enter the Junior Handler program at any level that both they and their parent/guardian and owner of the dog feel is appropriate. For example: if a youth has attained qualifying scores handling that dog at a higher performance level under regular rules, and wishes to run under Junior Handler Rules at that level, they may do so. Junior Handler titles and awards will then be earned from the Junior's level of entry into the program onward.

The Junior Handler program has three (3) performance levels: Starters, Advanced and Masters. Agility certification shall be tested on multiple levels resulting in the award of separate titles upon fulfillment of the minimum requirements for each as described below. Note that these are certificates of accomplishment presented to the handlers and not titles conferred upon the dog(s).

### 4.4.1 Starters Junior Titles

**Starters Junior Handler of Canada (SJHC)** - A Junior Handler must achieve three (3) clear rounds (no course faults or time faults) under at least two (2) different judges in the Starters Standard Class at one or more sanctioned AAC trials conducted pursuant to these rules and regulations. The Starters Junior Handler of Canada title certifies that the Junior Handler has demonstrated her/his agility handling skills through the successful performance of the minimum standards permitted in agility.

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

#### 4.4.2 Advanced Junior Titles

**Advanced Junior Handler of Canada (AJHC)** - A Junior Handler must achieve three (3) clear rounds (no course faults or time faults) under at least two (2) different judges in the Advanced Standard Class at one or more sanctioned AAC trials conducted pursuant to these rules and regulations. The Advanced Junior Handler of Canada title certifies that the Junior Handler has demonstrated her/his agility handling skills through the successful performance above the minimum standards permitted in agility.

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

#### 4.4.3 Masters Junior Titles

**Masters Junior Handler of Canada (MJHC)** - A Junior Handler must achieve three (3) clear rounds under at least two (2) different judges in the Master Standard Class at one or more sanctioned AAC trials conducted pursuant to these rules and regulations. The Masters Junior Handler of Canada title certifies that the Junior Handler has demonstrated a high degree of her/his agility handling skills with further emphasis on handler control, speed and consistency of performance above the Advanced standard.

**Challenge Junior Handler of Canada (CCJHC)** - A Junior Handler must successfully complete the requirements for the Challenge Class five (5) times under at least two (2) different judges to achieve this title. Please note that only Junior Handlers who are eligible to run in Masters Standard class may enter Challenge.

**Masters Gamblers Junior Handler of Canada (MGJHC)** - A Junior Handler must successfully complete the requirements for the Masters Gambler class four (4) times, under at least two (2) different judges to achieve this title.

**Masters Jumpers Junior Handler of Canada (MJJHC)** - A Junior Handler must successfully complete the requirements for the Masters Jumpers Class four (4) times under at least two (2) different judges to achieve this title.

**Masters Snooker Junior Handler of Canada (MSJHC)** - A Junior Handler must successfully complete the requirements for the Masters Snooker Class four (4) times under at least two (2) different judges to achieve this title.

**Steeplechase Junior Handler of Canada (SCJHC)** - A Junior Handler must successfully complete the requirements for the Steeplechase Class five (5) times under at least two (2) different judges to achieve this title.

**Team Relay Junior Handler of Canada (TRJHC)** - A Junior Handler must successfully complete the requirements for the Team Relay Class four (4) times under at least two (2) different judges to achieve this title.

**Champion Junior Handler of Canada** - This title is awarded to a Junior Handler who has achieved the Masters Junior Handler of Canada, Masters Gamblers Junior Handler, Masters Jumpers Junior Handler and Masters Snooker Junior Handler titles.

Junior Handlers may also earn Junior Post-ATChC, Expert, and Versatility titles, as outlined in Section 3.1 for the other categories.

### 4.5 – General Rules

The following applies to all Junior Handlers running under Junior Handler Rules:

- Dogs MUST jump one (1) height lower than their Regular competition height or, at the handler's/owner's discretion, may drop one extra jump height lower than the dog's actual competition jump height, if the dog is currently running in the Specials or Veteran Category.
- There will be no spreads, the A-Frame will be set at five feet (5'0") and the course times and points will be the same as for the Veteran category in that class and performance level.
- Within the limits described herein, in all decisions concerning the dog's jump height or category entry, the parent/guardian's decision shall take precedence.
- Entry forms shall be signed by the junior's parent/guardian.
- The Gate Stewards MUST inform the Judge if the dog/handler is to be judged under JH rules.

Junior Handlers will run the same course under the same judge for each class and performance level as the other categories.

Faults for the AAC Junior Handlers shall be the same as those described in the AAC Rules and Regulations for each class and performance level, except as specifically noted below:

- In the event that there are three (3) unsuccessful attempts at an obstacle, the Judge shall direct the handler to go on to the next obstacle. A twenty (20) fault non-completion penalty shall be assessed for all levels.
- At the Starters and Advanced levels, non-completion penalties shall apply, except that cumulative non-completions shall not result in elimination.
- At the Starters and Advanced levels, refusals shall not be faulted on any obstacles.
- At the Starters and Advanced levels, accidental touching of the dog shall not be faulted.
- At the Starters and Advanced levels, accidental touching of the equipment shall not be faulted.
- At the Starters level, obstacle repetition shall be faulted as an off course.
- At the Starters level, a ten (10) fault penalty shall be assessed if the parent/guardian enters the ring or offers assistance from outside the ring. Only one (1) such 10-fault penalty shall be assessed per run.
- In the opening period of Starters Gamblers and Snooker, outside parental/guardian assistance shall result in an FEO call.
- At the Advanced and Master level, an elimination penalty shall be assessed if the parent/guardian enters the ring or offers assistance from outside the ring. In Team Relay, such outside assistance shall result in the elimination of the entire team, even if the other handler is not a Junior Handler.
- In Starters and Advanced Gamblers and Snooker, gentle touching of the dog will not result in an FEO call.
- In the Challenge Class, obstacle repetition shall be faulted with an elimination penalty.

## 4.6 – Judges

Junior Handlers will be judged by the same Judge who officiates the non-junior portion of the corresponding class. At the Judge's discretion, a separate briefing may be held for Junior Handlers who are running under Junior Handler Rules.

## 4.7 – Prizes & Awards

Each qualifying handler shall receive the same red and white qualifying ribbon/rosette as is presented for qualifying scores in other classes. Junior Handlers classes running under Junior Handler rules shall be considered a separate category for the purposes of determining placements. At the discretion of the host club, all Junior Handlers may be presented with some form of participation ribbon or prize.

## 4.8 – Trial Results

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

# CHAPTER 5 - OBSTACLE PERFORMANCE STANDARD

## 5.1 - General Comments

The following shall apply to all obstacles:

- Unless specifically indicated under the section for each obstacle, or under the description for a specific class or level, all penalties outlined in Section 2.10, Course Handling and General Faults, will be applied to each obstacle.
- Equipment must be secured against high winds and to prevent rolling or twisting, but staking of jump standards is NOT allowed. If needed, jump standards may be stabilized with a small sandbag or other soft, displaceable weight, positioned so as not to interfere with the dog's path.
- Obstacle jump heights, spans, etc., shall be those shown in Table C2.8 in Appendix C.
- Any obstacle not completed shall be assessed twenty (20) faults.
- The handler touching any obstacle shall be assessed five (5) faults. The handler may wave their hand(s) over any obstacle or through the line of the weave poles without penalty, as long as no contact is made.
- Intentionally touching the dog shall be assessed a minimum of five (5) faults, up to dismissal, unless the handler is checking the dog after a fall.
- Blocking of the dog by the handler positioning themselves to impede the dog's path, resulting in ANY contact, shall be assessed five (5) faults.
- If the dog takes any obstacle out of sequence, it shall be assessed a wrong course penalty.
- If the dog takes any obstacle in the wrong direction, it shall be assessed a wrong course penalty.
- A dog that runs past the last obstacle will be assessed a non-completion penalty unless they return to retry.
- A dog that has performed an obstacle shall not be assessed a non-completion penalty. See below for definitions of performed, for each obstacle. **Note: Handlers are expected to determine whether an obstacle has been performed or not and act accordingly.**

### 5.1.1 The Refusal Plane

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

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

### 5.1.2 Starters Performance Faults

In addition to the faults listed in Section 5.1, the following shall apply to all obstacles in Starters classes, except where otherwise specified in games classes:

- Refusals shall be faulted on all obstacles except the contacts and weave poles.
- One (1) wrong course shall be faulted per obstacle; judging ceases until the dog has returned to the correct course unless, in the opinion of the judge, the handler does not intend to return to the missed obstacle.
- Three (3) non-completions shall result in elimination.

### 5.1.3 Advanced Performance Faults

In addition to the faults listed in Section 5.1, the following shall apply to all obstacles in Advanced classes, except where otherwise specified in games classes:

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

### 5.1.4 Masters Performance Faults

In addition to the faults listed in Section 5.1, the following shall apply to all obstacles in Masters classes, including Team Relay, except where otherwise specified in games classes:

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

## 5.2 - Weave Poles

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

### 5.2.1 - General Faults

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

### 5.2.2 - Starters Weave Pole Performance

- No faults will be assessed for incorrect entries.
- The dog must complete the poles correctly before going on to the next obstacle in sequence, or it will incur a non-completion penalty, unless brought back to retry.

### 5.2.3 - Advanced Weave Pole Performance

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

### 5.2.4- Masters Weave Pole Performance

- Until the weaves are entered correctly, every wrong entry will be faulted. If the wrong entry is followed by a retry, it will be faulted as a refusal. If the dog does not retry, it will incur a non-completion penalty. Once the dog has made a correct entry, no additional refusal faults will be called.
- The dog must perform all the poles correctly before going to the next obstacle in sequence, or it will incur a non-completion penalty. Missing a pole and continuing constitutes non-completion.
- Once a dog has correctly entered the weaves, a five (5) fault penalty shall be assessed each time the dog leaves the weaves and is taken back to retry at any point of entry, including: a) skipping a pole and being brought back to retry; or, b) overshooting a pole and having to back up with their rear feet to position themselves to continue correctly.
- Leaving the poles does not automatically incur 5-faults. What the dog does after leaving the poles determines the fault: a non-completion will be faulted if the dog does not retry the weaves but goes to the next obstacle in sequence; any other act of leaving the weaves and retrying will incur 5-faults.  
*Note: a dog who "weaves wide" but does not have backward motion of their rear feet against the flow and does not miss any poles shall not be faulted.*
- In Masters Snooker, during the opening, if the dog pops out of the poles after a correct entry, the obstacle is considered to have been performed unsuccessfully, and no points will be earned for the performance:
  - If the dog is then taken back to the exact point of exit to resume the line of poles, no points will be awarded, but the dog may go on.
  - If the dog is then taken back to re-start from either direction, this is considered taking a second obstacle of choice back to back, and scoring shall cease.

## 5.3 – Contact Obstacles

The dog must ascend all contact obstacles in the direction designated by the judge, and descend touching the down contact zone with at least one (1) paw or part thereof.

### 5.3.1 - General Faults

- If a contact obstacle has not been performed as defined below for each obstacle, the dog must repeat the obstacle or receive a non-completion penalty.
- A five (5) fault penalty will be assessed for each missed contact zone.
- If a dog runs under the ramp of a contact obstacle in the process of incurring a refusal on that obstacle, only the refusal penalty shall apply.
- If a dog runs under the ramp of a contact obstacle in the process of incurring a refusal *on a tunnel placed under that obstacle*, only

the refusal penalty shall apply.

- If a dog puts one (1) or more paws on the up or down ramp of any contact obstacle out of sequence, a wrong course penalty will be assessed.
- If a dog jumps off the **up** ramp after putting all four (4) paws on it, the dog may repeat or go on. If the dog repeats, it will incur a refusal penalty (Advanced and Masters classes only). If the dog goes on, it will incur a non-completion penalty.

### 5.3.2 A-Frame

- The dog must ascend the up ramp of the A-frame, in the direction designated by the Judge, go over the apex and descend the down panel, touching the contact zone on the down ramp with at least one (1) paw or part thereof.
- The A-frame shall be defined as having been performed when the dog has all four (4) paws on the correct down ramp.

### 5.3.3 Dog Walk

- The dog must ascend the up ramp of the dog walk, in the direction designated by the Judge, go across the horizontal plank and descend the down ramp, touching the contact zone on the down panel with at least one (1) paw or part thereof.
- The dog walk shall be defined as having been performed when the dog has all four (4) paws on the down panel or ramp.

### 5.3.4 Teeter (AKA “See-Saw”)

- The dog must ascend the ramp, continue past the mid-line of the teeter, cause the ramp to lower, and descend the down ramp (see definition of fly-off, below), and the dog must touch the down contact zone with at least one (1) paw or part thereof.
- This obstacle shall be defined as being performed when the dog has placed one or more paws past the mid-line of the teeter, *even if the plank has not started to tip*.

#### 5.3.4.1 Faults Specific to Teeter Performance

- If, after putting one or more paws on the plank, a dog jumps off before the mid-line, the dog may repeat or go on to another obstacle. If the dog repeats the teeter, it will incur a refusal fault (Advanced and Masters classes only). If the dog goes on to another obstacle, it will incur a non-completion fault.
- The up, or “safety”, contacts are judged only when the dog mounts the plank from the side. If the approach to the plank is straight and square (approximately +/- 30 degrees from the line of the plank), the judge shall not consider the up contact zone for the purpose of performance. On a side mount, the dog must touch the yellow contact zone or will be faulted for a missed contact (5 faults).
- If a dog exits the teeter after placing one or more paws past the mid-line, and has all four paws on the ground before the descent end of the plank touches the ground, a fly-off fault of ten (10) faults shall be incurred. The teeter will be considered performed, and the dog may not return to the teeter without incurring an Obstacle Repetition fault. Only the fly-off fault will be called if the dog misses the down contact in addition to the fly-off.
- The dog shall not be faulted for leaving the plank before the down plank has touched the ground provided that the plank touches the ground before all four of the dog’s paws touch the ground. If the dog does not exit the plank in a controlled fashion, the judge may call an unsafe execution fault.
- If a dog exits the teeter after the descent end of the plank touches the ground, but without touching the down contact with one paw or part thereof, a missed contact fault of five (5) faults shall be incurred.

## 5.4 – Flexible Tunnel

The dog enters the tunnel in the direction indicated by the Judge and exits at the other end of the tunnel. The flexible tunnel may be any shape except for an S-shape and must be stretched out to its full length when used.

The following faults shall apply:

- If a dog puts one (1) or more paws in the tunnel out of sequence, a wrong course penalty will be assessed. The dog shall not be faulted for putting its nose or head past the plane of the tunnel mouth, as long as no paw touches the tunnel, and the tunnel is not displaced from its original position.
- If a dog jumps over the tunnel, it will be assessed a wrong course penalty if the tunnel is not the next correct obstacle.
- If a dog places one (1) or more paws in the tunnel and then comes out, a refusal penalty will be assessed if the tunnel is the next correct obstacle on course. The dog may repeat. If it does not, it will receive a non-completion penalty.

## 5.5 – Tire Jump

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

The following faults shall apply:

- If the dog jumps through the space between the tire and the frame, or runs under the tire, it shall be assessed a refusal penalty (5 faults) if the tire is the next correct obstacle on course. The dog may repeat. If the dog does not repeat, a non-completion penalty shall be assessed.
- If the dog runs between the uprights of the tire frame and catches a breakaway or self-healing tire with his or her head, causing it to split, but without any effort to jump, a non-completion fault will be assessed unless the dog returns to retry, in which case, only the

refusal fault will be assessed.

- If the dog jumps through the tire in the wrong direction, it shall be assessed a wrong course penalty.
- If the dog runs under the tire in either direction, and the tire is NOT the next correct obstacle on course, it will be assessed five (5) faults (Dog Stepping On or Under Obstacles, see Section 2.10), not a wrong course penalty.

### 5.5.1 Breakaway & Self-Healing Tire Guidelines

A breakaway tire is defined as a tire with a section that displaces and cannot be reset without human intervention. A self-healing tire is defined as a tire with a section that displaces and resets by itself without human intervention.

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

## 5.6- Jumps

For single jumps, the panel jump, the double jump and the ascending spread/triple jump, the dog must jump over the top bar(s), between the uprights, in the direction designated by the judge.

The following faults shall apply:

- If the dog runs under the bar(s), or jumps at an angle such that the full spread is not cleared on the ascending spread, the double jump or the broad jump, a 5-fault refusal penalty will be assessed for each occurrence, if that jump is the next correct obstacle on course and the dog is brought back to repeat. If the dog is not brought back to repeat the obstacle correctly, a non-completion penalty shall be assessed.
- If the dog jumps over a wing, and that jump is the next correct obstacle on course, it shall be assessed a 5-fault refusal penalty if the dog is brought back to repeat. If the dog does not repeat, a non-completion penalty shall be assessed.
- If the dog knocks down any bar or panel on any jump in sequence, a 5-fault penalty shall be assessed.
- If a bar (or panel) is knocked down on a wrong course and not reset, no faults will be given for the knocked bar if the dog passes through the wings/standards in the correct direction when it is the correct obstacle to be taken, as long as no further bars (or panels) are displaced.

### 5.6.1 Wall Jump

The dog must jump over the wall, between the columns, in the direction designated by the judge. The wall jump is a bidirectional obstacle, and it is **not** removed/replaced for the Specials/Veteran/JH categories.

#### 5.6.1.1 Faults Specific to Wall Jump Performance

- If the dog knocks one or more of the top blocks to the ground, a five (5) fault penalty shall be assessed. The same fault shall apply if the dog knocks over one of the columns.
- If the dog runs through a viaduct hole, it shall be assessed a 5-fault penalty if the wall is the next correct obstacle on course. The dog may repeat. If the dog does not repeat, a non-completion penalty shall be assessed.
- No penalty will be assessed if the dog touches the top of the wall, but does not cause the displaceable blocks to hit the ground.

### 5.6.2 Broad Jump

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

#### 5.6.2.1 Faults Specific to Broad Jump Performance

- If the dog touches a board in the process of jumping, causing it to be displaced such that it moves and has to be reset, it will be assessed a 5-fault penalty.
- If the dog walks over the broad jump, or jumps the obstacle on an angle such that it enters or exits the side of the jump, a 5-fault refusal penalty will be assessed for each occurrence, if the dog then circles back and reapproaches the obstacle. If the dog is not brought back to reattempt the obstacle, a non-completion penalty shall be assessed.
- No penalty shall be assessed if the dog touches or displaces a marker pole during execution of the broad jump.



## APPENDIX A - SCORING SUMMARY

**THIS SUMMARY IS PROVIDED FOR CONVENIENCE ONLY.** In the case of dispute, or for more detailed explanations, refer to Section 2.10- Course Handling and General Faults, and to Chapter 5- Obstacle Performance Standards. Exceptions for Games classes are noted in Section A6, and Chapter 3, and for Junior Handlers in Chapter 4.

Where a range of faults is given, the penalty is at the Judge's discretion.

Unless otherwise noted, this scoring summary applies to all obstacles.

Unless otherwise noted, the listed faults shall apply to each occurrence of that fault.

**Table A1 - General Faults**

Action	Fault
Handler blocking dog (contact made)	5
Handler intentionally touching an obstacle	5
Handler intentionally touching the dog	5 faults → Dismissal
Handler jumping over/under an obstacle	5
Leaving exchange box early (Team Relay)- dog or handler	10
Entering wrong exchange box (Team Relay)- dog or handler	20
Dog carried out of box B or led out on leash (Team Relay)	Elimination
Unsafe execution	5 faults → Dismissal
Dog running out of control on course	Dismissal
Dog fouling in the ring	Dismissal
Exceeding maximum course time	Dismissal
Food, toys, or training devices (including timers) on course, <i>unless</i> run is "FEO with Toy"	Dismissal or "FEO"
Dog leaving the ring	Elimination
Obstacle Repetition (Standard, Jumpers, Steeplechase, Team Relay, Challenge)	E, then D at Open Reg. SCT
Lurking in Gamblers (see definition below)	Dismissal
Unsportsmanlike behaviour	5 faults → Dismissal
Dog wears improper collar or other item in the ring	Elimination
Outside assistance	Elimination
Delay of start	Timer starts time

**Table A2 - Obstacle Performance Faults**

Action	Fault
Displaced bar which needs to be reset (aka knocked bar). Includes wall jump "bricks".	5
Displaced section which needs to be reset on Broad Jump	5
Missed down contact zone (all contacts)	5
Missed up contact on the teeter- side mount	5
Missed up contact on the teeter- straight mount	No fault
Fly-off (teeter)	10
Dog pops out of weaves- Masters only	5
Running under contact/tire <i>not in flow</i>	5

**Table A3 - Refusals**

Action	Fault
Refusals-Starters (NOT called on contacts, or the weave poles)	5
Refusals- Advanced (called on all obstacles)	5
Refusals- Masters (called on all obstacles)	5
Three refusals in Advanced and Masters	Elimination
<b>Note 1:</b> In order to be faulted with a refusal, the dog must be brought back to retry/perform the obstacle. If not, the obstacle is deemed not completed, and the action shall be faulted as a non-completion rather than as a refusal.	
<b>Note 2:</b> Dogs that run under a contact obstacle or the tire, <i>while in the process of a refusal</i> at these obstacles shall only be faulted as for the refusal. If, in the process of incurring a refusal on a tunnel placed underneath a contact obstacle, the dog runs under the contact, only the refusal fault will be called.	

**Table A4 - Non-Completions**

Action	Fault
Non-Completion- Starters	20
Three Non-completions in Starters	Elimination
Non-Completion- Advanced	20
Two non-completions in Advanced	Elimination
Non-Completion- Masters (includes Steeplechase)	Elimination

**Table A5 - Wrong Courses**

Action	Fault
Wrong Course- Starters (only one per obstacle)	5
Wrong Course- Advanced (per occurrence)	5
Wrong Course- Steeplechase (per occurrence)	20
Wrong Course- Masters	Elimination

**Table A6 - Faults by Class**

Action	Class					
	Standard Jumper Team Relay	Steeplechase	Challenge	Snooker (Opening Sequence)	Gamblers (Opening Period)	Snooker (Closing) Gamblers (Final Gamble)
Refusal	S-Not faulted <sup>1</sup>	Not faulted	5 faults	Not faulted	Not faulted, except A/M mini-gambles <sup>2</sup>	S- Not faulted
	A- 5 faults					A- Whistled off <sup>3</sup>
	M-5 faults					M-Whistled off <sup>3</sup>
Knocked bar	5 faults	5 faults	5 faults	No points	No points	Whistled off
Missed Contact	5 faults	5 faults	5 faults	No points	No points	Whistled off
Fly-off (teeter)	10 faults	n/a	10 faults	No points	No points	Whistled off
Wrong Course	S/A- 5 faults <sup>4</sup> M-Elimination	20 faults	Elimination	Whistled off	n/a	Whistled off
Non-completion	S/A- 20 faults M-Elimination	Elimination	Elimination	No points	No points	Whistled off
Obstacle Repetition	Open SCT + Elimination	Open SCT + Elimination	Open SCT + Elimination	Whistled off	n/a	Whistled off
Handler stepping over/under/on/ through an obstacle	5 faults	5 faults	5 faults	Whistled off	Whistled off	Whistled off
Dog running under contacts, tire (not in flow of the course)	5 faults	5 faults	5 faults	Not faulted (obstacle selected)	Not faulted	Whistled off
Handler touching the dog/equipment	5 faults to Dismissal	5 faults to Dismissal	5 faults to Dismissal	"FEO run"	"FEO run"	Whistled off
Unsportsmanlike Behaviour	Warn, 5 faults to Dismissal	Warn, 5 faults to Dismissal	Warn, 5 faults to Dismissal	Whistled off	Whistled off	Whistled off

1. Refusals not faulted on contacts or weaves in Starters.

2. Refusals are not faulted on the first obstacle in Advanced and Masters mini gambles, but ARE faulted on subsequent obstacles in the mini gamble.

3. Refusals are not faulted on the first obstacle of the main gamble at any level.

4. Only one wrong course per obstacle in Starters.

## APPENDIX B - DEFINITIONS

**THESE DEFINITIONS ARE PROVIDED FOR CONVENIENCE ONLY.** In the case of dispute or for a more detailed explanation, refer to the relevant text.

**Abuse** - Any deliberate action on the part of a handler to injure or hurt a dog (e.g. beating, whipping, hitting, kicking, hanging or throwing of the dog). This can include verbal abuse and threatening gestures.

Rude or aggressive language or behaviour directed towards a judge, trial host, other trial worker, or towards another handler or competitor, may also be classified as abuse.

**Accessibility** – time/points concession given to senior or disabled handlers

**Back-weaving** - Back weaving is defined as a dog passing through three (3) or more consecutive poles against the flow of the course.

**Category** - The program the handler has chosen for the dog, i.e. Regular, Special, Veteran or Junior Handler.

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

**Combination** - A combination is an arrangement of one to three obstacles that must be taken in the direction(s) specified by the judge to earn points. Combinations can be unidirectional (can only be taken exactly as numbered), bidirectional (may be taken as numbered, or in the exact reverse order), or multidirectional (can be taken in any order, in any direction). Only seen in Snooker and Gamblers Classes.

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

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

**Clear Round** - Zero (0) faults.

**Dismissal** - The dog and handler are required to leave the course immediately upon hearing the whistle signaling dismissal, and are not allowed to continue. No score or ranking is given to the dog, except in Snooker or Gamblers, where dismissed dog may place and may even qualify.

**Division** – The general height group that the dog jumps in, either Mini, Medium, or Open.

**Double Drop Veteran (DDV)** - Refers to any Veteran dog jumping TWO heights lower than their Regular jump height,

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

**ETS** - Electronic Timing System

**Fly-off** - A fly-off occurs when a dog jumps off the teeter after the dog has passed the mid-line and has four feet on the ground before the ramp touches the ground.

**Flow of the Course** - The flow of the course is defined as the direction the dog will travel when following a sequentially numbered course in the correct order.

**For Exhibition Only (FEO)** – A dog entered FEO is not eligible for qualifying scores or placements. FEO entries must still satisfy all general eligibility criteria.

**Giant Breed** – Any dog over 27" at the shoulder or over 22" with a height/weight ratio of 1:4 or a named breed type. May drop 2 heights as a Special

**Judging** - The process in which the judge observes the dog and handler on course, comparing their performance against the standards set by the AAC, and signals successful obstacle performance, or deviations from ideal performance, as appropriate to the level and the class.

**Jumping up** – A handler who chooses to have their dog jump the higher of the two Regular jump heights available is said to be jumping up

**Junior Handler (JH) Category** – The category that registered Junior Handlers enter, if they are to be judged under Junior Handler rules. The Junior Handler category has the same obstacle specifications, point totals, and time requirements as the Veterans category.

**Knocked bar** – Any interaction with the jump bar or the upright, by either the dog OR the handler, that causes **any** bar to be displaced out of its original cup, such that it must be replaced before the next dog can run. Displacing a broad jump section such that it has to be reset or displacing a brick from the wall jump such that it hits the ground, is faulted as a knocked bar.

**Leaving the Ring** - Leaving the ring is defined as a dog having physically left the course area.

**Level** - The achievement level the dog has attained or is competing at in its agility career. The levels in AAC are, in order of increasing performance standards, Starters, Advanced and Masters.

**Lurking (Loitering)**- In the opening period of Gamblers if the handler stands idly in the area of the final gamble obstacles, or directs the dog to perform an obstacle repeatedly without accumulating points, for the sole purpose of being in an advantageous position when the final gamble whistle sounds

**Maximum Course Time (MCT)** - The maximum time that a competitor has to complete any course. Any competitor that exceeds this time shall be dismissed from the course and will receive no score or ranking for that class. The maximum course time is set at mini veteran time + 20 seconds.

**Medium Division** – Refers to dogs that jump either 12" or 16" in the Regular category, 8" or 12" in the Specials category, 8" or 12" in the SD Veteran/JH category, and 4" in the DD Veteran/JH category.

**Mini Division**- Refers to dogs that jump 8" in the Regular category, 4" in the Specials category, and 4" in the SD Veteran/JH category. There is no DD vet/JH mini division.

**Missed Contact**- If, during the performance of a contact obstacle, a dog fails to touch the required contact zone(s) with at least one paw or part thereof, a penalty of five (5) faults shall be applied.

**Obstacle Repetition (OR)** – If a handler directs a dog to repeat an obstacle, or a portion thereof, already performed, and not as required by the flow of the course, an OR fault will be called. The dog is eliminated for the purposes of scoring, and if still on course, will be dismissed at Open Regular SCT.

**Off Course** – see "Wrong Course"

**Open Division**- Refers to dogs that jump either 20" or 24" in the Regular category, 16" or 20" in the Special category, 16" or 20" in the SD Veteran/JH category, and 12" or 16" in the DD Veteran/JH category.

**Open Special Events** – These are trials which will have courses designed and judged according to Masters rules but the courses will be open to Starter and Advanced level dogs to earn qualifying scores as well as Master level dogs

**Outside Assistance**- Any assistance, either verbal or physical, by a person outside the ring intended to aid the the handler and/or dog in the ring.

**Outside Interference**- Any action, either verbal or physical, by a handler, spectator or course official that has a negative impact on the performance of the dog in the ring.

**Performed** - Refers to the point at which an obstacle is considered to have been completed, successfully or not, as outlined in Chap. 5.

**Popped poles**– This fault is unique to the weave poles. A dog who, after making a correct entry, misses one or more poles and has to be brought back, or who leaves the poles and has to be brought back, or who stops and backs up while in the poles, will be assessed 5 faults per occurrence. Only faulted at the Masters level.

**Qualifying Score** – Refers to the result of a dog having successfully met all the performance criteria for a particular class. See individual classes for performance criteria.

**Refusal** - A refusal occurs when a dog stops forward motion in front of an obstacle, runs under a bar on a jump, goes under the tire, jumps between the tire and the frame or runs past the plane of an obstacle in sequence on a course *and has to circle or be taken back by the handler to attempt it again*. For further clarification see Section 2.11 - Course Handling and General Faults.

**Regular Category** - The category in which a dog would be entered according to its measured height at the withers is referred to as a dog's Regular jumps height. See Table 2.7.1.

**Rounding** – The process of converting a calculated standard course time to (SCT) the nearest whole number. The calculated time is rounded up if  $\geq 0.5$  and rounded down if  $< 0.5$ .

**Scoring** - The process by which points awarded and/or faults in the dog's performance, as signaled by the judge, together with the dog's time on course (as determined by the timer), are combined according to the rules applicable to the class and the level in order to arrive at a numerical score and a ranking.

**Single Drop Veteran**- Refers to any Veteran dog jumping one height lower than their Regular jump height.

**Special Category** - A category for dogs that benefit from running a course with lowered jumps and a lower A-Frame. Dogs in the Specials category must jump one height lower than the lower of the two Regular jump heights listed in Table 2.7.1. This category is available to all dogs, at the handler's discretion, at any age.

**Specialty Jump** – Tire jump, wall jump, panel jump and all spread jumps fall into this category of jumps

**Spread Jump** - The general term Spread Jump is used to refer to the double, triple, ascending spread, and broad jumps.

**Standard Course Time (SCT)** - The time within which a competitor must complete the course without incurring time faults.

**Touching** - When used in reference to contact obstacles, it means that any part of one (1) paw must touch within the yellow contact zone. When referring to the handler it is any intentional physical contact made between handler and dog on course.

**Unsafe Execution (See "Out of Control" 2.11.1)** - At the discretion of the Judge, unsafe execution faults may be assessed against a dog that repeatedly hits jump standards in a manner that the officiating Judge feels is not accidental, jumps on or off a piece of contact equipment from the side and above the contact zone, or is otherwise performing in a manner that the judge deems unsafe.

**Unsportsmanlike Behaviour**- Anyone who violates the generally accepted rules and standards of conduct expected of AAC agility competitors may be faulted for unsportsmanlike behaviour. This may include, but is not limited to, verbal or physical abuse directed to a dog, or to another person, or attempting to gain competitive advantage through improper actions on or off the course. The penalty for unsportsmanlike behaviour may vary from a verbal warning to course faults, up to dismissal from the trial site.

**Veteran Category** - Is a category available for all dogs seven (7) years of age or older. This class is also available to dogs five (5) years of age or older who have been competing in the Special category for a minimum of twelve (12) months. Dogs in the Veteran category will jump one (single drop) or two (double drop) jump heights lower than their Regular jump height, and will receive 20% more time on course, and will require fewer points to qualify in Snooker and Gamblers.

**Wrong Course** - The dog takes an obstacle out of sequence or from the wrong direction. Also known as "off course".

# APPENDIX C - OBSTACLE CONSTRUCTION STANDARDS

## C 1- General Comments

Clubs applying to hold an AAC sanctioned event must ensure that all the equipment to be used, as well as the agility trial site, have been inspected and approved within the five (5) years prior to the trial date. Inspections must be co-ordinated with the Regional Director.

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

Obstacles may be any colour with the exception of the contact obstacles. Contact obstacles must have yellow contact zones with the rest of the obstacle being a contrasting colour. These obstacles shall be covered with a rubberized coating.

*The allowed variance for all specified construction dimensions shall be plus or minus five percent (+/- 5%), unless otherwise noted.*

## C 2 – Obstacle Specifications

### C 2.1- Weave Poles

The weave poles consist of round plastic poles with an outside diameter of  $\frac{3}{4}$ " to  $1\frac{1}{4}$ " and between three feet (3 ft.) and four feet (4 ft.) tall. They are positioned in a straight line and spaced at intervals of twenty-four inches (24") on centre. All weave poles must be capped for safety reasons. The only acceptable weave pole configurations are 6 poles **or** 12 poles.

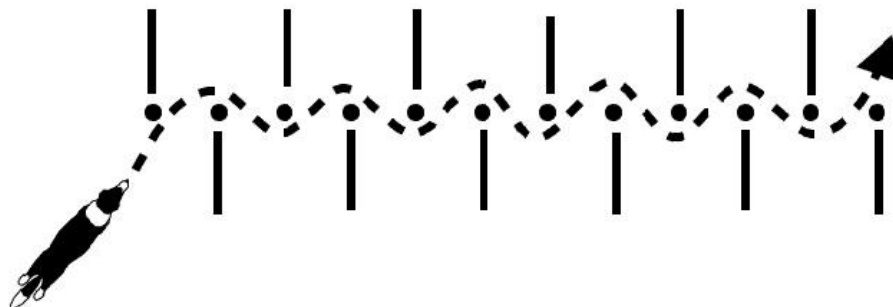
All poles shall be marked with contrasting colours in an alternating or repeating pattern along the full length of the pole (such as, but not limited to, striping or banding) to increase the visibility of the poles. Alternatively, solid colour poles may be used if they are of a maximum of two contrasting colours used in an alternating pattern. For example, blue – yellow – blue – yellow, etc. All colouring and patterns on weave poles must be painted or extruded into the plastic to lessen the chance of injury as dogs push through the poles.

Poles must be held upright by semi-rigid or rigid cups/supports permitting the poles to stay upright if bumped by the dog while rapidly weaving through the line of poles. The poles must be supported by a continuous base, extending the full length of the poles when secured on course. The base may be in sections. The base support shall be no higher than one-half inch ( $\frac{1}{2}$  in.) and no wider than three inches (3 in.). Base supports shall always be constructed so as not to interfere with the dog. Weave bases should have a non-slip surface whenever possible.

Weave pole bases should be secured so that they cannot be displaced when in use. Weave pole bases may be staked, taped (for use on indoor synthetic surfaces), or constructed of a heavy metal. Stick-in-the-ground poles are **not** acceptable at any time.

Weave pole bases must have the support legs positioned out of the dog's path. Examples of allowed weave pole base locations are shown in Figure C 2.1. Please note that it is not necessary to have supports at every location shown.

**Figure C.2.1 – Allowed weave pole base support locations.**



### C 2.2 – Contact Obstacles: General Construction Notes

There shall be no raised surfaces on the obstacles, except as described below for slats. The panels/planks must have a non-slip rubberized surface. The rubber coating may be applied as dry granules sprinkled on a glued surface, or as pre-made "skins". Floor matting or carpeting of any kind is not allowed, nor is paint and sand.

If wheels are permanently installed on A-Frames or Dog Walks to facilitate transportation, such wheels **may not** protrude above or beyond the surface of the ramp when dogs are running. Furthermore, such wheels must be positioned so as not to constitute a hazard to handlers who may choose to run near the obstacle. In the case of the A-Frame, wheels should rest largely or completely beneath the ramp, and in the case of the Dog Walk, the wheels on the supports should be no wider than the support legs. If wheels are positioned so that the obstacle rests upon them while dogs are running, such wheels must be capable of being locked so as not to reduce the stability of the obstacle. In no case may transport wheel assemblies be so large as to restrict the placement of tunnels underneath the contact obstacles.

### C 2.2.1 A-Frame

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

Chains or other support devices shall be securely fastened to the sidewalls on each side, between two (2) and three (3) feet above the ground, to prevent the panels from moving outward. For safety's sake, two independently connected chains of adequate strength (minimum 0.188" grade 5 for chains) are required.

Alternatively, one central chain or other support device may be used to connect the panels and to provide for height adjustments, but there must also be a second chain connected independently (i.e. not using the same connection points as the first chain). This second chain is intended as a safety measure in case of failure of the chain, welds, hooks or carabiners. Both chains must be securely fashioned between two (2) and three (3) feet above the ground.

Anti-slip slats shall be fastened horizontally at intervals between twelve inches and fifteen inches (12 in. and 15 in.) measured centre-to-centre. Slat shall be 1/4" high (3/8" when used with rubber) and a maximum of one and one-half inches (1 1/2 in.) wide with rounded edges. No slat shall be attached within four inches (4 in.) of the top line of any contact zone. As all a-frames are required to have a rubberized surface, anti-slip slats are optional.

The bottom forty-two inches (42 in.) of both panels shall be designated as the *contact zones* and shall be coloured yellow. The remainder of the A-frame may be any other colour or combination of colours, as long as there is a clear and obvious contrast with the contact zone.

### C 2.2.2 Dog Walk

The dog walk shall be of sturdy, rigid construction to support large dogs safely with a minimum amount of bounce. The dog walk shall consist of one (1) cross-plank and two (2) ramp-planks, each twelve feet (12 ft.) long and twelve inches (12 in.) wide. The top surface of the cross-plank shall be elevated four feet (4 ft.) above the ground by two (2) rigid supports at each end of the plank. The ramp-planks shall be securely fastened to the cross-plank or to the rigid supports.

No slats shall be allowed on the dog walk.

The bottom thirty-six inches (36 in.) of both ramp-planks shall be designated as the *contact zones* and shall be coloured yellow. The remainder of the dog walk may be any other colour or combination of colours, as long as there is a clear and obvious contrast with the contact zone. In order to accommodate the use of contact equipment by different organisations, it is permissible to insert a band of contrasting colour just above the contact zone, as long as the bottom 36" of this area is a clearly defined yellow. Surface of the dogwalk planks must be rubberized.

### C 2.2.3 Teeter (AKA "See-saw")

The teeter consists of a plank (or panel) supported near the centre by a base that acts as a fulcrum or pivot point. The base of the teeter shall be capable of being weighted or staked, so as to prevent the obstacle moving on course during use.

The teeter plank shall be twelve feet (12 ft.) long and twelve inches (12 in.) wide. The plank shall be balanced so that it hits the ground in less than three (3) seconds when a 3-pound weight is placed twenty-four inches (24 in.) from the raised end. The height of the teeter at the pivot shall be twenty-four inches (24 in.).

No slats shall be allowed on the teeter. Thirty-six inches (36 in.) at each end of the plank shall be designated as the *contact zones* and shall be coloured yellow. The remainder of the teeter may be any other colour or combination of colours, as long as there is a clear and obvious contrast with the contact zone. In order to accommodate the use of contact equipment by different organisations, it is permissible to insert a band of contrasting colour just above the contact zone, as long as the bottom 36" of this area is a clearly defined yellow. Surface of the teeter plank must be rubberized.

## C 2.3 – Flexible Tunnel

The flexible tunnel shall be fully enclosed, except for the openings on each end, and be capable of being curved to the extent that it is not possible to see through the tunnel from one end to the other. Tunnels may not be used in an s-shape or any configuration where there is more than one bend. Tunnels shall be between fifteen and twenty feet (15 ft. and 20 ft.) long and have a diameter of twenty-four inches (24 in.). Both 4" and 6" pitch tunnels are acceptable. Tunnels shall be constructed of material that is opaque; clear tunnels are not permitted. Black or other very dark colours are not recommended.

Tunnels should be stretched out as fully as possible when placed on course, and should be adequately secured against movement when dogs

are running through. Clubs must provide at least four pairs of tunnel bags (or alternate means of securing the tunnel) for each 15-20 ft. tunnel in use on the course. Tunnel bags must have non-elastic straps. Tunnel supports must not protrude into the tunnel, or extend past the mouth of the tunnel. Tunnel supports must not significantly constrict the tunnel diameter, as this presents a safety hazard. Tunnel bags or other supports should be evenly spaced along the length of each tunnel. All 15-20 ft tunnels on course require a minimum of four support locations.

One 10 foot (10ft.) long flexible tunnel is an optional piece of equipment, in addition to one or more 15-20' tunnels (i.e. a 10 foot tunnel may not be the only tunnel provided). Ten foot tunnels require a minimum of three pairs of tunnel bags or other supports, evenly placed along the length of the tunnel.

## C 2.4 – Jumps: General Construction Notes

- Jump height is measured from the ground to the top of the pole.
- Double, ascending, and triple spread jump widths are measured from centre to centre of the poles.
- All jumps shall be of sturdy construction.
- The jumping area should be between 4 and 5 feet wide.
- All jump poles or planks must be displaceable in all directions.
- The jump standards and/or wings holding the poles shall be constructed so as not to topple if bumped lightly by a dog while running, but not so heavy as to fail to give way should the dog hit the standard with greater force.
- If needed, jump standards may be stabilized with a small sandbag or other soft, displaceable weight, positioned so as not to affect the dog's path.
- Staking of jump standards is NOT permitted.

### C 2.4.1 Single jumps

Jump standards shall be free of sharp or other hazardous edges and be a minimum of thirty two (32) inches (at least 36 inches recommended) at the point where the standard joins with the pole, so that a clear indication of the jumping path is visible to the dog. Jump standards may be winged or wingless.

Jump standards may be free-standing, or joined with a ground bar (AKA one-piece jumps). However, no metal one-piece jumps may be used.

A **jump wing** is defined as a horizontal extension of the side standard, which serves to make the jumping path more readily visible to the dog, while at the same time requiring the dog to work at a greater distance from the handler than for a non-winged jump.

Wings may be either integral to the standard, or removable; either is acceptable. Removable wings must be capable of being securely fastened to the jump standard. Wings should be 16-30" wide, at least 32" tall at their highest point (at least 36 inches recommended), and of sturdy construction, with no hazardous edges or protrusions. Within these limits, many designs and materials may be used to construct jump wings, for example, lattice panel, PVC pipe, fabric, and/or wood. The wing design **MUST** create a visual barrier for the dog- i.e. it cannot be an open frame.

Clubs are required to provide at least four (4) winged jumps per ring that comply with the above specifications. Jumps with narrower wings may still be used on course, but they do not count towards this four-jump minimum. There is no requirement to provide any wingless jumps.

**Jump cups/pole supports** may not exceed the width of the poles and should be constructed such that the pole does not rest deeper than one quarter inch (1/4 in.) inside the cup. All jump cups must have a closed bottom. Peg or dowel type pole supports are not allowed.

Jump cups may be fixed or moveable. Each jump must have jump cups placed at each of the required jump heights. Single jump heights are 4", 8", 12", 16", 20" and 24", measured from the ground to the top of the pole. Jump cup strips, or jump cups at non-AAC heights, are permitted, as long as they do not interfere with jump pole displacement.

**Jump poles** shall be 4 to 5 feet in length, and no less than one and one quarter inches (1 ¼ in.) and no more than two inches (2 in.) outside diameter. All poles shall be marked with contrasting colours in an alternating or repeating pattern along the full length of the bar (such as, but not limited to, striping or banding) to increase the visibility of the poles and the jump as a whole.

The top pole or plank of a jump shall be positioned parallel to the ground at the proper jump height. At the judge's discretion, single jumps may be set with one or two bars in all classes and levels: Consideration should be given to safety and visibility of obstacles. A pole may be used to indicate the ground line by positioning it at an angle to the ground.

### C 2.4.2 Spread Jumps

This category of jumps includes the Double, the Ascending, the Triple and the Broad jump. They are included in the category of jumps known as "Specialty Jumps". Spread jumps are used in the Regular category only: They are replaced by single jumps in all other categories. Overall construction of jump standards and wings follow the guidelines set out in sections 2.6 and 2.6.1, unless otherwise stated. Five foot jump poles are required for double, triple and ascending spread jumps.

Spread jumps with integral ground bars (AKA one-piece jumps) of any material are not permitted.



### C 2.4.2.1 Double Jump

The double jump consists of two pairs of parallel poles, 5 feet in length, with one pair placed at the appropriate jump height (parallel to the ground) and the other no more than two jump heights below. The lower pair of poles must be crossed (left side in jump cup, right side on ground; vice versa for the other pole) to indicate depth and/or the ground line, provided they are parallel when viewed from above. The double jump is a bidirectional obstacle.

The distance between the parallel poles is measured from the centre to centre, and is one-half the jump height, +/- 5%. The jumping heights and parallel distance shall be as shown in Table 2.6.2.1. It is recommended that a purpose-built double jump be winged, with wings placed in the middle of the spread, as this jump is bi-directional.

As an alternative to a purpose-built double jump, two single jumps may be used to construct a double jump. In this case, the wings should be placed at the back of the double jump, with a single non-winged jump placed in front. If a constructed double may be taken from both directions (e.g. in Snooker, or Gambler openings, or if course design specified approach from both sides), two similar jumps of the same type should be used, either both winged or both wingless. If a constructed double jump is used, the poles shall be placed in the same parallel configuration as a purpose-built double jump. The club must supply a method for ensuring that the width of the jump is set correctly for each jump height. Examples of allowed wing and jump cup placement options are shown in Figure 2.4.2.1.

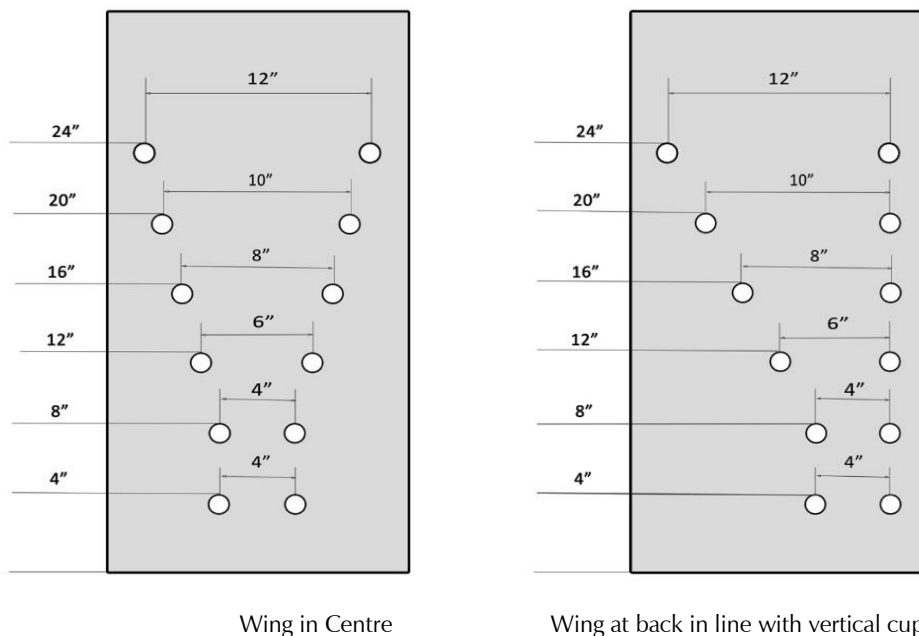
**Table C2.4.2.1 – Jump Cup Placements for the Double Jump.**

Jump Height	Number of Bars	Jump Cup Placements*	Total Width Jumped**
8"	4	8", 8"	4"
12"	4	12", 12"	6"
16"	4	16", 16"	8"
20"	4	20", 20"	10"
24"	4	24", 24"	12"

\* Crossed bars placed below height bars. The two cups shown below at 4" high, 2-4" apart, are for the 8" jump height.

\*\* Measured centre to centre

**Figure C2.4.2.1 – Examples of Jump Cup and Wing Placement Options for the Double Jump**



C 2.4.2.2 Ascending Spread Jump

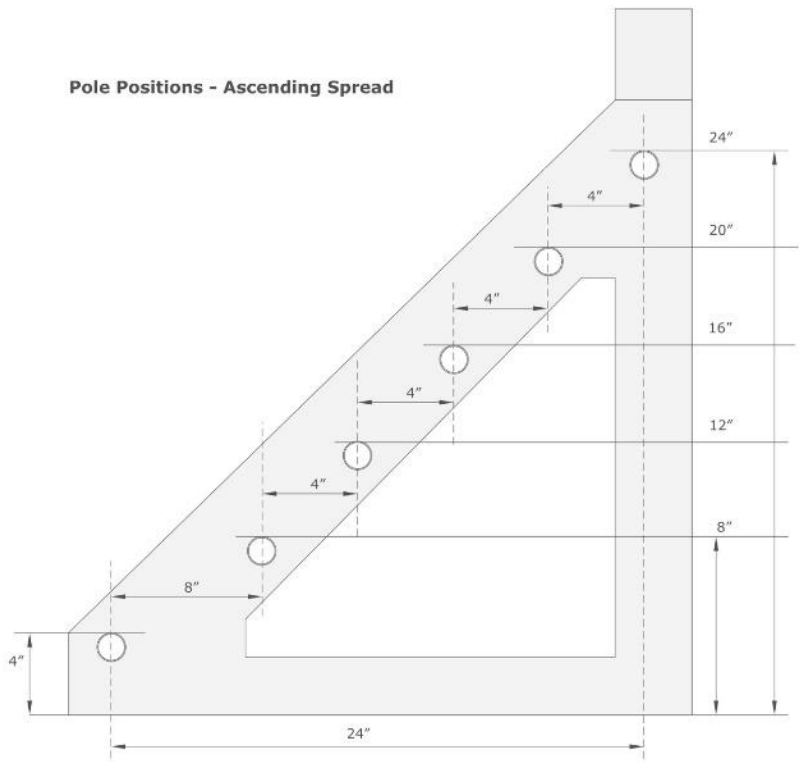
The ascending spread jump consists of two (2) to six (6) 5ft poles positioned parallel to each other. The dog's Regular jump height determines the highest pole. As the jump height increases, poles are added to the jump: The dog jumps in the direction from lowest to highest pole. The first pole shall be four inches (4 in.) from the ground, the second eight inches (8 in.), the third twelve inches (12 in.), the fourth sixteen inches (16 in.), the fifth twenty inches (20 in.) and the sixth twenty-four inches (24 in.). The width of the spread is equal to the jump height. Spread distances and number of poles are shown in Table 2.7.2.2. It is recommended that the ascending spread jump is winged, with wing placement at the back of the jump, approximately in line with the 24" jump cup, to indicate depth. Height of the jump sides (the part of the jump holding the cups) at the highest point shall be a minimum of 32". Jump cup placement is shown in Figure C2.4.2.2.

Table C2.4.2.2 - Jump Cup Placements for the Ascending Jump.

Jump Height	Number of Bars	Jump Cup Placements at height	Total Width Jumped*
8"	2	4", 8"	8"
12"	3	4", 8", 12"	12"
16"	4	4", 8", 12", 16"	16"
20"	5	4", 8", 12", 16", 20"	20"
24"	6	4", 8", 12", 16", 20", 24"	24"

\* Measured centre to centre

Figure C2.4.2.2 - Jump Cup Placements for the Ascending Jump



C 2.4.2.3 Triple Jump

The Triple jump is an optional spread jump that can be used in place of the Ascending Spread. A club may have either an Ascending Spread jump or a Triple jump: They are not required to have both. It is recommended that the triple jump be winged, with the wings placed at the back of the jump to indicate depth. Height of the jump sides (the part of the jump holding the cups) at the highest point shall be a minimum of 32".

The Triple Jump consists of a series of three ascending poles 5 feet in length. The highest pole is set at the dog's regular jump height, and the lowest pole is set at one-half the regular jump height. The middle pole is set halfway between them. The spread of the poles is equal to the dog's jump height.

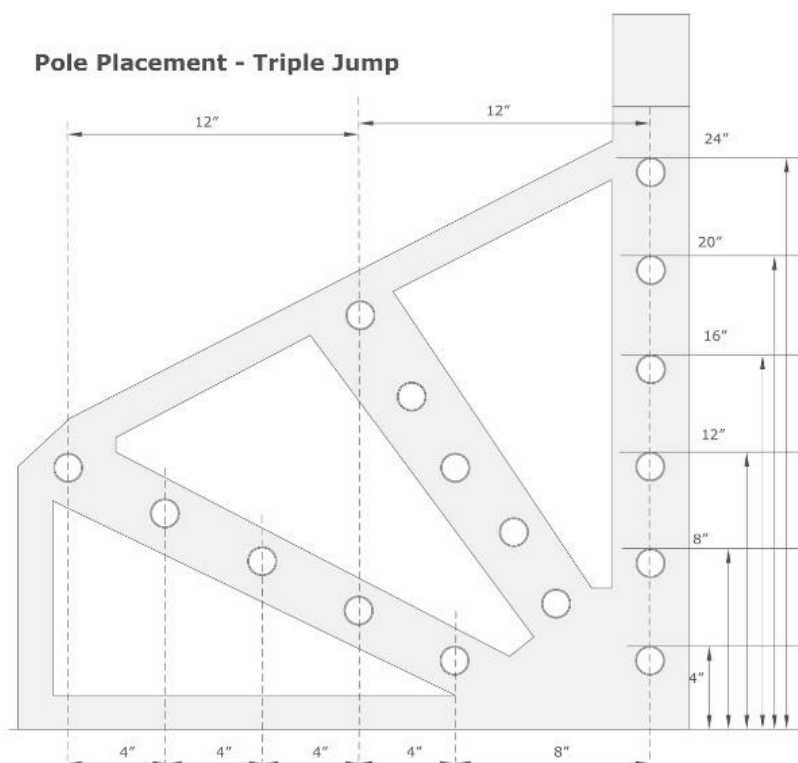
bars from both sides of the obstacle. Table C2.4.2.3 shows the positions of each of the three poles for each of the jump heights.

**Table C2.4.2.3 - Jump Cup Placements for the Triple Jump.**

Jump Height	Jump Cup Placement	Horizontal Distance Between Each Bar*	Total Width Jumped*
8"	4", 6", 8"	4"	8"
12"	6", 9", 12"	6"	12"
16"	8", 12", 16"	8"	16"
20"	10", 15", 20"	10"	20"
24"	12", 18", 24"	12"	24"

\*Measured centre to centre

**Figure C2.4.2.3 - Jump Cup Placements for the Triple Jump**



#### C 2.4.2.4 Broad Jump

The Broad Jump shall consist of two (2) to five (5) boards, each between four feet and five feet (4ft and 5ft) long and between six (6) inches and eight (8) inches wide. The boards may be of different lengths and will have side braces to elevate each board i.e., the board will not be a solid block. Alternatively, pvc covered foam may also be used to construct each individual unit. The foam blocks will be solid in appearance but will give if the dog steps on the unit. Marker poles between three-quarter inches (3/4 in) and one and one quarter inches (1 1/4 inches) outside diameter, and four feet (4ft) tall, shall be placed at each corner of the jump, and shall be freestanding. These marker poles shall be marked with a contrasting colour by striping or banding.

The broad jump is a unidirectional obstacle, ascending in height and depth as boards are added.

- Consists of 4 or 5 boards at its maximum span (48").
- Each board shall ascend at least one (1) inch to two (2) inches from the front to the back of the board.
- The lowest boards are placed on the take-off side of the ascending broad jump, and the highest boards are placed on the landing side.

Table C2.5.2.4 shows the number of boards required for each of the jump heights. When making up each span, there should be a minimum

gap of one (1) inch between the boards. The tallest boards shall be the ones removed when the span is decreased for smaller dogs.

**Table C2.4.2.4 – Number of boards required for the Broad Jump**

Jump Height	Total Span to be Jumped	Ascending Style		Variance for soft foam broad jumps only	
		No. of boards	Max. Height*	No. of boards	Max. Height*
8"	16"	2	4"	1	6"
12"	24"	2 or 3	6"	2	7.5"
16"	32"	3	6"	3	8.5"
20"	40"	4	8"	4	9.5"
24"	48"	4 or 5	8"	4	9.5"

\*Measured to the back edge of the tallest board.

### C 2.4.3 Specialty Jumps

(The category of specialty jumps also includes the spread jumps)

#### C 2.4.3.1 – Tire Jump

The tire jump shall consist of a tire-like circular hoop suspended within a sturdy frame. The inside diameter of the tire shall be no less than nineteen inches (19 in.) and no greater than twenty-four inches (24 in.). The sidewall width of the tire wall shall be no less than four inches (4 in.) and no more than six inches (6 in.). The tire shall be banded or striped with contrasting colours to improve visibility. Suggested items to be used as a tire-like hoop include carved foam formed into half circles, flexible drainage tile curved and jointed to form a circle, etc.

There are currently two styles of tire accepted for use at AAC sanctioned events: The breakaway tire and the self-healing tire. Solid tires are not allowed.

- Breakaway Tire: The breakaway tire is a tire composed of two separate pieces of material, joined either horizontally or vertically by a magnet. If a dog hits the tire with sufficient force, the tire "breaks apart" as a safety measure. The breakaway style of tire must be reset by the ring crew before it can be used again.
- Self-healing Tire: The self-healing tire is very similar to the breakaway style of tire, except that the tire segments are always joined at the top of the tire, and if "broken apart", the self-healing tire will automatically reset itself.

The breakaway style of tire may only be used once per sequentially numbered course (including the closing of Gamblers and Snooker), while self-healing tires may be used more than once, where permitted.

The tire support frame shall be of rigid construction to help prevent it from being knocked over when hit by a large dog. The frame should permit the tire to be firmly suspended at each of the six (6) jump heights: 4", 8", 12", 16", 20" and 24". The height is measured from the bottom of the tire's centre opening to the ground. For the 4" height, the tire will be set as close as possible to 4" given the construction of the tire.

The support frame must be staked to the ground in such a way that it cannot be knocked over if hit by a large dog. Where the surface or the frame does not permit staking, it must be weighted securely. Tire frames with heavy bases may not require weighting or staking.

Effective 1 July 2019, there are two accepted types of frame:

- Enclosed Frame. Tire is suspended from a fixed top bar. The gap between the outside of the tire and the frame should be no less than eight inches (8 in.) and no more than sixteen inches (16 in.). Tires used in this frame may be breakaway OR self-healing.
- Open Frame. Tire is fixed to the uprights of the frame. There is no gap between tire and frame. Frame has no top bar across the two uprights. Tires used in this frame are designated as "breakaway" regardless of whether they split in two horizontally or vertically.

#### C 2.4.3.2 Wall Jump

The wall jump consists of two pillars and a solid central jumping area. The wall jump should give an appearance of substance and solidity. The wall jump is a bidirectional obstacle, and it is **not** removed/replaced for the Specials, Veteran or Junior Handler categories.

Construction materials are optional, but all components must be easily displaced by contact with the dog, and no sharp edges are permitted. Staking of any element of the wall jump is not permitted. Decorative components are also optional, as long as they do not interfere with the jump path and are not so unusual as to create an unintended challenge.

Obstacle Specifications:

- Width of jumping area: 4-5 feet (48-60"), with 5 feet recommended.
- Height of columns: 3-4 feet (36-48") with 4 feet recommended.
- Width of columns: 8-16 inches.
- All current AAC jump heights must be buildable within the allowed variance (+/- 5%).
- Must have displaceable top blocks with rounded edges, or in a half circle shape, no more than 2" tall and 4" wide. The blocks must be easily displaced by contact from the dog. There should be no less than 4 and no more than 8 blocks.
- The displaceable blocks are included in the overall jump height.

- Viaduct holes: Optional, 1-3, top of hole at least 4 inches below jumping height. (not applicable for 4" jump height)
- Width of jumping area at jump height: 4 inches or less.
- Width of base of jumping area, front to back (varies by jump height)

**Table C.2.4.3.1- Wall Height and Width Specifications**

Jump Height	Wall Height	Width at Base	Preferred Range for Base Width
4"	4"	≤4"	4"
8"	8"	≤6"	4-6"
12"	12"	≤10"	6-10"
16"	16"	≤10"	6-10"
20"	20"	≤12"	8-12"
24"	24"	≤12"	8-12"

### C 2.4.3.3 Panel Jump

The panel jump uses up to six (6) horizontal displaceable panels to create the illusion of a solid wall. The panel jump is a bidirectional obstacle, and is **not** removed/replaced for the Specials, Veterans or Junior Handler categories.

The panel jump may be winged or wingless. The specifications of the panel supports/jump cups, jump heights, and standards are as for single jumps. The horizontal panels may be constructed of any material, including (but not limited to) PVC, light plywood, heavy fabric, or corrugated plastic. The panels may be any colour or combination of colours, as long as the design does not create an unintended challenge. Each panel should be 3-4" tall, and no thicker than 1" (2.5 cm). Each panel should be between 4 and 5 feet long, including the portion of the panel that rests in the jump cups. The panels must be easily displaceable in any direction on contact from the dog.

It is recommended that the panel supports be rounded so that they fit into a regular jump cup as would a jump pole. Flat support ends are allowed, but discouraged, and must be used on a flat support, in order that the panel hangs vertically. Panel support ends should be between 1" and 1 ¾" high.

### C 2.4.4 Miscellaneous Jumps

Any number of jumps of varying design may be used provided they meet the basic standards described in – "General Construction Notes." All jumps shall have displaceable poles or planks of some sort. Jumps may have more than 2 poles or planks. No unnecessary hazards shall be permitted; however, this shall not prevent decoration of wings with trees, shrubs, and other materials. Water jumps are not acceptable and in no circumstances shall fire or similar hazards be allowed.

All jumps that fall under this description must accommodate all heights and categories. They will not be replaced on course for Specials and Veterans. Point value shall be designated as 2 for Snooker and Gamblers. Jumps in this category shall not be used in the main gamble. Familiarization for all levels may be offered at a trial if a jump of this description is used on course.

## C2.5 - Measuring Device

An exact measuring device (aka swing-arm measuring device) must have a scale marked in inches and the vertical scale arm must be perpendicular to the ground. The measuring arm must be level and parallel to the ground. It must be long enough to reach over a large dog in order to make contact with the withers.

Wickets may be constructed of wood, metal, PVC or other rigid material. Each wicket should be wide enough to comfortably span the dog. The following heights, as measured from the ground to the bottom of the horizontal bar, are required: 12", 15", 18" and 22". An optional 23" wicket may be provided.

There is ZERO VARIANCE ALLOWED on the measuring device readings or the wicket dimensions.

Hand-held laser measuring devices may be approved for use as long as they measure in inches and they include suitable instructions on calibration, inspection and use.

# APPENDIX D- AAC TITLE PROGRESSION

## D1- AAC Title Abbreviations

ADC	Agility Dog of Canada
SGDC	Starters Games Dog of Canada
AADC	Advanced Agility Dog of Canada
AGDC	Advanced Games Dog of Canada
MADC	Masters Agility Dog of Canada
MCDC	Masters Challenge Dog of Canada
MGDC	Masters Gamblers Dog of Canada
MJDC	Masters Jumpers Dog of Canada
MSDC	Master Snooker Dog of Canada
MSCDC	Masters Steeplechase Dog of Canada
MTRDC	Masters Team Relay Dog of Canada
ATChC	Agility Trial Champion of Canada
Bronze	Bronze Award of Merit
Silver	Silver Award of Merit
Gold	Gold Award of Merit
LAA	Lifetime Achievement Award of Merit
PLAA	Platinum Lifetime Achievement Award of Merit
ExB (class)	Expert Bronze (awarded for each class separately)
ExS (class)	Expert Silver (awarded for each class separately)
ExG (class)	Expert Gold (awarded for each class separately)
ExP (class)	Expert Platinum (awarded for each class separately)
VBA	Versatility Bronze Award
VBX	Versatility Bronze Excellent Award
VSA	Versatility Silver Award
VSX	Versatility Silver Excellent Award
VGA	Versatility Gold Award
VLA	Versatility Lifetime Award
VPA	Versatility Platinum Award
VPX	Versatility Platinum Excellent Award

*Number of Qualifying Scores Required, by Class*

Title Level <sup>1</sup>	Number of Qualifying Scores Required, by Class <sup>2</sup>							Versatility Awards <sup>3</sup>
	Standard	Challenge	Gamblers	Jumper	Snooker	Steeplechase	Team Relay	
Starters	<b>3</b> ADC	n/a	<b>2</b> of each → SGDC			n/a	n/a	n/a
Advanced	<b>3</b> AADC	n/a	<b>3</b> of each → AGDC			n/a	n/a	n/a
Masters	<b>3</b> MADC*	<b>5</b> MCDC	<b>4</b> MGDC*	<b>4</b> MJDC*	<b>4</b> MSDC*	<b>10</b> MSCDC	<b>4</b> MTRDC	n/a
Expert Bronze <sup>3</sup>	<b>10</b> ExSt Bronze	<b>10</b> ExC Bronze	<b>10</b> ExG Bronze	<b>10</b> ExJ Bronze	<b>10</b> ExS Bronze	<b>25</b> ExSc Bronze	<b>10</b> ExTR Bronze	Any 3 → <b>VBA</b> Any 4 → <b>VBX</b>
Expert Silver <sup>3</sup>	<b>25</b> ExSt Silver	<b>25</b> ExC Silver	<b>25</b> ExG Silver	<b>25</b> ExJ Silver	<b>25</b> ExS Silver	<b>50</b> ExSc Silver	<b>25</b> ExTR Silver	Any 4 → <b>VSA</b> Any 5 → <b>VSX</b>
Expert Gold <sup>3</sup>	<b>50</b> ExSt Gold	<b>50</b> ExC Gold	<b>50</b> ExG Gold	<b>50</b> ExJ Gold	<b>50</b> ExS Gold	<b>100</b> ExSc Gold	<b>50</b> ExTR Gold	Any 5 → <b>VGA</b> Any 6 → <b>VLA</b>
Expert Platinum <sup>3</sup>	<b>100</b> ExSt Platinum	<b>100</b> ExC Platinum	<b>100</b> ExG Platinum	<b>100</b> ExJ Platinum	<b>100</b> ExS Platinum	<b>200</b> ExSc Platinum	<b>100</b> ExTR Platinum	Any 5 → <b>VPA</b> Any 6 → <b>VPX</b>
Bronze Award of Merit <sup>4</sup>	<b>10</b> Masters Standard/Challenge <sup>5</sup>		<b>25</b> Masters Games <sup>6</sup>					n/a
Silver Award of Merit <sup>4</sup>	<b>25</b> Masters Standard/Challenge <sup>5</sup>		<b>50</b> Masters Games <sup>6</sup>					n/a
Gold Award of Merit <sup>4</sup>	<b>50</b> Masters Standard/Challenge <sup>5</sup>		<b>100</b> Masters Games <sup>6</sup>					n/a
Lifetime <sup>4</sup> Achievement Award	<b>100</b> Masters Standard/Challenge <sup>5</sup>		<b>125</b> Masters Games <sup>6</sup>					n/a
Platinum Lifetime <sup>4</sup> Achievement Award	<b>200</b> Masters Standard/Challenge <sup>5</sup>		<b>300</b> Masters Games <sup>6</sup>					n/a

*Table D2- Qualifying Scores Required, by Title, Class & Level*

\* Titles required to earn the ATChC award.

1. Dogs may progress through the levels in each class without regard for their performance in other classes, and may combine qualifying scores earned in the Regular, Specials and Veteran categories.
2. For all classes and all levels, the required legs must be earned under at least two different judges. This includes the legs required for each game of the SGCD and AGDC titles.
3. Expert and Versatility awards may be earned before the dog has earned an ATChC award.
4. The Awards of Merit may only be earned after the ATChC title has been earned.
5. Masters Standard requirements for post-ATChC awards may be met with Masters Standard Qs, or Challenge Qs earned after Jan 1, 2011.
6. Masters Games requirements for post-ATChC awards may be met with Masters Qs in games, Qs in Steeplechase, Team Relay Qs at any performance level, and Challenge Qs earned before Jan 1, 2011



## APPENDIX E – PENDING RULE CHANGES

When known, pending rule changes and their implementation dates have been included in the relevant sections of the rulebook.

As a convenience to handlers and judges, these pending rule changes are summarised below. Future rule changes may be downloaded from the AAC website and inserted here, or copied from the website as adopted.

Implementation Date	Rule Change	Board Motion(s)
1 January 2024	Bitches in Season allowed to compete in regular trials (including Open Special events) at the discretion of the host club.	230116, 211211
Pending	Introduction of New Standard, JWW and Biathlon stream	200305
Pending Software and Recording Database changes	Allowing Junior Handlers to earn JH titles using any combination of Q's earned under JH rules and Q's earned under regular rules.	210607

## APPENDIX F – BIS Pilot

Bitches in season (BIS) will be allowed to compete, at the discretion of the trial host, for a trial period starting July 1, 2022 and ending December 31, 2023. This does not include Regional and National Events.

### Local Trials:

Allowing BIS to compete will be at the sole discretion of the host club. The club premium must state clearly whether BIS are allowed, and if they are allowed, the specific rules and regulations pertaining to BIS and any additional requirements deemed reasonable by the host.

Participation by Clubs in the pilot is voluntary.

Clubs will be required to fill in a short questionnaire as part of the post-trial report.

Hosts are required to refund entries for a bitch in season, if requested by the owner, regardless of whether bitches in season are allowed at the trial or not.

### Requirements for BIS at AAC Trials:

At any AAC event where BIS are allowed to compete, the following conditions will apply and must be clearly stated in the club premium:

1. Handlers are required to notify the trial secretary that they will be running a BIS at the event as soon as it is known.
2. It must be stated in the club premium that handlers should minimize exposure of their BIS to other dogs and limit their movements about the grounds.
3. Competitors will be notified there is a BIS on site.
4. A protective mat shall be used at the start line. The club premium must state whether the mat will be provided by the host or the competitor.
5. The club premium will state whether BIS will be required to run in protective panties.
6. BIS will run as a group at the end of each class.
7. "BIS" will be noted next to the dog's name on the gate sheet so that other competitors, ring crew and the Judge(s) are aware.
8. BIS must use a designated relief area.
9. BIS must wear protective panties when not running or not within the designated relief area. Regardless of whether BIS are allowed at a particular trial, or not, competitors with dogs that come into season will be allowed to withdraw and will be offered a refund or (optional) credit if they choose not to compete.

If the club does not allow BIS entries, they must state if they will allow BIS on site and if they do, provide a separate benching and walking area. If BIS are not allowed on site, and a dog comes into season during the trial, the competitor will be allowed to withdraw all their dogs entered at that event and offered a refund or credit.

### Additional Recommendations for Host Clubs that Allow BIS:

Host clubs that allow BIS should consider additional requirements. Any additional requirements must be clearly stated in the trial premium. Some examples could be – BIS will wear a specifically coloured bandana for easy identification, or BIS could be required to run in panties on course to protect flooring or equipment. The club should also clearly state their refund policy for competitors wishing to withdraw due to BIS being on the premises.

# Change Log

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