Colorado State 4-H Agility Rules

Colorado State 4-H Dog Project

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Chapter 1
Introduction and General Rules

What is Agility?

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

Agility is one component within the 4-H dog project. All general rules applying to the dog project as a whole will also apply to Agility.

Purpose of Agility

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

Safety Rules

Because the safety of both dogs and handlers is of paramount importance, the following rules will be enforced.

1. All competitors in agility must be active in their county's dog project and exhibit in showmanship and either obedience or rally at a county qualifying event.
2. Dogs and handler must be trained on all equipment within a specified class to compete. Either 4-H classes or those of a recognized training school will be accepted. Simply working with your dog in the back yard or a dog park is not acceptable.
3. Dogs must be a minimum of 12 months old to compete in the foundation standard and foundation jumpers classes. Dogs must be a minimum of 15 months old to compete in all other agility classes. Dogs competing in either of the foundation classes must jump a lower jump height (Preferred Jump Height). It is recommended that dogs be a minimum of 15 months old to begin heavy agility training and larger breeds be at least 18 months old. This is because for most breeds the growth plates in the bones are still developing until the average age of fourteen months - even later for large breeds. The final determinations for training age and the type of training must be made by the owner and trainer.
4. No dog with a physical or mental condition that would significantly impair their performance may participate. Some examples of these include (but are not limited to) hip dysplasia, disc problems, severely slipped stifles, shoulder problems, or overweight. All 4-H'ers are highly encouraged to consult their veterinarian before beginning agility training. All dogs competing in agility are required to have a medical certification form signed by a veterinarian. A judge, superintendent or the county trainer at state and county events will have the authority to stop the performance of any dog whose soundness they question.

5. Dogs that show signs of aggression toward humans or other dogs will not be permitted to participate.

6. A dog/handler team receiving a qualifying score at a State Agility Trial must advance to the next level the following year.

7. Female dogs in season are not permitted to compete in a trial. During training, it is at the discretion of the trainer or club.

8. All parents/guardians and members must sign the "4-H Dog Agility Release Form" about injury to dog and handler to participate in classes, shows, and demonstrations. This form will include a section stating that they have been trained on all pieces of equipment for their particular class level, and they will not attempt any piece of equipment on which they have not been trained, as well as the number of classes they attended.

9. Agility competitions must be performed on a level, shock absorbent surface that provides good footing for the take-off and landing of jumps. Outdoors on short grass, dirt, or any other footing commonly used in horse areas/arenas is ideal. It is recommended that dirt be packed hard enough to prevent injury to either dog or handler. A fully matted or carpeted area may provide an acceptable alternative. The judge will inspect the area to be used, and if it is unacceptable, will request a different location. In extreme cases, the show may need to be canceled.

10. The use of completely fenced area is encouraged (but not required).

11. A supervised warm-up area consisting of only a single jump will be provided in a specified area outside the ring. No obstacle or jump shall be permitted elsewhere on the show grounds for training, warm-up, or other preparatory purposes.

12. Judges will inspect all equipment prior to beginning the show, and may modify the requirements to the extent necessary to eliminate any piece of unsafe equipment.

13. All agility jumps must be of the type that have a displaceable bar or plank.

14. Dogs 7 years of age and older are eligible to compete in the veterans division. Dogs competing in the veteran division will jump at a lower jump height (Preferred Jump Height).

15. The Superintendent is the final authority regarding 4H dog agility competition.

16. Additional rules

    1. Training aids and treats are not permitted on the course at a trial.

    2. Collars must be a flat buckle or rolled leather collar, but there shall be no attachments hanging or otherwise allowed on the collar, except for a 4"-6" tab (required in Foundation, optional in Novice and Intermediate). This shall not preclude painted or stitched designs or information on the collar. Dog's names and/or identifying information may appear on the collar. No title, awards, or advertising may appear on the collar. Dogs may be brought to the start line on slip leads, slip chains, body harnesses or other collars that are permitted on the trial grounds. Pinch/prong and electrical collars (dummy or not), head halters and special training collars are not allowed.

    3. Handlers may not jump over the jumps with their dogs.

    4. Handlers may not touch their dogs or an obstacle while running the course. Incidental contact that does not aid the dog on the course will not be penalized.

    5. Poor sportsmanship will not be tolerated. Any handler exhibiting poor sportsmanship such as swearing, yelling at their dog, striking the dog, pulling on their dog's fur or body parts, excessive corrections, loud complaints about other exhibitors or the judge, etc., will be eliminated.

6. The judge will penalize any handler receiving outside assistance. In severe cases, the handler will receive an elimination. The show committee is also responsible for investigating any incidents of outside assistance reported to them. See standard faults (scoring section) for more information about this.

7. A dog unable to complete the course for any reason (including leaving the ring and not immediately returning in control of the handler, or ceasing to work for a significant period of time will receive an elimination.

8. Any dog refusing an obstacle for the third time will be asked by the judge to go on to the next obstacle. Anyone not obeying the judge's order will be asked to leave the ring, receiving an elimination.

9. Handlers may use voice commands, signals, or both. Handlers are encouraged to talk or cheer their dogs through the course. There is no penalty for multiple commands or verbal encouragement, but all must be in the spirit of good sportsmanship.

10. Any dog fouling the ring during competition will be asked to leave the ring - receiving a disqualification. Vinegar, diet cola or some other odor-neutralizing substitute, should be on hand to clean fouled equipment. Fouled equipment may be removed from the course at the judge's discretion, and all dogs running the course previously may, at the judge's discretion, be required to rerun the course again.

11. Jump heights are as follows:

Regular Jump Heights

Dog's Height	Jump	Broad Jump Width
7" or under at the withers	4"	8"
11" or under at the withers	8"	16"
14" or under at the withers	12"	24"
18" or under at the withers	16"	32"
22" or under at the withers	20"	40"
Over 22" at the withers	24"	48"

Preferred Jump Heights (veteran and foundation dogs)

Dog's Height	Jump	Broad Jump Width
11" or under at the withers	4"	8"
14" or under at the withers	8"	16"
18" or under at the withers	12"	24"
22" or under at the withers	16"	32"
Over 22" at the withers	20"	40"

12. All handlers must possess an official Colorado State 4-H Dog Project Agility Height Card for the dog entered in the competition, signed by the measuring authority. Note that two separate measurements and two signatures are required. See Appendix 1.

13. Dogs may be measured by judge or show personnel.

14. All courses must have clearly designated starts and finishes. All obstacles must be sequentially numbered with numbered cones or some other movable system. The numbers must be a minimum of 4" tall.

15. A ring size of 80' x 100' or larger is recommended.

16. Obstacles on the course should be spaced approximately 18'-21' apart. In no case shall obstacles be spaced any closer than 15' apart.

17. Individual Counties shall determine the initial level at which each dog / handler team competes. The safety of the team shall be the primary consideration when making this placement. A first year dog must compete in the Foundation classes unless an outside (AKC, NADAC, USDAA, etc) qualifying ribbon, scoresheet or title is presented to a trial official.

18. The handler should wear athletic shoes that provide good traction for running and protect the entire foot.

19. Handlers inappropriately dressed will be required to change their apparel before competing.

Heeling Pretest

Since all agility classes are off-leash, it is important that all dog/handler teams demonstrate control prior to a competitive trial.

In order to determine that your dog is under control at a specific venue, a pretest will be given to each dog/handler team entered in the Foundation Standard and/or the Foundation Jumpers classes. The team must come out onto the agility field and do a short off leash heeling pattern and off leash recall (off leash heeling includes: forward, left turn, right turn, about turn and halt with automatic sit.) At the judge's discretion, fast, slow, normal and a down may also be asked for. The actual heeling pattern is at the judge's discretion.

If you fail this pretest, you will not be allowed to compete at this venue. This is not obedience or rally: perfect healing is not necessary; overall control is.

Disabled Handlers

4H Members with disabilities are encouraged to take part in Dog Agility. The judge is to consider each case individually and make a fair and suitable adjustment for judging disabled handlers. The Judge's decision is final, as it is for all handlers in agility competition.

Courses and individual course times may be altered to accommodate handlers with disabilities. Hearing or verbally impaired handlers may use clickers or squeakers to aid in running their dog through the course. Judges may use flags or relay a signal to a course steward who will use a flag to communicate to the handler, if necessary.

When a course time adjustment is necessary, it is suggested to have the handler "test run" the course without their dog, going from obstacle to obstacle at a reasonable rate for the handler. The Judge will record the time using a stopwatch and determine an adjusted Course time for that handler, making sure to record the adjusted course time on the appropriate score sheet.

All Disabled handlers needing an adjusted Course Time should inform the Agility Coordinator as soon as possible that they would need an adjusted time. The Coordinator will inform the Judge as early as possible.

Chapter 2

Agility Classes Offered at the Regional and State Level

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

Each class except Foundation is offered in both Regular and Veteran divisions. The Veteran division will use jump heights as described in the Preferred Jump Heights table while the Regular division will use the heights described in the Regular Jump Heights table.

Standard Agility Classes - Descriptions / Requirements

Foundation Standard

This is an entry-level class with a simple "S", or "U" (horseshoe) course and consists of 9 to 12 obstacles. The following obstacles are used:

- Open tunnel (1 to 3) (required)
- 12' dog walk (at elevation of 24") (required)
- Seesaw (12" high at the pivot point). (required)
- Wingless Bar Jumps (3 to 5) (required)
- Single wrap pole Right (required)
- Single wrap pole Left (required)
- Double wrap pole / figure 8 (required)
- Pause table (allowed)

There is no time limit provided the dog is willing and working.

Time will be used to break ties for Champion and Reserve Champion awards.

All dogs must be shown off leash. The use of an approved collar and tab is mandatory.

Novice Standard (Regular and Veteran)

This course is slightly more challenging than the simple "S", or "U" of the foundation class and consists of 10 to 14 obstacles. The following obstacles are used:

- A-Frame (9 foot, apex 5'6") (required)
- 12' dog walk (at elevation of 48") (required)
- Seesaw (24" high at the pivot point) (required)
- Pause table (allowed)
- Open tunnel (1 to 3 depending on availability) (required)
- Tire jump (required)
- Broad jump (allowed)
- Wingless Bar Jumps (4 to 6) or in place of bar jumps the following other jumps may be used:

- Wing jumps
- Six Weave Poles (required)

Time will be used to break ties for Champion and Reserve Champion awards.

All dogs must be shown off leash. The use of an approved collar is mandatory.

Intermediate Standard (Regular and Veteran)

This course is slightly more challenging than a figure 8, similar to the AKC Novice class and consists of 14 to 17 obstacles.

The following obstacles are used:

- A-frame (9 foot, apex at 5'6") (required)
- Pause table (allowed)
- Open tunnel (1-3) (required)
- 12' dog walk (at elevation of 24") (required)
- Tire jump (required)
- Broad jump (allowed)
- Double Bar Jump (allowed)
- Six weave poles (required)
- Seesaw (24" high at the pivot point) (required)
- Wingless Bar Jump (2 to 8) or in place of bar jumps the following jumps may be used:
- Wing jumps

Time will be used to break ties for Champion and Reserve Champion awards.

All dogs must be shown off leash. The use of an approved collar is mandatory.

Advanced Standard (Regular and Veteran)

The focus of the Advanced Agility Class is on enhanced obstacle performance with more handling required. The course will consist of 16 to 18 obstacles.

The following obstacles are used:

- Dog Walk (at elevation of 24") (required)
- A-Frame (9 foot, apex at 5'6") (required)
- Seesaw (24" high at the pivot point) (required)
- Pause Table (allowed)
- Weave Poles (1 set of 12 poles required)
- Open Tunnel(s) (1-3 required)
- Bar Jumps (winged or wingless) (required)
- Double Bar Jump (maximum 2) (required)
- Tire Jump (required)
- Broad Jump (maximum 1) (allowed)

- Triple Bar Jump (1 required)

Time will be used to break ties for Champion and Reserve Champion awards.

All dogs must be shown off leash. The use of an approved collar is mandatory.

Chart of Obstacle Requirements for Standard Classes

Class	Foundation	Novice	Intermediate	Advanced	Notes
Total Obstacles	9-12	10-14	14-16	16-18	
Total Jumps	3-5[2]	4-8	3-8	7-13	Includes all bar, winged and wingless, double , and triple jumps
A-Frame	0	1	1	1	
Pause Table	0-1	0-1	0-1	0-1	
Open Tunnel	1-3	1-3	1-3	1-3	
Dog Walk	1	1	1	1	
Bar Jumps	3-5[1,2]	2-6	3-8	3-10	
Tire Jump	0	1	1	1	
Double Jump	0	0	0-1	1-2	
Weaves	0	6	6	12	
Seesaw	1	1	1	1	
Triple Jump	0	0	0	1	
Broad Jump	0	0-1	0-1	0-1	

[1] Only wingless jumps may be used in Foundation   [2] Minimum of 3 bar jumps in Foundation

Jumpers Agility Classes - Descriptions / Requirements

Foundation - Jumpers without weaves

This should be a simple course with a basic "S", or "U" shape.

The course is to consist of 8-10 obstacles.

The following obstacles are required:

- Bar jumps (Wing Jumps are NOT allowed)
- Open Tunnel (1 to 3)

Novice - Jumpers without weaves (Regular and Veteran)

This should be a simple course. Angles between obstacles should not exceed 90 degrees. *Entrances to obstacles should never be adjacent to one another.*

The course is to consist of 10 to 12 obstacles.

The following obstacles are required:

- Bar Jumps (Wing Jumps are NOT allowed)
- Open Tunnel (1 to 3)

The following obstacles may also be used:

- Broad Jump (1)

Time will be used to break ties for Champion and Reserve Champion awards.

All dogs must be shown off leash. The use of an approved collar is mandatory.

Intermediate - Jumpers without weaves (Regular and Veteran)

The course is to consist of 12 to 15 obstacles.

The following obstacles are required:

- Bar Jumps (Wing Jumps MAY be used)
- Open Tunnel (1 to 3)

The following obstacles may also be used:

- Broad Jump (1) OR Double Jump (1)
- Tire Jump (1)

Time will be used to break ties for Champion and Reserve Champion awards.

All dogs must be shown off leash. The use of an approved collar is mandatory.

Advanced- Jumpers without weaves (Regular and Veteran)

The course is to consist of 18 to 20 obstacles.

The following obstacles are required:

- Bar Jumps (Wing Jumps MAY be used)
- Double Bar Jump (1)
- Triple Bar Jump (1)
- Open Tunnel (1 to 3)

The following obstacles may also be used:

- Broad jump (1)
- Tire Jump (1)

Time will be used to break ties for Champion and Reserve Champion awards.

All dogs must be shown off leash. The use of an approved collar is mandatory.

Chart of Obstacle Requirements for Jumpers Classes

Class	Foundation	Novice	Intermediate	Advanced	Notes
Total Obstacles	8-10	10-12	12-15	18-20	
Total Jumps	5-9	7-11	8-13	13-19	Includes all bar (winged and wingless, double and

Class	Foundation	Novice	Intermediate	Advanced	Notes
					triple jumps)
Bar Jumps	5-9[1]	6-11[1]	7-13	10-17	
Double Jump	0	0	0-1[2]	1[3]	
Broad Jump	0	0-1	0-1[2]	0-1[3]	
Open Tunnel	1-3	1-3	1-3	1-3	
Tire Jump	0	0	0-1	0-1	
Triple Jump	0	0	0	1	

[1] Winged jumps may not be used in Foundation or Novice

[2] Either a Broad Jump OR a Double Jump may be used in Intermediate

[3] Either a Broad Jump, Double Jump, or both must be used in Advanced

Chapter 3

Scoring, Ribbons and Awards

Scoring

Standard Faults - charged at 5 points:

(Note that only 1 deduction of each type may be assessed per obstacle. For example, 2 refusals of an obstacle is assessed 5 points total.

- Knocking a bar off a hurdle - Applies whether it was the dog, the handler, or the leash that knocked the bar down.

- Touching the dog - Incidental touches not aiding the dog are expected and not charged.

- Dog steps on or walks over the Broad Jump

- Outside help or interference - Such as someone telling the handler which obstacle is next, any commands or cues to the dog etc. 5 points up to elimination, depending on severity.

- Handler touching any obstacle Handler jumps over the jump with the dog

- Dog goes between the tire and the frame (dog must complete the tire jump properly to avoid the major fault of omitting the obstacle)

- Anticipation of table count - Dog gets off before the judge finished saying the word "go".

Major Faults - charged at 10 points:

- Omitting any obstacle - Includes being told by the judge to omit the obstacle because of the four paw safety rule. It also includes such things as the handler omitting an obstacle by choice or by error, or crossing the finish line before the last obstacle is completed correctly.

- Wrong course - Taking an obstacle in the wrong order or going the wrong direction over an obstacle (including back-weaving three or more weave poles). If all 4 paws of a dog touches an obstacle not in sequence or in the wrong direction will be charged with a wrong course..

- Uncorrected improper entry to weave poles or failing to correct a skipped weave pole (Incorrect performance of an obstacle)

- Missed Contact Zone when exiting the equipment. (Yellow or contrasting color zone)

- Bailing off the seesaw - Before it tips down and touches the ground.

- Bailing off the dog walk - Before beginning the descending plank

- Failure to correct on pause table - For any dog that jumps off before the beginning of the word "go".

Elimination (incomplete):

- Dog who stops working and fails to resume within a reasonable time or leaves the ring without immediately returning under control

- Dog out of control

- An extreme amount of outside help

- An excessive amount of touching the obstacles or the dog

- Fouling the course

- Handler requests to leave the ring before completing run

Elimination: (these offenses shall be immediately reported to the Trial chair).

- Poor sportsmanship - including, but not limited to...swearing, treating a dog harshly, complaining loudly about judges or other exhibitors, using treats in the ring, failure to omit and go on to the next obstacle when instructed to do so by the judge.

- Abuse of dogs anywhere on the show grounds.

- A dog that attacks or threatens to attack a human or another dog.

Time:

- Time is used as a tie-breaker when doing placements with scores

- When calculating placements with time, higher level classes are given a small time benefit due to the increased number of obstacles in the higher level courses

Time Factor Table

Class	Time Multiplier
Novice	1.4
Intermediate	1.25
Advanced	1.0

Final Score:

- A perfect score (clean run) is 100 points.

- Course faults are added together and subtracted from 100 to give the final score.

- The dog and handler team with the highest score is the winner.

- In the event of a tie, the team with the lowest time is the winner.

Ribbons and Awards

A perfect score is 100 points and is called a "Clean Run". All scores 70 and above are considered qualifying and are eligible for placement awards.

One Champion and one Reserve Champion will be awarded in all classes. No placement awards will be awarded for non-qualifying scores.

If champion and reserve champion awards are issued, they will be awarded to the top exhibitors in each class. In the event that two or more dogs tied with the same score, the dog with the fastest time will be champion and the second fastest dog will be reserve champion. No placement awards will be awarded for non-qualifying scores.

If there is a tie between two exhibitors for champion or reserve champion, the event committee may award up to two champion and reserve champion awards and no tie breaker is necessary. However, if there is a tie for champion with more than two participants a run-off will be conducted as specified under "Scoring". The winner of the run-off shall receive the champion award and the second place winner receiving the reserve champion award, with no additional awards given. If there is a tie for reserve champion with more than two participants a run-off will be conducted as specified under "Scoring". The winner of the run-off shall receive the reserve champion award and no other awards will be given.

Overall Grand Champion and Reserve Grand Champion will be awarded for Regular Jumpers, Regular Standard, Veteran Jumpers and Veteran Standard division. The highest score in each division (except Foundation) will be awarded Grand Champion and the second highest score will be awarded Reserve Grand Champion. In the event of a tie, the lower time factor will win. Because the higher classes have longer courses, the time multiplier will be applied to calculate the time factor.

For the Foundation class, overall Grand Champion and Reserve Grand Champion are calculated based on adding the Foundation Standard score and the Foundation Jumpers score together. In the event of a tie, the times will also be added together. The highest score will be awarded Grand Champion, with the lower time breaking any tie.

Chapter 4

Obstacle Specifications and Performance Requirements

Obstacles.

Single wrap pole Right / Left

Prefer pole that is 36" in height, can be covered by a pool noodle. A cone may be used, but must be at least 24" high.

Performance:

The dog must go around the pole in the specified direction (an arrow pointing to the left or right will be attached to the pole)

Double wrap pole / figure 8

Two poles at least 24" high (preferably 36") placed approximately five feet apart.

Performance:

The dog must go around each pole in a figure 8 pattern and must cross the middle three times.

A-Frame:

The A-Frame is constructed from two panels, the top surface of which is constructed from wood or a wood-like substance.

The panels are 35 to 49 inches wide, and their lengths are both within 2 inches of 9 feet. Panels shall be of a consistent width and connected so as to eliminate gaps large enough to fit a dog's foot or toe.

The maximum height of the A-Frame is within 1 inch of 5'6".

The height of the A-Frame must be adjustable to 5' 0" and 5' 6".

Slats may or may not be placed across the width of the panels to provide footing. If slats are used they are 3/8" to 1/2" thick and 3/4" to 2" wide, and they extend within 1/4" of the panel sides. Slat edges shall be rounded or beveled so as not to be sharp, 1/4" radius recommended. The centers of the slats are spaced at 12-inch intervals with a 2- inch tolerance, and no slat is within 4 inches of the top of a contact zone.

The top surface has a rough, non-slip surface. (Alternating layers of sand and flat, latex paint or rubber pellets, such as Contact-a-coat are recommended.) Contact zones are on the lower 42 inches of both panels with a 1/4 inch tolerance. The color of the zone contrasts with the rest of the panel, but it may not be white, black, or brown. Bright yellow contact zones are recommended.

Performance:

Dogs must ascend one panel and descend the other in the direction designated by the judge and they must touch the contact zone on the down side only, with any part of one foot prior to exiting the obstacle.

Dog Walk:

The Dog Walk consists of a center section and two ramp sections, the surfaces of which are made from wood or a wood-like substance. All sections are 12 inches wide, plus or minus an inch, and all are 12 feet long. Planks shall be connected so as to eliminate gaps large enough to fit a dog's foot or toe. Within a 2-inch

tolerance, the top of the center section is 48 inches. The height of the Dog Walk must be adjustable to 24" as well.

The top surfaces of all sections shall have rough, non-slip surfaces. (Alternating layers of sand and flat, latex paint or rubber pellets, such as Contact-a-coat are recommended.) Slats that conform to those described for the A-Frame are allowed but not required across the width of the ramp sections to provide footing. Contact zones are on the lower 42 inches of both ramps with a 1/4" tolerance, using the color specification described for the A-Frame.

Performance:

Dogs must ascend one of the ramps, cross the center section, and descend the other ramp in the direction designated by the judge. They must touch the down contact zone with any part of one foot prior to exiting the obstacle. Foundation only, the dog must enter and exit the Dog walk squarely. Cones may be placed 1' to 2' out from each corner and in line with the sides of the Dog walk to assist the handler in guiding their dog straight on and straight off the Dog walk.

Seesaw (or Teeter-Totter):

The seesaw consists of a plank (or panel) supported near the center by a base that acts as a fulcrum. The plank is 12 inches wide with a 1-inch tolerance, and 12 feet long. The base extends at least 2 inches past the sides of the plank so that dogs can see the pivot point. The plank is balanced so that it hits the ground in less than 3 seconds when a 3-pound weight is placed 12 inches from the raised end. The height of the Teeter-Totter measured to the top of the board at the pivot is 24 inches plus or minus 2 inches. The height of the Teeter-Totter must be adjustable to 12 inches plus or minus 2 inches as well.

The top surface of the plank has a rough, non-slip surface. (Alternating layers of sand and flat, latex paint or rubber pellets, such as Contact-a-coat are recommended.)

Slats are not allowed on the Seesaw. Contact zones, 42 inches long, are on each end of the plank with a 1/4" tolerance, using the color specification described for the A-Frame.

Performance:

Dogs must ascend the plank and cause the plank to pivot. At least one paw must touch the "down" contact zone after the plank has touched the ground and prior to exiting the obstacle.

Pause Table:

The top of the Pause Table is a 36-inch square, plus or minus (+/-) 2 inches, with a non-slip surface (carpeting may be used). The vertical edge of the top of the table top must be 3 inches or greater in height and it is recommended that the table edge be of a color in contrast to the running surface and ring gating. The table top must be light in color, no dark color(s) are allowed. The height of the table (within 1 inch) is 8 inches.

Performance:

The dog shall pause on the table for five cumulative seconds. Either a sit or a down is required on the pause table. The judge will determine whether to require a sit or down and shall inform all exhibitors prior to starting what it is, and shall start counting down once the dog has reached the required position.

Open Tunnel:

The Open Tunnel is a flexible tube of durable material that is capable of being formed into curved shapes. The two openings are either round or approximately rectangular, with a height and width of 24" plus or

minus 2". Its length is 10 to 20 feet and it is secured in position to prevent a dog from moving it. No portion of a tunnel holder that is underneath the tunnel shall be more than 1/2" thick and tunnel supports when used in locations other than the beginning and end of the tunnel shall not have a rigid upright (i.e., steel/wood) that is capable of fitting between the ribs thus possibly projecting into the tunnel.

Performance:

Dogs enter the end specified by the judge and exit the other end.

Weave Poles:

The Weave Poles consist of 6 or 12 poles that are either stuck in the ground or mounted in a base. (The base design is recommended.) The poles are 1 to 1-1/4" in diameter and at least 36 inches high, and they are uniformly spaced at intervals of 24 inches, in a straight line. It is recommended that if a rigid support is used at the base of each weave pole it does not exceed 4" in total height as measured from the ground to the top of the rigid support. (It is required that stripes be taped or painted on the poles to make them more visible to the dogs.) If a base is used, it may be no thicker than 1/2 inch and no wider than 3 inches, and it must be supported so as not to interfere with a dog's performance.

Performance:

Dogs must enter the Weave Poles by passing between poles #1 and #2 from right to left. They must then pass from left to right through poles #2 and #3 and continue this weaving sequence until they pass between the last two poles. If the sequence is broken, the dog must restart the correct sequence at the beginning.

Bar Jumps:

Bar Jumps consist of bars that are supported by bar supports that are mounted to uprights. The supports must be positioned so that the tops of the bars can be set within 1/4" of six different jump heights (4, 8, 12, 16, 20, and 24 inches). The bars must be either cylindrical with 1 1/4" to 1 1/2" diameters, or square with 1 1/4" to 1 1/2" sides. Constructed from wood or plastic, they must be 4 to 5 feet long and striped for visibility. (Bars cut from 1-inch PVC, Schedule 40, are recommended.) The bottom of the bar sits on top of the bar supports such that the bar is easily displaced. If rectangular bars are used, the top of the support must be flat and no wider than the bar it is supporting. If cylindrical bars are used, the supports may be no wider than the bar, and they should have a lip that is no more than 1/8" higher than the support, although lips up to 1/4 inch are allowed. Bolts used as bar supports are not allowed. Bars "held" in place by Velcro TM, magnets, etc. are not allowed. The inside of the uprights must be at least 32 inches tall, and the upright must be 1 to 48 inches wide. (An inside height of 42 inches and a minimum width of 3 1/2 inches are recommended for visibility. Widths less than 30 inches are recommended to facilitate handler movement on the course.)

Performance:

Dogs must jump over the top bar, without displacing it or the lower bar, in the direction indicated by the judge.

Double Bar Jump:

The Double Bar Jump consists of two parallel bars positioned at the jump heights specified for the Bar Jump. It may be built as a special jump or assembled from two Bar Jumps. The distance between the centers of the bars is one-half the jump height (within a 1/2 -inch tolerance), to a maximum of 12 inches. In addition, two more horizontal bars are placed approximately below the top bars, at about half the height of the top bar,

with the back bar higher than the front. Alternately, the bottom bars may be placed under the back bar and crossed to the ground creating an "X." All other specifications are the same as for the Bar Jump.

Performance:

Dogs must jump over the top bars, without displacing either one or the lower bars, in the direction indicated by the judge.

Triple Bar Jump:

The Triple Bar Jump consists of a series of three ascending bars. The horizontal distance between adjacent bars is one-half the jump height, while the vertical distance is one-quarter the jump height. The table below lists the heights of the tops of the bars and the horizontal distance between the centers of the bars. Tolerances on these values are 1/4 inch for the heights and 1/2 inch for the horizontal distances.

Performance:

Dogs must jump over all the bars without displacing any, in the direction that starts with the lowest bar.

Tire (Circle) Jump:

The Tire Jump, some-times called the Circle Jump, consists of a tire (or a circular object that resembles a tire) suspended from a rectangular frame. The inner diameter of the tire is 24 inches plus or minus an inch, and the wall is 3 to 8 inches thick. There must be at least 8 inches between the outside of the tire and the sides of the frame, and the frame must be tall enough to accommodate the tire at the six different jump heights, as specified for the Bar Jump. The uprights of the frame shall be secured to

the base and the base weighted or secured properly to the running surface so as to discourage tipping. The jump height is measured from the ground to the bottom of the tire opening.

Performance:

Dogs must jump through the tire opening in the direction specified by the judge. Dogs may touch the jump as they go through the opening.

Broad Jump:

The Broad Jump is composed of either four 8-inch wide sections or five 6-inch wide sections, and four corner markers. The actual width of the 8-inch sections is 7 to 8 inches, and the width of the 6- inch sections is 5 to 7 inches. The sections are constructed from a top piece and two side pieces. The length of the sections is between 4 and 5 feet long, and they may be of different lengths. To improve visibility, either the center of the sections or both ends must be marked with a color -contrasting band that is at least 3 inches wide. The sections are of varying height, and they may be arranged in either ascending order or as a hogback. (The ascending AKC Obedience Broad Jump is recommended.) When an ascending arrangement is used, each section is at least 1/2 inch higher than the previous one, and the height of the front edge of a section is at least 1/2 inch lower than the back edge. No portion of a section may be lower than 1 inch or higher than 6 inches. In a hogback arrangement, the sections ascend in height halfway across the jump and then descend. The ascending sections are at least 1/2 inch higher than the previous one, and the height of the front edge of a section is at least 1/2 inch lower than the back edge. The descending sections are at least 1/2 inch lower than the previous one, and the height of the front edge of a section is at least 1/2 inch higher than the back edge. When an odd number of sections are used, the front edge of the middle section may not be higher than the back edge. No portion of a section may be lower than 1 inch or higher than 10 inches. The length of the jump for both the ascending and the hogback configurations is twice the jump height of the division.

Consequently, not all the sections are used in the lower height divisions. In those cases, the jump must be assembled with the lowest sections. The length of the jump (within 1 inch) and the number of sections to be used for the different divisions are as follows:

Broad Jump Lengths

Jump	Length	Num. Boards
4"	8"	1
8"	16"	2
12"	24"	3
16"	32"	3
20"	40"	4
24"	48"	4

The corner markers are at least 1-inch wide and 36 inches high, and they may be decorated to improve visibility. They are either attached to the sides of the first and last sections, or they are freestanding and placed as close as possible to those positions. (Freestanding is recommended.)

Performance:

Dogs must jump all sections without visibly moving or stepping on top of any broad jump board, entering between the marker poles placed near the front section and exiting between the poles placed near the back section. Touches and ticks of the leading edge of the first board and the trailing edge of the last board that do not visibly move the board shall not be faulted. When an ascending arrangement is used, the lowest section is the front, but when a hogback arrangement is used, the judge specifies the front. Touching or knocking over the corner markers is not faulted as long as the dog goes between them.

Obstacle and Jump Positions.

Distance between obstacles in sequence:

Minimum of 15 feet to a tunnel.

Minimum of 18 feet to a jump.

Minimum of 21 feet to a spread jump (triple bar jump, double bar jump, broad jump). Maximum of 30 feet.

Measurement the of distance between obstacles- the distance between any two obstacles in sequence will be based on the anticipated path of a 20 inch high jumping dog.

Obstacles should generally stand alone. In Intermediate and below, the entrances should never be adjacent to one another, but entrances can be adjacent in the Advanced class.

It is recommended that there be a minimum of 18 feet to 21 feet between obstacles, with a minimum of 18 feet to a jump, 21 feet to a spread jump, and a maximum of 30 feet between any two obstacles in sequence as measured along the anticipated path of a 20 inch high jumping dog. Spread jumps (Triple Bar and Broad Jump) shall not be the first obstacle on the course and if set up in sequence there shall be a minimum of 21 feet between the two spread jumps. To prevent the course from becoming spread out and too long, 25 feet to 30 feet spacing should be used only in special cases.

Contact obstacles such as the A-Frame, Dog Walk, and Seesaw shall not be set up in sequence, or as the first or last obstacle on a course.

Approach Angles. Approach angles are determined based on the anticipated path of a 20 inch high jumping dog through the obstacles. Approach angles to obstacles shall not exceed the following, with additional consideration for safety, based on the obstacle being approached and the running surface.

• All Intermediate classes and below – Generally not exceeding 90 degrees, but must not exceed two times at 135 degrees. (Exception: One 180 degree turn will be allowed.)

• All Advanced classes – Generally not exceeding 180 degrees, but must not exceed two times at 270 degrees.

• All class Levels with A-Frame – A 180 degree turn from the exit of an Open Tunnel to the ascent of the A-Frame is not allowed.

Chapter 5

Responsibilities of the Agility Judge and other Show Helpers

Helpers:

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

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

Judge's Responsibilities:

1. Insuring safety (to the extent reasonably possible).
2. Insuring that the handlers, dogs, and spectators have a good experience.
3. A judge may use a course designed by the agility committee or design one and submit it for approval. Judges are reminded that in the Foundation class, the course must be simple "U" (horseshoe), "M", or "S" design, which includes all of the required obstacles. Each obstacle must easily lead to the next, and be spaced at a distance of 12' to 18' between obstacles.
4. Verifying heights of dogs in question by measuring the dog. (See rule #28 on page 3 for jump heights.)
5. Walking the course after the course builders have set it to verify that is has been correctly set (double check distance between obstacles, positions and angles of obstacles, etc.)
6. Meeting with all stewards and briefing them about their responsibilities. The briefing must include but is not limited to) the following:

    a) Gate Steward
    - How many dogs to keep on deck.
    - When the next dog should enter the ring.
    - Where leashes and collars should be left.

    b) Ring Stewards
    - Where they should be positioned.
    - Their duties are to reset any knocked down bars; reset jumps for next height, others as necessary (straighten weave poles etc.)

     c) Scribe

- Explain the arm signals to be used. Usually, one arm up with an open hand means to record an "S" for a standard fault on the score sheets.
- Both arms up with hands open means to record an "F" for failure to perform obstacle.
- Record the time from the timekeeper's stopwatch exactly as it reads. Do not convert it to seconds. Remind them to always watch the judge not the dog/handler.
- Be sure to ask any questions about the previous dog's score before the next dog runs, therefore eliminating any confusion.

     d) Timer

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

     e) Table steward

- Explain how to fill out the rest of the score sheet from the scribe's notes.

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

    a) The course time.

    b) A demonstration of the table count.

    c) What actions will result in elimination.

    d) That absolutely no unsportsmanlike conduct will be tolerated in the ring or elsewhere on show grounds.

    e) Treats and other aids will not be permitted.

    f) Reminders about touching dogs and obstacles.

9. Judge the class.

Example of a Judge's Show Timetable

- Prior to show date - allow enough time - obtain copies of approved course designs, or submit your course designs for approval.
- 1 hour before the show - review the show site for safety and appropriateness. Fill in gopher holes, divots, water holes, etc. If necessary, find another suitable location for the show. Review all equipment for safety (sturdiness) and verify that it meets regulations. Review the course with the course builders. Assist in setting the first course.

- 40 minutes before - walk the course for distance and positioning. Do no place bars on.
- 30 minutes before - meet with the ring stewards and other helpers for their briefing. Remember to include directions for what to do if there is an error or question.
- 5 minutes before - the ring stewards should set the jumps for the first height. Call all handlers for the judges briefing. After the judges briefing, allow handler 5-10 minutes to walk the course. Handlers walk the course without their dogs!
- Give a 2-minute warning so the first handler can get their dog. Clear the course. Double-check all obstacles again. Verify that the timer, scribe and other helpers are in their places. Send in the first dog/handler team.

Chapter 6

Resource List

American Kennel Club (AKC) 51 Madison Avenue

New York, NY 10010

Visit their website at: http://www.akc.org/

Washington State 4-H agility is partially modeled after AKC agility. There are several similarities and several differences too. You may be interested in showing AKC style or receiving their information.

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

United States Dog Agility Association (USDAA) PO Box 850955

Richardson, TX 75085-0955

Visit their website at: http://www.usdaa.com/

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

- USDAA Official Rules and Regulations
- Construction Plans for Dog Agility Obstacles by Kenneth Tatsch
- Junior Handler Agility Training Manual-Level One by Ruth Van Keuren
- Junior Handler Agility Training Manual-Level Two and Three by Ruth VanKeuren
- Agility Score Sheets and Score pads

You may also write for information about how your 4-H program can hold a licensed UJHP agility trial. You may register your dog with them and show in their events. Yes, they register mixed breeds.

United Kennel Club (UKC) 100 East Kilgore Road

Kalamazoo, MI 49002

Visit their website at: http://www.ukcdogs.com/

North American Dog Agility Council (NADAC) HCR2 Box 277

St. Manes, ID 83861

Visit their website at: http://www.nadac.com/

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

Appendix 1: Official Height Card

Approved Height Card

Colorado State 4-H Agility **Official Height Card**
Member's Name:
Dog's Name:
Breed:
Height at Withers:
1.
2.
(Signature and Title)   (Date)

The Official Height Card can be used in lieu of measuring the dog for each Agility event. All handlers are required to present a completed Official Height Card for their dog on check-in at the State Fair Agility Trial. The dog must be measured by two separate parties familiar with the procedures of measuring the height of a dog, such as a judge at an Agility qualifying event or fair, or the County 4-H Dog Project Superintendent. The dog must be measured on a flat, firm surface and both measurements must agree within 1 inch when measured at the withers.

Jump Height Card templates in Microsoft Word or PDF, set up to print on standard business card stock, such as Avery 5371 stock, can be found on the state website.