

AGILITY RULES REGULATIONS

Effective January 1, 2026



CANADIAN KENNEL CLUB®

CLUB CANIN CANADIEN^{INC}

PURPOSE

The purpose of agility trials is to demonstrate a dog's ability, regardless of breed, to work with its handler under a variety of challenges through a course of various agility obstacles.

TABLE OF CONTENTS

1	INTERPRETATIONS	
1.1	Definitions	1
1.2	Agility Trials Defined and Classified	3
2	GENERAL RULES & REGULATIONS	
2.1	Eligibility of Clubs to Hold Agility Trials.....	4
2.2	Making Application	5
2.3	Penalties.....	5
2.4	Failure to Hold a Trial	6
2.5	CKC Publications	6
2.6	Advertising	6
2.7	Officials and Committees.....	6
2.8	Trial Officials Duties	8
2.9	Stewards.....	9
2.10	Disqualifying or Excusing Dogs	10
2.11	General	12
2.12	Senior Handlers & Handlers with Disability.....	13
2.13	Youth Handlers.....	14
2.14	Trial Area & Course Size.....	14
2.15	Course Surfaces.....	15
3	JUDGES	
3.1	Contract Between a Club and a Judge	16
3.2	Application for Approval of Judges.....	17
3.3	Eligibility for Approval to Judge.....	18
3.4	Judges' Responsibilities	18
3.5	Course Approval	19
3.6	Substitute Judge	19
3.7	General	20
3.8	Judging Overload.....	20
3.9	Indignities to Judges	21
3.10	Judge's Conduct.....	21
4	PREMIUM LIST & JUDGING SCHEDULE	
4.1	Premium List	21
4.2	Judging Schedule.....	24
5	RIBBONS & PRIZES	
5.1	Ribbons & Rosettes	25

5.2	Trophies & Prizes	26
5.3	Cancellation of Awards.....	26
6	ENTRIES & END OF TRIAL	
6.1	Entry Requirements.....	26
6.2	Entry Fees.....	28
6.3	Assumption of Risk	28
6.4	Entry Forms	29
6.5	Acceptance of Entries	29
6.6	Refusal of Entries	30
6.7	Closing of Entries	30
6.8	Moving Up.....	31
6.9	Withdrawal of Entries	31
6.10	Bitches In Season	31
6.11	Injured Dogs	32
6.12	Health	32
6.13	Veterinarian.....	33
6.14	Catalogues.....	33
6.15	End of Trial	34
7	UNSPORTSMANLIKE CONDUCT.....	36
8	CLASSES, DIVISIONS, LEVELS, JUMP HEIGHTS & TITLES	
8.1	Divisions	37
8.2	Selected Divisions.....	38
8.3	Veterans Divisions	39
8.4	Levels.....	39
8.5	Jump Heights	40
8.6	Wickets	41
8.7	Measurement	41
8.8	Titles.....	41
8.9	Agility Novice (AG.N.).....	42
8.10	Agility Intermediate (AG.I.).....	42
8.11	Agility Excellent (AG.X.).....	43
8.12	Agility Master Excellent (AG.M.X.)	43
8.13	Agility Master Excellent (AG.M.X.) (multiples added e.g. AGMX2, 3, 4...) ...	44
8.14	Agility Novice Jumper (AG.N.J.)	44
8.15	Agility Intermediate Jumper (AG.I.J.)	44
8.16	Agility Excellent Jumper (AG.X.J.)	45
8.17	Agility Master Excellent Jumper (AG.M.X.J.).....	45
8.18	Agility Master Excellent Jumper (AG.M.X.J) (multiples added e.g. AGMXJ2, 3, 4.....)	46

8.19	Agility Master Champion (AG.M.CH.)	46
8.20	Grand Agility Master Champion (G.Ag.M.CH)	47
8.21	Selected Standard Agility Classes.....	48
8.22	Selected Jumpers With Weaves Classes.....	48
8.23	Selected & Veterans Title	48
8.24	Title Requirements-PAD	49
8.25	Title Requirements-Steeplechase	50
8.26	Title Requirements-International Challenge Class	51
8.27	Title Requirements-Jumps & Tunnels.....	51
9	OBSTACLE PERFORMANCE REQUIREMENTS	
9.1	Order of Obstacles.....	52
9.2	A-Frame.....	53
9.3	Dog Walk.....	53
9.4	Teeter	53
9.5	Pause Table.....	53
9.6	Open Tunnel.....	53
9.7	Weave Poles	54
9.8	Bar Jumps	54
9.9	Panel Jump.....	54
9.10	Other Jumps.....	55
9.11	Double Bar Jump/Ascending Double Bar Jump	55
9.12	Ascending Spread Jump.....	55
9.13	Triple Bar Jump	55
9.14	Tire Jump.....	55
9.15	One Bar Jump	56
9.16	Wall Jump	56
9.17	Broad Jump.....	56
10	GENERAL SCORING CRITERIA & GENERAL COURSE DESIGN PRINCIPLES	
10.1	Walkthrough	56
10.2	Refusals.....	56
10.3	Running a Wrong Course	57
10.4	Table Fault	58
10.5	Failure to Perform.....	58
10.6	Re-Runs	59
10.7	Mandatory Excusals	60
10.8	Collars and Leashes.....	61

10.9	Obstacle and Jump Positions	61
10.10	Course Distances and Times	62
10.11	Selected & Veteran Division Course Times.....	64
10.12	Starting & Completion	64
10.13	Qualifying Performance	65
10.14	Placements	66
10.15	Course Time Deductions.....	66
10.16	Faults & Deductions.....	66
10.17	Announcement of Scores.....	67
10.18	Mechanics of Designing Courses	68
10.19	Fix & Go On.....	69
11	STANDARD AGILITY CLASS	
11.1	Regular Standard Classes.....	69
11.2	Novice Standard Class Obstacles	70
11.3	Novice Standard Class Challenges	71
11.4	Novice Standard Course Design Elements.....	71
11.5	Intermediate Standard Class Obstacles ...	73
11.6	Intermediate Standard Class Challenges.....	74
11.7	Intermediate Standard Course Design Elements.....	74
11.8	Excellent Standard Class Obstacles.....	76
11.9	Excellent & Master Excellent Standard Class Challenges.....	77
11.10	Excellent Standard Course Design Elements.....	78
12	JUMPERS WITH WEAVES	
12.1	Regular Jumpers With Weaves Classes....	80
12.2	Novice Jumpers With Weaves Class Obstacles.....	80
12.3	Novice Jumpers With Weaves Class Challenges.....	81
12.4	Novice Jumper With Weaves Class Course Design Elements	81
12.5	Intermediate Jumpers With Weaves Class Obstacles.....	82
12.6	Intermediate Jumpers With Weaves Class Challenges.....	83
12.7	Intermediate Jumpers With Weaves Class Course Design Elements	83
12.8	Excellent Jumpers With Weaves Class Obstacles.....	84

12.9	Excellent Jumpers With Weaves Class Course Design Elements	85
13	POINTS AND DISTANCE	
13.1	Points and Distance (PAD) Class	86
14	STEEPLECHASE	
14.1	Steeplechase	97
15	INTERNATIONAL CHALLENGE CLASS	
15.1	Purpose	99
15.2	Standard Course Times	99
15.3	Equipment Requirements	101
15.4	Jump Height	102
15.5	Titles	102
16	JUMPS & TUNNELS (J&T)	103
17	SANCTION MATCH	106
18	PROTESTS	107
19	COMPLAINTS.....	109
20	DISCIPLINE.....	110
21	PROCEDURE FOR CONDUCTING AN AGILITY TRIAL COMMITTEE HEARING.....	112
22	PARTICIPATION	113
23	LIABILITY	114
24	AMENDMENTS.....	114
APPENDIX A	– Obstacle Construction Specifications.....	115
APPENDIX B	– Signals & Scribe Notations	132
APPENDIX C	- Signals & Scribe Notations for Steeplechase	133
APPENDIX D	- Signals & Scribe Notations for Jumps & Tunnels.....	133

1 **INTERPRETATIONS**

1.1 **Definitions**

“Board” means the Board of Directors of The Canadian Kennel Club

“breed” includes a breed that is accepted by a CKC recognized foreign stud book or by an association incorporated under the Animal Pedigree Act other than the CKC

“canine companion number” (CCN) means that mixed and unrecognized breed dogs are allowed to participate in the CKC Performance Events of Agility, Obedience and Rally Obedience Trials

“CKC” means The Canadian Kennel Club

“Club” means The Canadian Kennel Club

“club” means a club or association officially accredited by The Canadian Kennel Club

“complainant” means any person who has laid a charge or complaint against another person, partnership, company or organization relative to contravention of these rules, regulations, procedures and policies of The Canadian Kennel Club

“debar” means to prohibit a person from participating in any competition or other activities directed, sanctioned, sponsored or authorized by The Canadian Kennel Club if held under its auspices or under any of its rules and regulations

“defendant” means any person, partnership, company or organization against whom a charge or complaint has been laid, relative to contravention of these rules, regulations, procedures and policies of The Canadian Kennel Club

“deprive of privileges” means to deprive a non-member of all privileges accorded to non-members of The Canadian Kennel Club, including the use of the Head Office

“dog” means a dog of either sex

“exhibitor” means the owner(s) or handler who enters a dog in an agility trial

“expel” means to terminate membership in The Canadian Kennel Club and depriving the person so expelled from all privileges of The Canadian Kennel Club

“handler” means the person handling the dog in the agility trial

“Head Office” means the office at which the business of The Canadian Kennel Club is carried out on a regular ongoing basis

“immediate family” means spouse, father, mother, son, daughter, brother, sister, grandparents and significant other

“instructor” means any person who regularly instructs or assists with the training of Agility dogs, or who regularly trains Agility dogs belonging to a person outside his immediate family

“lame” means any condition which affects a dog’s locomotion. (e.g. a dog with a withered or amputated limb is considered to be moving with unnatural locomotion)

“listed breed” means a breed that is included in the Miscellaneous List and that is authorized to participate in CKC events in accordance with the rules and regulations governing those events

“mixed-breed dog” means a dog of unknown ancestry that belongs to no recognized breed and is not the result of selective breeding

“owner” means the owner or owners as stated on the registration certificate of the dog

“recognized breed” means a breed that The Canadian Kennel Club is authorized to register in accordance with the Animal Pedigree Act or a dog of a breed included in the CKC Miscellaneous list

“suspend” means to deprive a member, for the period ordered, of all the privileges of The Canadian Kennel Club

(18-09-22) **“Temporary Competition Number”(TCN)** means a number issued by the CKC that allows a dog to participate in CKC events.

“trainer” see “instructor”

“unrecognized breed” means a dog of known ancestry not on the CKC list of recognized or miscellaneous breeds and that is registered with a Registry recognized by the CKC

This rule book shall be read with all applicable changes in gender so that the masculine shall include the feminine and vice versa and the singular shall include the plural if applicable.

1.2 Agility Trials Defined and Classified

- 1.2.1 When a trial is held in conjunction with a specialty show, the trial may be confined to the breeds eligible for entry in the Specialty Show.
- 1.2.2 An approved agility trial is a formal event given by a CKC accredited club at which qualifying scores may be awarded towards a title.
- 1.2.3 A limited entry agility trial is one where a club applies to hold a trial for all breeds but limits the total entry due to the geographical area or limitation of space. The maximum limit of entries and reason, therefore, must be indicated on the front of the premium list.
- 1.2.4 A trial may be comprised of a combination of any of the official classes listed in Chapter 8 or multiples of a particular class.
- (08-03-22) (a) A trial may be defined as all the classes on a given date or a club may chose to hold multiple trials on a given date, to a maximum of 4. However, a judge must not be asked to judge more than 300 runs per day.
- (b) When a class is chosen to be part of a trial, all levels, divisions and jump heights must be offered. One or more levels may be offered more than once (i.e., Novice, Intermediate and Excellent must all be offered, however multiple sets of i.e., Excellent may also be offered for Standard, JWW and PAD). An exception to this rule is if the ring size only accommodates the Novice level, a host club may apply to run Novice only trials on one weekend per year (i.e., in the winter when space may be limited).
- (c) The group may contain more than one set of Standard, Jumpers with Weaves, or any or all of the game classes, or it may contain multiple sets from each type of class. It is at the discretion of the host club to choose which classes to offer.
- (d) However, when multiples of the same type of class are offered with the same trial (event number), dogs are not permitted move up to the next level for the second class that is within that same trial.
- 1.2.5 A sanctioned agility match is an informal event given by a CKC accredited club at which dogs compete but do not earn qualifying scores towards titles.

2 GENERAL RULES & REGULATIONS

2.1 Eligibility of Clubs to Hold Agility Trials

- 2.1.1 Only accredited clubs or associations that are in good standing with the CKC are eligible to apply for and hold an agility trial.
- 2.1.2 A club that has not held an agility trial under CKC rules within three (3) years will be required to hold at least one sanctioned match.
- 2.1.3 A club or association may be approved to host trials on 12 dates in any calendar year.
- 2.1.4 A club can be approved to hold separate trials on consecutive days, but will not be approved to hold more than four (4) trials on any single day.
- 2.1.5 A Specialty Club holding a Specialty Show under CKC rules may hold an Agility trial in conjunction with its specialty show that is confined to the breed(s) eligible for entry in its specialty or the club may apply for an all breed Agility trial.
- 2.1.6 Where a specialty trial is being held simultaneously with an all breed trial but not at the same venue and within the mileage requirements, the all breed trial will exclude those breeds from the trial in which the specialty club has been approved. Such exclusion will be limited to a maximum of five (5) breeds.
- 2.1.7 Permission may be granted to hold simultaneous agility trials or an all breed, and a specialty agility trials when the dates conflict with one or more CKC agility trials being held less than 322 km (200 mi) apart if it can be shown that granting of such approval will not work to the detriment of the clubs applying to hold the trials, and that all clubs agree in writing to waive this rule.
- 2.1.8 When a specialty Agility trial is being held in conjunction with an all breed Agility trial at the same venue, the all breed club will provide a letter of acknowledgment to the specialty club, which must be submitted along with the Event Date Application form.
- 2.1.9 A club offering an all-breed agility trial at its option may allow mixed breeds and unrecognized breeds to be entered in the trial. This option is not available

for single breed trials. If this option is exercised, it must be stated in the Premium List.

2.2 Making Application

- 2.2.1 A club applying to hold an agility trial must make application on forms provided by the CKC. The Event Date application must be submitted so as to be received not less than 180 days prior to the date of the proposed trial. The CKC will notify the club whether or not approval has been granted. If the date is granted and the club fails to hold its trial on the date approved, an administrative fee as set by the Board will be assessed against the club, unless the CKC waives this fee on the grounds that the club had no alternative but to postpone or cancel.
- 2.2.2 The Event Secretary must be a regular member in good standing with the CKC.
- 2.2.3 The CKC shall have the authority to grant or withhold approval of an application for a trial date. In the event approval is withheld, the trial-giving club shall have no claim against the CKC.
- 2.2.4 A club wishing to obtain priority rights for specific dates on which to hold agility trials may apply for priority rights on a form provided by the CKC. Clubs may apply for a maximum of three (3) consecutive priority dates for a term. The fee to maintain dates will be set by the Board. Priority rights must be validated each year by submission of the appropriate date application. The application must be submitted so as to be received not less than 180 days prior to the dates of the proposed trials, or priority will automatically become null and void for the remainder of the priority dates held, and those dates will then become available to other clubs.
- 2.2.5 A club that meets all of the requirements of the CKC may be approved to hold an agility trial.

2.3 Penalties

- 2.3.1 When an application for a trial date is received by the CKC less than 180 days prior to the event, and rejection will cause undue hardship on the trial-giving club, the CKC, after consultation with the local CKC Board member, may approve the application. An administrative fee, as set by the Board, will be levied and this fee is payable within 30 days of notification from the CKC. The trial giving club shall have no claim against the CKC.

2.4 Failure to Hold a Trial

- 2.4.1 The CKC shall have the power to grant or withhold approval of an application for dates. If the date is granted and the club fails to hold its trial on the date approved, an administrative fee as set by the Board will be assessed against the club, unless the CKC waives this fee on the grounds that the club had no alternative but to postpone or cancel. This fee is payable within 30 days of notification from the CKC. In the event that such action is taken, the trial-giving club shall have no claim against the CKC.

2.5 CKC Publications

- 2.5.1 All clubs holding agility trials are required to have available, copies of the latest editions of these Agility Trial Rules and Regulations.

2.6 Advertising

- 2.6.1 A club that has not been granted priority dates must not advertise or publish the date of any agility trial that has not been approved by the CKC.
- 2.6.2 A club that has been granted priority dates for its event may advertise those dates prior to submitting the Event Date Application. This does not exempt the club from submitting the required applications to the CKC within the prescribed time frame.
- 2.6.3 A club must not advertise or publish the names of the judges until the club has received notification from the CKC that the judges have been approved.

2.7 Officials and Committees

- 2.7.1 A Club holding an agility trial must name, by appointment or election, a Trial Superintendent, a Trial Chair, a Trial Secretary, and a Trial Committee, who must be regular members in good standing with the CKC. The premium list for CKC approved agility trials shall designate the Trial Secretary as the person who is to receive entries. Any person acting as Trial Secretary may not judge at the same trial. Except as otherwise provided in these rules, and to any other instructions delivered in writing by the Trial Committee to the Trial Superintendent, the Trial Superintendent is in charge of the trial.
- 2.7.2 Only those persons in good standing, member or non-member, with the CKC may act in any official capacity at agility trials. Any person acting as a Trial Chair or Trial Secretary must be a regular member of the CKC.

-
- 2.7.3 A club that has been granted permission by the CKC to hold a trial must appoint an Agility Trial Committee which will have complete responsibility for planning and conducting the event. The Committee shall be comprised of at least five (5) members of the club and may include the Trial Secretary, but the Trial Secretary shall not be designated as the Agility Trial Committee Chair. A majority of the Agility Trial Committee must be present during a CKC approved agility trial. In the absence of Agility Trial Committee members, the Chair or an officiating officer shall appoint sufficient Committee members in order to ensure compliance with this section. At least two (2) members of the Agility Trial Committee must be CKC members in good standing.
- 2.7.4 The Agility Trial Committee and Trial Secretary shall be held responsible for compliance with all of the applicable Agility Trial Rules and Regulations, except those coming under sole jurisdiction of the judge, and must provide themselves with copies of the latest editions of these rules.
- 2.7.5 The Trial Secretary shall ensure that all changes in the official catalogue are initialed and dogs absent are recorded.
- 2.7.6 The Trial Superintendent and the Agility Trial Committee of a club holding an approved agility trial shall have the authority to decide upon any matter arising during the running of the agility trial, except when it falls under the jurisdiction of the judge in the ring.
- 2.7.7 It is the responsibility of the trial-giving club and the Trial Committee to provide facilities and equipment which meet the requirements of these rules.
- 2.7.8 The Trial Committee shall provide the judges with the following information:
- The available ring dimensions, any barriers, constraints or hazards, such as trees, poles, walls, and including the type of ring surface, the running order of the classes in each ring, and a complete list of available obstacles including type and construction of the tire jump, the size of the obstacles for which size variations are allowed and whether an electronic timing device is to be used.
- 2.7.9 The duties and authority of all Trial Officials shall be as prescribed in these rules.
- 2.7.10 The Trial Chair and Trial Secretary may handle dogs at the trial where they are officiating.
-

-
- 2.7.11 A dog that bites or attempts to bite another dog or a person may be removed from the event grounds or premises for the duration of the event by the Agility Trial Committee
- 2.7.12 Where a person who has control or custody of a dog at a CKC event causes that dog to suffer serious injury or death through negligence or willful misconduct, the Trial Superintendent or the Agility Trial Committee shall file a report to the CKC for possible submission to the Discipline Committee.
- 2.7.13 The officials of a trial-giving club will be held responsible for the conduct of exhibitors and spectators during the trial. Any person acting in an objectionable manner must be removed from the trial precincts on complaint to the Trial Superintendent.

2.8 Trial Officials Duties

2.8.1 Trial Chairperson

The Trial Chairperson will be responsible for naming the Trial Committee, the Trial Secretary, and the Trial Superintendent. The Trial Chair will be responsible for developing a Trial budget, and setting event goals in discussion with Committee members. They will also be responsible for the selection and confirmation of the venue and applying for the event date. They are also responsible for the process of nominating and selecting and arranging contracts with the necessary judges. In conjunction with the Trial Secretary, the Trial Chair must complete and submit all necessary paperwork to the CKC for event and judge approval. Other tasks may be assigned by the Executive of the Club.

The Trial Chair has primary responsibility for running the event. All committees report to the Trial Chair.

2.8.2 Trial Superintendent

Prior to the opening of the trial, the Show Committee shall hand over to the Trial Superintendent the running of the trial, and that individual shall be in charge of the event from that time until its completion. The Trial Superintendent shall be responsible for the enforcement of all rules and regulations relating to the trial and any additional rules announced in the Premium List. The Trial Superintendent shall insure that he is in possession of or has immediate access to a copy of the latest approved Agility Rules and Regulations.

2.8.3 Trial Secretary

The Trial Secretary will be responsible for the processing of all official paperwork required by the Canadian Kennel Club. He/She will also be responsible for ensuring that all entrants have the required material to compete on the day of the trial and shall process all entry fees and CKC fees. The Trial Secretary shall produce and mail or otherwise distribute a Premium List, receive all entries, order ribbons, assist in the production of the official section of the catalogue, prepare a judging schedule, send entry confirmations to all entrants, and perform all official duties at the trial site during the day of the trial. On completion of the event, forward all necessary paperwork and fees to the CKC.

2.9 Stewards

2.9.1 The Trial Committee shall provide the following minimum number of stewards per ring:

- (a) one Scribe;
- (b) one Table Steward (optional);
- (c) two Ring Stewards;
- (d) one Timekeeper;
- (e) one Gate Steward;
- (f) one Leash Runner.

2.9.2 The responsibilities of the Scribe will include, but are not limited to:

- (a) ensuring that the correct class, jump height and competitor number is recorded at the top of each score sheet;
- (b) recording the faults as signaled by the judge as the course is being run;
- (c) recording the time of each run on the score sheet.

2.9.3 The responsibilities of the Table Steward will include, but are not limited to:

- (a) calculating the scores and running times and ensuring that the scores and running times are recorded in the CKC catalogue;
- (b) recording each competitor's score and running time for the score board;
- (c) calculating placements for each class;
- (d) marking absent dogs.

-
- 2.9.4 The responsibilities of the Ring Stewards will include, but are not limited to:
- (a) setting up each course as directed by the judge;
 - (b) replacing downed poles, straightening or adjusting any obstacle as required.
- 2.9.5 The responsibilities of the Timekeeper will include, but are not limited to:
- (a) taking the official running time with a digital stopwatch or electronic timer;
 - (b) reporting the running time to the scribe in hundredths of seconds.
- 2.9.6 The responsibilities of the Gate Steward will include, but are not limited to:
- (a) ensuring the next dog and handler are ready to run the course as soon as the previous performance has been completed;
 - (b) ushering competitors in and out of the ring;
 - (c) indicating when jump height changes are required.
- 2.9.7 The responsibilities of the Runner will include, but are not limited to:
- (a) bringing the appropriate score sheets from the scribe to the table stewards;
 - (b) moving leashes to the exit gate.
- 2.9.8 It is the responsibility of the Trial Committee to provide two (2) digital stop-watches that record time to 1/100th of a second, one to be used by the timekeeper and one to be used as a spare if the primary one malfunctions. If an electronic timing device is used, a stop watch must be available as back-up.
- 2.9.9 Scribes and Timekeepers may compete, but are excluded from the height division of the class or classes they are assigned to. Scribes and Timekeepers may handle a dog in another class if it does not conflict with the completion of their assignment.

2.10 Disqualifying or Excusing Dogs

- 2.10.1 At his discretion, a judge shall have the authority to excuse or disqualify a dog which menaces, threatens, attempts to bite or bites the judge, another person,
-

or another dog in the ring. When a dog is twice excused on this account, it shall have the status of a disqualified dog.

2.10.2 At his discretion, a judge shall have the authority to permanently disqualify a dog which bites the judge or another person in the ring. Dogs disqualified under this provision will not be eligible for reinstatement. The decision to permanently disqualify a dog must be clearly indicated on the Judge's Disqualification Form.

2.10.3 Excusals

A judge can excuse a dog, if the dog is aggressive towards another dog or person in the ring; or leaves the ring and displays menacing or threatening behaviour towards a dog or person outside the ring. When a dog is twice excused for this reason, it shall have the status of a disqualified dog.

2.10.4 Disqualify while being measured.

A judge must disqualify a dog that bites or attempts to bite a judge or another person while it is being measured.

2.10.5 When a judge disqualifies or excuses a dog for aggression, the disqualification or excusal and reason therefore, must be recorded in the marked catalogue and signed by the judge. The owner or handler of the dog must be advised of said reason before leaving the ring. A dog which has been disqualified shall not receive any ribbon, prize or award. In such cases, the CKC may order that any previous awards be cancelled and all ribbons and/or prizes shall be returned.

2.10.6 Once a dog has been disqualified for any reason at an agility trial, it may not be entered in another trial until the dog has been reinstated by the CKC. All awards earned by a dog entered in violation of this section will be cancelled by the CKC and the owner of the dog may be subject to disciplinary action. A dog disqualified under section 2.10.2 is not eligible for reinstatement.

2.10.7 Any dog that is disqualified under section 2.10.2 shall automatically be disqualified from entering in any CKC event in any other discipline until such time as the dog is officially reinstated, if the dog is eligible for reinstatement.

2.10.8 Reinstatement

- (a) The owner of a dog which has been disqualified at an event held under these rules may, after 30 days from the date of said disqualification, apply in writing to the CKC for reinstatement of the dog, unless the dog is ineligible for reinstatement as per Section 2.10.2. The request for reinstatement must be accompanied by a deposit as set by the Board.

- 2.10.9 The owner of a disqualified dog must wait at least 30 days from the date of the disqualification before requesting reinstatement. A letter accompanied by the appropriate fee should be mailed to the CKC requesting reinstatement.

2.11 General

- 2.11.1 There shall be no smoking within the course area at any time.
- 2.11.2 On the day of the trial the judge must provide the club with the course design and may supply a copy of the course design for each handler. A map of each course must be posted prominently before the judging of the class begins.
- 2.11.3 A warm-up area must be set up with one (1) jump. This area must be separate from the course area. In trials with multiple rings, a separate warm up area is required for each ring.
- 2.11.4 Equipment that is not being used for a particular class must be stored so as not to interfere with the running of the course.
- 2.11.5 The Agility Trial Committee shall provide without cost one exhibitor pass for each dog entered. If a trial is held in conjunction with a fair, exhibition or other activity where an admission fee is charged, the exhibitor's pass must include free admission to that fair, exhibition or other activity in that venue.
- 2.11.6 All CKC Officers, CKC Board members, and the local Agility Council Representative shall be admitted without charge to any agility trial.

2.12 Senior Handlers and Handlers with Disability

- 2.12.1 Senior handlers (65 years and over) and handlers with disability may request a modified course time or a modified points requirement (PAD) (see tables below).
- 2.12.2 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 S/D box) to receive modified times/reduced number of points.
- 2.12.3 The handler's dog shall be entered at its current competition jump height and category. (Time and points concession is for the handler)
- 2.12.4 For Standard, JWW, Steeplechase and J&T, 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.
- 2.12.5 For PAD, the score table will add three (3) points prior to scoring the run.

MODIFIED COURSE TIMES

CLASS	MODIFIED TIME (More Time Allowed)
Standard, JWW, Steeplechase, J&T	If course is under 137.1 m (150 yds), subtract five (5) seconds from dog's time. If course is 137.1 m (150 yds) or more, subtract ten (10) seconds from dog's time

REDUCED POINTS REQUIREMENT FOR PAD

LEVEL	REDUCED POINTS REQUIREMENT
Novice	three (3) pts less (add three (3) pts to dog's total)
Intermediate	three (3) pts less (add three (3) pts to dog's total)
Excellent/Master	three (3) pts less (add three (3) pts to dog's total)

2.13 Youth Handlers (12-09-25)

- 2.13.1 Youth handlers (identified as 17 years and under (12-09-25) on the first day of the event) will have a modified course time or a modified points requirement (PAD) (see below). As an extra concession, no refusal faults will be called at the Novice level, including the PAD bonus sequence.
- 2.13.2 It must be indicated on the entry form if the handler (12-09-25) is entering as youth handler to receive modified times/reduced number of points. The entry form must be signed by the parent or guardian.
- 2.13.3 The handler's dog shall be entered at its current (12-09-25) competition jump height and category. (Time and points concession is for the handler)
- 2.13.4 For Standard, JWW, Steeplechase and J&T, the (12-09-25) 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.
- 2.13.5 For PAD, the score table will add three (3) points (12-09-25) prior to scoring the run.
- 2.13.6 Modified Course Times (12-09-25)
CLASS - Standard, JWW, Steeplechase, J&T
Modified Time (More Time Allowed)
If course is under 137.1 m (150 yds), subtract five (5) seconds from dog's time. If course is 137.1 m (150 yds) or more, subtract ten (10) seconds from dog's time
- 2.13.7 Reduced Points Requirement For Pad
All Level Reduced Points Requirement
three (3) pts less (add three (3) pts to dog's total).

2.14 Trial Area & Course Size

- 2.14.1 The trial area will be determined by the Trial Committee.
- 2.14.2 The area available for an agility trial should provide adequate space for crating and warm-up areas, in addition to the minimum course area requirements. The minimum course areas are as follows:
- (a) Indoors
Novice 558 sq. m. (6,000 sq. ft.)
Intermediate 744 sq. m. (8,000 sq. ft.)
Excellent 744 sq. m. (8,000 sq. ft.)
-

The minimum length of any side is 18.3 m (60 ft).

(b) Outdoors

Novice 744 sq. m. (8,000 sq. ft.)

Intermediate 930 sq. m. (10,000 sq. ft.)

Excellent 930 sq. m. (10,000 sq. ft.)

- 2.14.3 The course must be enclosed with two (2) sets of ropes approximately 30.5 cm (12 in) and 61 cm (24 in) above the ground or other visible barriers.
- 2.14.4 Sites should be essentially level and clear. Judges have the option of requesting a change of venue, or canceling the event if conditions pose a hazard or danger and cannot be modified or corrected.
- 2.14.5 There should be a holding area clearly separated from the ring and the area surrounding the ring where handlers and dogs may wait prior to their turn to enter the ring.
- 2.14.6 A catch area at the end of the course should be clearly defined to ensure the handlers have their dogs under control before leaving the area. If this is not possible, then the finish line (and the last jump/obstacle) should be located far enough away from the exit gate to allow the handler to have the dog under control before leaving the ring.

2.15 Course Surfaces

- 2.15.1 Whether indoors or outdoors, courses must be set up on non-slip surfaces such as packed dirt, grass, bark mulch, carpeting, matting or padded matting. If a course is run on concrete, the area must be fully matted and landing areas must be padded with adequate landing mats.

3 JUDGES

3.1 Contract Between a Club and a Judge

- 3.1.1 A verbal or written approach to a judge regarding a specific event must be confirmed in writing by the trial-giving club within 15 days of the inquiry, or the assignment will be considered null and void and the judge is thereby free to accept other assignments. In such circumstances, a judge who accepts another assignment must inform the trial-giving club within 15 days and prior to the judge accepting another assignment for that date.
- 3.1.2 A judge must confirm in writing within 15 days his acceptance of an assignment with a club after receipt of confirmation that the services of the judge will be required. If such confirmation is not received by the club within 15 days, the agreement will be considered null and void and the club is free to seek the services of another judge.
- 3.1.3 The CKC will consider a signed letter by the club, for the engagement of a judge to officiate at future events, as a legal and authorized engagement. Any attempts to break such a contract by the club without reasonable and just cause could lead to immediate cancellation of future events until such dispute is settled. The CKC will not enter into any disputes over fees and/or payments.
- 3.1.4 Clubs must notify judges of the requirements of the assignment. The following information must be included:
- (a) if electronic timers will be utilized
 - (b) the dimensions of the ring/s including any post or obstructions and/or any areas set aside for other functions
 - (c) whether the trial is indoors or outdoors and type of ring barrier
 - (d) the classes being offered at each trial, including the event numbers
 - (e) type of surface/footing
 - (f) whether one or more rings are to be used
 - (g) the running order of the classes in each ring
 - (h) the full equipment list with the dimensions of the equipment including the length of jump bars, and wings, a statement of contact

equipment coating, the style of the tire, and any other information that would assist with course design.

- (i) if the judge is to design courses in conjunction with another officiating judge, the contact information for the other officiating judge.
- (j) any other information that is required for the judge to design courses appropriately.
- (k) reimbursement and payment details for the assignment
- (l) information as to travel, accommodation, and attendance at the trials.

3.2 Application for Approval of Judges

3.2.1 After a club has been granted permission by the CKC to hold an agility trial, the club must submit for approval the Judges Application form. The application must be submitted so as to be received not less than 120 days prior to the date of the trial. The application must set forth the names and addresses of the persons selected to judge, as well as the classes assigned to each judge.

3.2.2 When the application for approval of judges reaches the CKC less than 120 days prior to the trial, an administrative fee, as set by the Board, will be assessed against the club.

3.2.3 When a club is using courses designed by a judge, and the courses will be judged at the trial by a different approved judge, the club must apply to the CKC for approval of both judges. The name of the judge that designed the course will be the judge entered in CKC records for the purpose of issuing scores and titles.

3.2.4 Once approval is granted, the CKC will inform the trial giving club that the judges have been approved. The Trial Secretary shall send to each approved judge a confirmation of assignment letter, supplied by the CKC, as well as all of the information the judge will need to design the courses for the trial.

3.2.5 Once the Premium List is published, no change will be permitted except when necessary (e.g., due to death or illness) and with CKC permission.

3.2.6 A judge shall not be required to judge more than 300 runs per day.

3.2.7 A judge must be provided with a meal period of not less than 30 minutes.

3.3 Eligibility for Approval to Judge

- 3.3.1 The Board shall have the power to prescribe from time to time the regulations for eligibility to judge one or more levels at an agility trial. It shall also have the power to prescribe the procedures in order to determine and/or test the qualifications of a person seeking to establish eligibility to judge one or more levels. It may prescribe regulations by which a person may be removed from the list of persons eligible to judge at an agility trial.

3.4 Judges' Responsibilities

- 3.4.1 Judges are responsible for making agility courses appropriately challenging, and judged in accordance with these Regulations.
- 3.4.2 Judges are permitted to design courses for a trial to be judged day-of by another approved CKC judge in accordance with the Regulations. Any qualifying scores will be recorded as earned under the designing judge.
- 3.4.3 Judges are permitted to send complete courses for a trial electronically to the Superintendent of the trial up to two (2) days prior to a trial. These courses must not be shared with any other persons other than a replacement judge if one (1) is needed. Unnumbered course or courses showing obstacle location may be provided to host clubs no earlier than 48 hours of the trial.
- 3.4.4 The course layout for each class must be posted in an easily accessible area at least ½ an hour before the start of the class.
- 3.4.5 Judges are responsible for inspecting the course area and checking the equipment before starting each course, ensuring that the course and ring are safe.
- (12-03-22) All efforts must be made to adjust any equipment or course problems before running the trial. The judge must inform the Agility Zone Rep of any concerns. These concerns should be addressed and corrected prior to the next trial held by the club. The Agility Zone Rep will verify the changes are made either in person or by reviewing the correction(s) with photos or videos.
- 3.4.6 A judge must clearly call all faults that occur on the course throughout the entire run, even after a dog has earned a non-qualifying score. The signals for

a fault shall be (see Appendix B for illustration of Signal & Scribe Notation):

- “**F**” failure to perform -
two raised arms, hands open
- “**W**” wrong course -
one raised arm, hands open
- “**R**” refusal -
one raised arm, hand in closed fist
- “**T**” table fault -
hands held in “T” shape (as in time-out)
- “**FG**” Fix & Go On - raised crossed arms

- 3.4.7 At the end of the assignment the judge must ensure that the marked catalogue is properly signed and any changes initialed.
- 3.4.8 The judge will instruct the scribe of his responsibility to record faults signaled by writing the letters as listed in section 3.4.6 on the scribe sheet for each dog.
- 3.4.9 The judge must examine the qualifying scribe sheets to verify the official catalogue is marked correctly.
- 3.4.10 At the conclusion of the trial, all scribe sheets will remain with the trial secretary who will keep them as a record for a minimum of one (1) year.

3.5 Course Approval

- 3.5.1 The judge must submit his proposed course for approval to the CKC a minimum of 60 days prior to the date of the trial.

3.6 Substitute Judge

- 3.6.1 When a trial giving club is notified prior to the opening of the trial that an advertised judge will not be able to fulfill his assignment, permission from the CKC to substitute the judge is required. The club will make every effort to notify all exhibitors. If time does not permit approval from the CKC, the zone CKC Board member or the zone Agility Representative may give approval for the substitution. Exhibitors affected by this change may, by written or electronic notification, withdraw their entries prior to the judge’s briefing of the class.
- 3.6.2 Qualifying scores earned shall be awarded under the name of the judge whose courses were designed and approved.

-
- 3.6.3 If an advertised judge has started an assignment but is unable to finish the assignment on that day, a substitute judge shall be selected by the Agility Trial Committee. The awards made by the regular judge shall stand and the substitute judge shall judge only the remaining classes. Any dog, which is to be judged by the substitute, may be withdrawn from competition. No refunds will be given. Awards given shall be deemed to have been given by the advertised judge.
- 3.6.4 Any person in good standing with the CKC may be used as a substitute judge in an emergency, provided all efforts to obtain a qualified substitute judge have been exhausted. The substitute judge shall judge the classes as originally approved by the CKC. The CKC shall be promptly notified of the substitute judge.
- 3.6.5 Where the advertised judge is delayed, a substitute judge shall be permitted to finish judging any class in progress.

3.7 General

- 3.7.1 A judge officiating at a trial must report to the Trial Secretary at least 30 minutes before scheduled starting time for the assignment.
- 3.7.2 If a judge is unable to fulfill his assignment due to illness or to any other circumstances beyond his control, the judge shall immediately notify the club; follow up such conversation with written confirmation (letter, fax, email) sent to the club and the CKC of his inability to officiate.
- 3.7.3 A judge is not allowed to consume alcoholic beverages at the venue until the completion of the assignment.

3.8 Judging Overload

- 3.8.1 When entries close and the club determines that the total number of dogs entered under a judge exceeds the maximum number of runs, the club must seek approval from the CKC to transfer one or more height divisions or classes to an overload judge to reduce the total number of runs. Courses submitted by the original Judge will be used in all classes or height divisions. Awards given shall be deemed to have been given by the advertised judge.

Exhibitors affected by the change may, by written notice, withdraw their entries up to one hour before the first trial starts.

3.9 Indignities to Judges

3.9.1 A judge officiating at a trial held under these rules shall not be subjected to indignities of any kind during the progress of the trial. It shall be the duty and obligation of the club holding the trial to see that this rule is effectively carried out.

3.10 Judge's Conduct

3.10.1 A judge must conduct himself in a manner that is fair and not prejudicial to the sport.

4 PREMIUM LIST & JUDGING SCHEDULE

4.1 Premium List

4.1.1 A standard Premium List must be published by all clubs holding agility trials under these rules. A club which has been granted permission to hold a trial, and has received approval of its selected judges, must prepare and have printed a Premium List with entry forms to be made available to prospective exhibitors.

4.1.2 Premium lists and entry forms shall be of such size, in such form, and contain such information as prescribed by the CKC. The following information must be listed on the front cover (or first inside page, excluding the inside cover) of the premium list:

- (a) the words "Official Premium List";
- (b) the name of the club holding the event;
- (c) the type of event (i.e. All Breed Agility Trial, Specialty Agility Trial, etc.);
- (d) dates of the events;
- (e) date and time for closing of entries (no entries may be accepted, altered, cancelled or substituted after the official closing date and time for entries, except for as provided in these rules);

-
- (f) date and time for opening of entries, not earlier than 90 days prior to the first day of the trial;
 - (g) whether mixed breeds and unrecognized breeds can enter;
 - (h) if a trial is to be limited, a prominent announcement on the cover page that entries in the trial will close automatically when the limit has been reached, or on the closing date, whichever comes first.

4.1.3 The following information must appear in a premium list:

- (a) exact location of, and directions to, the event (may include a map showing the location of the site);
- (b) the statement “These events held under the rules of The Canadian Kennel Club”;
- (c) at least one (1) copy of the entry form with the official logo of the CKC printed on it;
- (d) a statement as to whether the trial is indoors, outdoors or both;
- (e) if the trial is outdoors, a statement as to whether or not cover will be provided in case of inclement weather;
- (f) a list of club officers (email addresses may be given if desired);
- (g) a list of the Trial Committee with the email address and phone number of the Trial Secretary;
- (h) the address and phone number of where entries are to be sent;
- (i) a listing of the judges and their email addresses;
- (j) a complete list of each judge’s assignment broken down for each day;
- (k) a list of awards and prizes, if offered;
- (l) if money is to be offered as prizes, the amount for each award must be stated;
- (m) the amount of the entry fee for each class;
- (n) the name of the Chief Executive Officer of The Canadian Kennel Club and the address of the Head Office;
- (o) a club must include a statement defining the precincts of the trial (a building or specific area may be designated, but it must be clearly defined);

-
- (13-03-22) (p) A club must include what cooling provisions are available for hot weather (temperatures expected to be 25 degrees Celsius or more). This may include a water hose, a small wading pool with cool water, or water sprayer.
- (q) ring size and surface to be used for each course and height and type of ring enclosure and type of the exit gate is used;
- (r) a club may provide an Alternates list and if so provided, it must be stated in the premium list with the terms and conditions for substitution and refunds;
- (14-03-22) (s) a club must state if Contact familiarization will be available for Novice dogs. The familiarization period consists simply of leading (on or off leash) the dog over all three (3) contact obstacles. Toys and food are not allowed. It is not a training session on contact obstacles.
- (t) a club may offer the option to move up (if offered the terms and conditions must be clearly stated);
- (u) the following statement: "It shall be the duty and obligation of the trial-giving club to see that a judge, club official, volunteer, or any participant at an event held under these rules, is not subject to indignities of any kind. The Agility Trial Committee Chair shall promptly report to the CKC any infringement of this regulation, and the Discipline Committee shall have the authority to take such action as it deems fit, on receipt of a report indicating that this has occurred;
- (v) whether the club is using electronic timers. If they are not used in all rings, which rings and classes will be using them.
- (w) whether the club is using the wall or the broad jump. If they are not used in all rings or classes which rings or classes will be using them.

4.1.4 In accordance with Section 3.4.2 of the Agility
(11-03-22) Trials Rules, the names of all judges that design courses to be judged day-of by a different judge, must be included in the Premium List. The club must indicate who the officiating judge is and who the course design judge is.

4.1.5 Clubs are free to include other rules and regulations as they deem necessary. However, if other rules are included, they become part of the premium list and will be enforced.

-
- 4.1.6 Clubs holding trials shall include the following statement in their premium list:

Attention Foreign Exhibitors

Please note that fees are due and payable in Canadian dollars. Due to consistently fluctuating currency rates, discounted cheques will not be accepted. Personal cheques will be accepted; however, they are to be payable in Canadian funds. If you send a cheque in US funds, it must be made out for the full amount of the entry and no exchange will be refunded to the exhibitor. Please do not mark cheques "Payable in Canadian Funds" or "At Par". They will not be cleared by the banks. To simplify the process, we urge that you purchase bank drafts or money orders payable in Canadian funds. Your understanding and cooperation is appreciated. Thank You.

- 4.1.7 A copy of the premium list must be sent to the CKC at the time of distribution to prospective entrants. One copy must be sent to:

- (a) all officiating judges;
- (b) the Board member representing the zone in which the trial is to be held;
- (c) the agility representative in the zone in which the trial is to be held.

- 4.1.8 If indications point to a probable entry in any or all classes in excess of the club's facilities, it may limit entries in any or all classes by prominent announcement on the title cover page of its Premium List that entries in such classes or trial will close automatically when a certain limit, determined as above, for such class or trial has been reached, even if the official closing date for entries has not arrived. An alternate list must be compiled in the order received, and alternates may be allowed to run in the place of any absent dog. Entry fees for an absent dog replaced by an alternate dog shall be refunded to the absent dog's owner. Alternate dogs which are not able to run shall have the entry fees refunded.

4.2 Judging Schedule

- 4.2.1 A club holding an agility trial must prepare, after the entries have closed and not before, a program showing the time scheduled for the judging of the various classes. A receipt (containing name and number of a dog, class entered, and name of

exhibitor), and a schedule of judging must be sent to all exhibitors on closing of entries. Such schedule must include the number of dogs entered in each class. Once published, the order or the classes must not be changed.

- 4.2.2 Once prepared, a copy of the judging schedule must be sent to the CKC as well as the following:
- (a) all officiating judges;
 - (b) the Board member in the zone in which the trial is to be held;
 - (c) the agility representative in the zone in which the trial is to be held.
- 4.2.3 The judging schedule shall be based on the judging of 300 runs per judge per day.

5 RIBBONS & PRIZES

5.1 Ribbons and Rosettes

- 5.1.1 All ribbons, rosettes, and other prizes shall be offered to qualifying dogs only. No ribbon, rosette, or other prize shall be awarded which is not listed in the premium list.
- 5.1.2 A club holding a trial under these rules shall provide ribbons and rosettes as provided in this section.
- 5.1.3 The following information shall appear on the face of each ribbon or rosette: Name of the club holding the trial; the crest of the CKC; and, the words "Qualifying Score". Each ribbon or rosette shall be at least 5.1 cm (2 in) wide and at least 20.3 cm (8 in) long. A ribbon shall only be provided for those dogs which received a qualifying score.
- 5.1.4 Ribbons or rosettes shall be offered in each height division for 1st, 2nd, 3rd and 4th placements in each height division in each class. Ribbons or rosettes must include the standing, club name and the crest of the CKC.
- 5.1.5 All clubs holding agility trials under the rules of the CKC shall use the following colours for their prize ribbons and rosettes:

First Prize	- Blue
Second Prize	- Red

Third Prize	- Yellow
Fourth Prize	- White
Qualifying	- Blue & White

5.2 Trophies and Prizes

- 5.2.1 If money prizes are offered, a fixed amount for each prize shall be stated in the premium list.
- 5.2.2 All non-monetary special prizes which are offered shall be accurately described or the value stated in the premium list. Stud services or dogs shall not be offered as prizes.

5.3 Cancellation of Awards

- 5.3.1 Any contravention of these rules will cause a win to be cancelled.
- 5.3.2 If an award is cancelled by the CKC, the exhibitor of the dog shall return all prizes to the Secretary of the trial-giving club within ten (10) days of receipt of notice from the CKC that the award has been cancelled.
- 5.3.3 Where a protest is sustained by the trial-giving club and/or the Discipline Committee as provided in these rules, the Discipline Committee shall have the authority to order the cancellation of all wins earned by the dogs concerned.

6 ENTRIES & END OF TRIAL

6.1 Entry Requirements

- 6.1.1 Every dog entered in an approved agility trial or sanctioned agility match must be one of the following:
- (a) registered with the CKC;
 - (b) have a Canine Companion Number;
 - (c) have an Event Registration Number;
 - (d) have a Performance Event Number;
 - (e) eligible for registration with the CKC or;
 - (f) have a Miscellaneous Certification Number (MCN) if it belongs to a CKC listed breed;
 - (g) have a Temporary Competition Number (TCN).
-

-
- 6.1.2 If a dog is not registered individually in the CKC Stud Book, it may be entered at a trial held under these regulations with a Temporary Competition Number (TCN) provided that:
- (a) if born in Canada, it is of a litter which is eligible for CKC registration;
 - (b) if not born in Canada, it is eligible for individual registration in the records of the CKC;
 - (c) if foreign born and owned, it obtains an Event Registration Number or CKC registration number, from the CKC within 30 days of the first trial entered;
- 6.1.3 To be eligible to compete at approved agility trials or sanctioned agility matches a dog must meet the requirements as outlined in these rules, and:
- (a) must be at least 18 months of age to participate in approved trials, 12 months of age for sanctioned matches;
 - (b) may be spayed, neutered, or debarked;
 - (c) may not be lame (it is the judge's responsibility to determine whether a dog is lame);
 - (d) may not compete if it has tape or bandages (such a dog must be immediately excused and under no circumstances may it be returned later for judging after the tape or bandages have been removed).
- 6.1.4 Entry of a listed dog at an agility trial must be accompanied by a Temporary Competition (TCN) fee as set by the Board in addition to the regular entry fee. All fees, TCN and recording, must be submitted to the CKC by the club holding the trial, within the 14 days following the trial.
- 6.1.5 The CKC has the authority, at any time, to require the owner of a dog with a Temporary Competition Number (TCN) to submit proof of the dog's eligibility for registration in the CKC's Stud Book, and if the CKC is satisfied that the dog is not eligible for registration, it shall have the right to order the cancellation of all scores and prizes earned by the dog at trials held under these regulations. Failing to comply with the CKC's request to return ribbons and/or prizes to the clubs concerned, automatically renders the owner of the dog ineligible to enter any dog in any competition approved by the CKC.
-

-
- 6.1.6 Dogs and/or handlers may enter classes under a judge who resides in the same household or who is a family member, or a member of the same agility club. Students may enter a trial which is being judged by their instructor.
(15-03-22)
- 6.1.7 Judges are not permitted to judge any dog they own (wholly or in part). However, the above shall not apply at sanctioned matches.
(16-03-22)
- 6.1.8 A judge cannot enter a dog or compete at a trial that he is officiating at.
(14-09-25)
- 6.1.9 When two (2) trials are running simultaneously, the judges cannot enter either trial.
(14-09-25)
- 6.1.10 Every dog must be the bonafide property of the persons listed as owner, and can only be entered once in any one class at a trial.
- 6.1.11 An exhibitor may enter more than one (1) dog in any class.
- 6.1.12 Once a qualifying score has been earned in a particular class, the dog is no longer eligible to enter a lower class.
- 6.1.13 Entries may not be accepted earlier than 90 days prior to the first day of a trial.
- 6.1.14 Only dogs entered in Official Classes are permitted within the precincts of the trial.

6.2 Entry Fees

- 6.2.1 Tendering of a dishonoured cheque or declined credit card in payment of entry fees shall be considered non-payment of entry fees. Any individual who commits this offence should be reported to the CKC, and may be subject to disciplinary action and cancellation of awards.
- 6.2.2 No dog is allowed to enter the ring at any agility trial unless the entry fee has been paid.

6.3 Assumption of Risk

- 6.3.1 The owner or agent entering a dog in a trial does so at his own risk and agrees to abide by these rules.
- 6.3.2 The CKC shall not be responsible to any person, partnership, club or corporation for any loss or damage arising at, or by reason of, any agility trial held under any rules adopted by the CKC.
-

6.4 Entry Forms

- 6.4.1 The entry form for a dog entering an agility trial must disclose the name of the dog entered, the name and address of the owner, the name of the breeder, date and place of birth, names of sire and dam, name of agent (if any) the class in which it is entered, the jump height for that dog, the breed, the sex of the dog and the CKC registration number, Event Registration Number (ERN), Performance Event Number (PEN), Canine Companion Number (CCN) or Miscellaneous Certification Number (MCN).
- 6.4.2 Owners are responsible for any errors in entry forms.
- 6.4.3 An official CKC entry form must be completed in full and signed by the owner or his authorized agent. Failure to do so may result in the cancellation of all wins.
- 6.4.4 A trial-giving club must notify the exhibitor of an incomplete entry form and the trial secretary cannot accept any entry unless it is complete by the close of entries.
- 6.4.5 Entry forms received by the CKC, which are incomplete and/or contain incorrect information may result in awards being cancelled.
- 6.4.6 At a trial, entry forms shall be made available for inspection by the local CKC Board Member or an advisor appointed to carry out such inspection.
- 6.4.7 A CKC entry form must be completed and signed by all exhibitors and received by the Trial Secretary before the closing date of the trial.

6.5 Acceptance of Entries

- 6.5.1 At the club's discretion, electronically transmitted entry with "electronic payments" may be used. The exact details must appear in the premium list.
- 6.5.2 Telephone entries are prohibited except as provided by the CKC in the event of a postal disruption.
- 6.5.3 No entry shall be accepted from or on behalf of any person who has been expelled, deprived of privileges, debarred or suspended by the CKC or any other registering body for purebred dogs.
- 6.5.4 After entries close, no further entries may be accepted, cancelled or substituted except provided for in the case of a postal strike.

-
- 6.5.5 The Trial Secretary must be in possession of all entries at the time of closing. (See Section 6.7.3).
- 6.5.6 Closing Date
- (a) The closing date for entries is at the discretion of the host club.
 - (b) Day Of Trial Entries may be accepted providing that entries are not accepted once course copies for the set of trials have been posted or distributed. Should the club use this provision, it must be stated in the premium list.

6.6 Refusal of Entries

- 6.6.1 The club hosting a trial may:
- (a) decline to accept entries or in the case of non-acceptance, refund the fee with the reason for non-acceptance;
 - (b) remove any dog from the venue for just cause;
 - (c) A club declining an entry or ordering the removal of a dog from it's trial must report, in writing, all such matters to the CKC with a full explanation and/or reason within 14 days after its trial has been held.
- 6.6.2 A club may refuse an entry from any exhibitor known to have tendered a dishonoured cheque or declined credit card unless the entry is accompanied by cash, money order or certified cheque.
- 6.6.3 No one shall have any claim or recourse against the club holding the trial or any official connected therewith for the refusal of an entry for just cause.

6.7 Closing of Entries

- 6.7.1 Entries shall close as stated in the premium list.
- 6.7.2 A club holding a CKC approved agility trial shall not accept any entries received after the closing date and time specified in the premium list.
- 6.7.3 All entries must be made on an official CKC entry form and be received by the Trial Secretary before the closing date and time of entries.
- 6.7.4 Entries may be limited by the trial-giving club for reasons such as limitations of facilities, or judges.

6.8 Moving Up

- 6.8.1 A dog that is individually registered in the records of the CKC or has an Event Registration Number (ERN) or a Miscellaneous Certification Number (MCN) or a Performance Event Number (PEN) or a Canine Companion Number (CCN) and has received three (3) qualifying scores from at least two (2) different judges, may be transferred to the next level provided that a written or electronic request is received prior to the commencement of each trial or in accordance with the conditions advertised in the premium list.
- 6.8.2 A dog that has completed the requirements for a Novice or Intermediate title in any class is not required to move up to the next level.
- 6.8.3 If it is established by the CKC that a dog moved up to the next level has not completed the requirements for the lower level before moving up, all passing ribbons and/or awards shall be forfeited and cancelled by the CKC and the owner may be subject to disciplinary action.
- 6.8.4 In order for a dog to be eligible to move up, the dog must be individually registered in the CKC or have an Event Registration Number (ERN) or a Miscellaneous Certification Number (MCN) or a Performance Event Number (PEN) or a Canine Companion Number (CCN) before entries close. The addition of a CKC number after close of entries does not make the dog eligible and will result in referral to the Discipline Committee.

6.9 Withdrawal of Entries

- 6.9.1 An exhibitor has the right to withdraw an entry and receive a full refund at any time up to the closing date and time as published in the premium list. This may be done by telephone, but either written or electronic notification must be received by the trial secretary no later than the official closing date and time as stated in the premium list. If written or electronic notification is not received, the dog will remain entered in the trial.

6.10 Bitches In Season

- 6.10.1 Bitches in season are not permitted to compete. The judge of an agility trial must remove from competition any bitch in season.
-

-
- 6.10.2 When a bitch comes into season after entry has been submitted to the Trial Secretary, a Veterinarian's certificate, certifying the bitch was in season within the ten (10) day period preceding the trial, must reach the Trial Secretary on or before the start of the trial. The trial-giving club must refund the entry fee, service charge and listing fee. The refund and the terms thereof must be clearly stated in the premium list.

6.11 Injured Dogs

- 6.11.1 If a dog is injured after entry has been submitted to the Trial Secretary, a Veterinarian's certificate, certifying the dog was injured before a three (3) day period preceding the trial, must reach the Trial Secretary on or before the start of the trial. The trial-giving club may refund the entry fee, but will keep a service charge and TCN fee. The refund and the terms thereof must be clearly stated in the premium list.

6.12 Health

- 6.12.1 A dog may not be entered at a trial if it has any communicable disease. Dogs entered in a trial or test must have current immunization status.
- 6.12.2 No dog may be brought onto the grounds or premises of a trial if it:
- (a) is known to have distemper, parvovirus, kennel cough or other communicable disease;
 - (b) has recovered from distemper, parvovirus, kennel cough or other communicable disease within the last 30 days;
 - (c) is known to have been in contact with distemper or other communicable disease until 30 days after such contact and provided such dog has itself been free from any symptom of said disease during the 30 days, has been housed within 30 days prior to the trial on premises on which there existed distemper, parvovirus, kennel cough or other communicable disease;
- 6.12.3 Where it is found that these rules have been contravened, the dog in question shall be removed from the trial premises/grounds and the exhibitor will be subject to disciplinary action.

6.13 Veterinarian

- 6.13.1 Every trial shall have a qualified veterinarian within easy call during the entire progress of the trial.

6.14 Catalogues

- 6.14.1 An official catalogue must be provided for all approved agility trials and available for all exhibitors to review. The official catalogue must be printed or typed.

- 6.14.2 The following information must be listed on the outside front cover or the first page of the catalogue:

- (a) name of the club or association holding the trial;
- (b) the dates of the trial;
- (c) the statement “This event held under the rules of The Canadian Kennel Club”;
- (d) exact location of the trial;
- (e) list of the Agility Trial Committee including the Trial Chair;
- (f) name, email address and phone number of the Trial Secretary;
- (g) a complete list of the judges and their email addresses;
- (h) a listing of each judge’s assignments for each day.

- 6.14.3 The following information must appear in the catalogue for each dog:

- (a) catalogue number of the dog;
 - (b) registered name of the dog (in capital letters);
 - (c) CKC registration number, Event Registration Number (ERN), Performance Event Number (PEN), Canine Companion Number (CCN), Miscellaneous Certification Number (MCN) or Temporary Companion Number (TCN) ;
 - (d) date of birth;
 - (e) sex of dog;
 - (f) name of breeder(s);
 - (g) registered name of sire;
 - (h) registered name of dam;
 - (i) place of birth (Canada or elsewhere);
 - (j) name of owner(s);
 - (k) email address of owner(s);
 - (l) agent (if applicable).
-

-
- 6.14.4 When in attendance, a trial-giving club shall provide a complimentary copy of its catalogue to the Board Member and/or Agility Council Representative. If requested by the judge, a marked catalogue or an electronic version of the result of the trial shall be forwarded to the judge at the completion of their assignment.
- 6.14.5 A running order may be made available to exhibitors at the club's discretion.
- 6.14.6 A catalogue shall not be placed on sale or made available to exhibitors, officials, members of the trial-giving club or the general public, until 1 and 1/2 hours prior to the opening of the first approved event. In the case of a club holding two (2) or more consecutive trials, the opening of the trial shall mean the day of the first trial.
- 6.14.7 In the event of an error the catalogue which differs from the information on the entry form, the Trial Secretary may upon request from the owner/handler of said dog and prior to judging, correct the catalogues to be sent to the CKC. The dog may compete in the class as stated on the entry form.

6.15 End of Trial

- 6.15.1 The Trial Secretary shall forward the following to the CKC so as to be received within 14 days of the completion of an approved agility trial:
- (a) the official catalogue marked to indicate each dog's score and indicating any absent dogs, and marked "Qualifying" next to the name of all dogs that received qualifying scores;
 - (b) all original entry forms;
 - (c) all catalogues marked and signed by the officiating judges;
 - (d) apprentice judge's reports;
 - (e) diagrams of course layouts for each class, including ring dimension; actual measured distance for each course, and the standard course times for each course signed and dated by the judge;
 - (f) any other information or reports which may be required by the CKC.

An administrative fee as set by the Board will be imposed for each day's delay in the returns reaching the CKC.

6.15.2 The following certification must appear in the official catalogue:

JUDGE'S CERTIFICATION

I certify that _____ dogs judged by me received qualifying scores in this Agility Trial and that the above information identifying these dogs was entered prior to my signing this page.

Date _____

Signature Judge _____

Name of Judge (please print)

TRIAL SECRETARY'S CERTIFICATION

I certify that the judge has verified the above information and signed this page.

Number of dogs entered _____

Total number of qualifying scores _____

Date _____

Signature of Trial Secretary

Name of Trial Secretary (please print)

6.15.3 A club holding an approved agility trial shall retain an official marked catalogue for at least one year.

6.15.4 The trial-giving club is responsible for the collection of all recording fees. Within 14 days after the completion of its trials, the trial-giving club shall forward the following to the CKC:

(17-03-22)

- (a) The signed certification over the signatures of the President and Trial Secretary of the club as to the number of dogs with a Temporary Competition Number (TCN) entered in its trial, and the total number of dogs entered in competition in its trial;

-
- (b) A remittance fee which shall include all Temporary Competition Number (TCN) and recording fees as set by the CKC for each and every dog entered in competition in its trial. In the event that the CKC establishes that the remittance fails to completely cover the fees as set forth above, an administrative fee will be assessed against the club as set by the Board.
-

7 UNSPORTSMANLIKE CONDUCT

- 7.1 It shall be deemed unsportsmanlike conduct if a person, during the running of, or in connection with an event, abuses or harasses a judge, trial official or any other person present in any capacity at the event.
- 7.2 Any person who displays unsportsmanlike conduct or who is seen to kick, strike or otherwise roughly manhandle a dog while on the grounds of an agility trial at any time during the holding of the event, may be expelled from the site for the trial, the day, or the set of trials by the Agility Trial Committee.
- 7.3 The judges shall also have the authority to expel a handler from a trial if they observe unsportsmanlike conduct on the part of the handler or see the handler kicking, striking or otherwise roughly manhandling a dog while the event is in progress. It will be the duty of the judge to report promptly to the Agility Trial Committee the expulsion of a handler.
- 7.4 The Agility Trial Committee shall investigate, at once, any instance of alleged unsportsmanlike conduct on the part of the handler, or any report that a handler has been observed kicking, striking or otherwise roughly manhandling a dog. If the Agility Trial Committee, after investigation, determines that a handler is in violation of this section, and that the incident, if proven, would constitute conduct prejudicial to the sport or the CKC, it shall exercise its authority in accordance with the Complaints section of these rules.
- 7.5 The Trial Secretary shall submit to the CKC a complete report of any hearing action taken under this section within 14 days.
-

8 CLASSES, DIVISIONS, LEVELS, JUMP HEIGHTS & TITLES

8.1 Divisions

- 8.1.1 The Official Classes are Standard, Jumpers With Weaves, Points and Distance, Steeplechase, International Challenge, and Jumps and Tunnels. All Classes are divided into Divisions and in each Division there are Jump Heights. Some Classes have Levels.
- 8.1.2 There are three (3) types of divisions, Regular, Selected and Veterans.
- (a) A dog entering an Agility trial will be entered in the Regular Division unless the entry specifies the dog is entered in the Selected or the Veterans Division.
 - (b) All three (3) divisions must be offered at all CKC agility trials.
 - (c) All dogs in all divisions run the same courses and run concurrently in the respective height divisions.
 - (d) The owner of a dog may choose to enter the Selected or Veteran Divisions in lieu of entering the Regular division but may be entered in only one division in a trial.
 - (e) Once a dog is entered in Veteran division, the dog may not go back to compete in the Regular or Selected division.
 - (f) A dog entered in Selected division may enter Regular division at a separate trial.
 - (g) Any dog eligible to enter an agility trial as defined in Chapter 6.1 is eligible to enter the Regular, Selected or Veteran Division.
- 8.1.3 A dog that has completed the requirements for a Novice or Intermediate title in any class is not required to move up to the next level.
- 8.1.4 At the owners discretion, dogs are able to run in For Fun Only (FFO) class in any category. The owner would be allowed to take their dog into the ring with a toy. A dog entered in any class at the trial, may be moved to FFO at the handler's discretion
- (18-03-22)*

during the trial. When the handler enters the ring, he must inform judge it is an FFO run, and the judge then tells the scribe who writes this on the scribe sheet, so the secretary knows. The secretary will note in the catalogue moved to “FFO”. The entry fee originally paid to enter, will stand and the recording fee for that run will be paid to CKC as if the dog ran as entered.

- 8.1.5 Toys are allowed in a FFO run but the toy must be identified to the judge prior to entering the ring. A maximum course time of 60 seconds would be allotted.
- 8.1.6 FFO For Fun Only entries must meet all eligibility rules as dogs running for Qualification. FFO runs may be allowed at the same or a lesser fee at the club’s discretion.
- 8.1.7 A handler may choose to enter a FFO dog in any class, in any trial, at any performance level and at any jump height. Obstacle repetition is permitted without dismissal. They are not allowed to enter the same class again for a qualifying run. Dogs must attempt to run the course as numbered and are under the same judging criteria as dogs that are running for qualification.

8.2 Selected Divisions

- 8.2.1 Dogs entered in the Selected division
- (a) Run the same courses as in the Regular divisions.
 - (b) Have adjusted height and course times (see Section 10.11).
 - (c) Run concurrently in the respective jump height.
- 8.2.2 The owner may choose to enter the Selected division in lieu of entering the Regular division at any trial.
- (a) The dog must be entered only in Selected division and may not move back and forth between the Selected division and the Regular division during a set of trials.
 - (b) Any new titles earned will be designated with the letter ‘S’ for Selected following the title (e.g. AGMXS).

- 8.2.3 Dogs may move from the Selected division to the Regular division. However, they cannot take legs
- (02-04-21)

earned in the Selected division to the Regular division but must either start at the level they were already at in the Regular division or start at Novice if they had not previously run in the Regular division.

- 8.2.4 Dogs entering the Selected division will receive an additional 10% over Regular division SCT.

8.3 Veterans Division

- 8.3.1 At the option of the handler, a dog seven (7) years of age or older may be entered in the Veterans Division.

- (a) Once a dog has been designated as a Veteran and entered in the division, the dog cannot revert/transfer back to the Regular or Selected divisions.
- (b) Dogs entered in the Veteran division run the same courses as in the Regular division.
- (c) Dogs may jump one (1) or two (2) jump heights lower than its regular jump height. However they must be entered in the same jump height for a set of trials (see Section 10.11).
- (d) Run concurrently in the respective jump height.
- (e) The dog will retain titles and/or qualifying scores towards titles accumulated in the Regular or Selected divisions.
- (f) Any new titles earned will be designated with the letter “V” for Veteran following the title (e.g. AGMXV).

- 8.3.2 Veteran dogs run the same course as Regular dogs but may jump one (1) or two (2) heights lower than Regular and will be allowed an additional 20% over Regular SCT.

- 8.3.3 It is the handler’s choice to enter a Veteran one or two jump heights lower than its Regular jump height. However the dog must be entered in the same height for a set of trials.

8.4 Levels

- 8.4.1 There are four (4) levels: Novice, Intermediate, Excellent and Master Excellent

- (a) A dog must be started at the Novice Level for each Class: Standard, Jumpers with Weaves, and PAD.
- (b) Steeplechase, International Challenge and Jumps and Tunnels have no levels.

- (c) A Selected or Veteran dog may start at the level it had attained in either Regular or Selected.

8.5 Jump Heights

- 8.5.1 The following table shows the height at which the top bar on jumps are set based on the height of the dog at the withers and for each division (Regular, Selected or Veterans).

Dog Height at Withers	Jump Height Regular	Jump Height Selected	Jump Height Veteran (*)
27.5 cm (11 in) and under	20.3 cm (8 in)	10.2 cm (4 in)	10.2 cm (4 in)
Over 27.5 cm (11 in) and up to and including 35.6 cm (14 in)	30.5 cm (12 in)	20.3 cm (8 in)	10.16 cm (4 in) or 20.3 cm (8 in)
Over 35.6 cm (14 in) and up to and including 45.7 cm (18 in)	40.6 cm (16 in)	30.5 cm (12 in)	20.3 cm (8 in) or 30.5 cm (12 in)
Over 45.7 cm (18 in) and up to and including 55.9 cm (22 in)	50.8 cm (20 in)	40.6 cm (16 in)	30.5 cm (12 in) or 40.6 cm (16 in)
55.9 cm Over (22 in)	61 cm (24 in)	50.8 cm (20 in)	40.6 cm (16 in) or 50.8 cm (20 in)

- 8.5.2 Owners are responsible for entering the correct jump height. Dogs that run in a jump height lower than their correct jump height will not be eligible to earn a qualifying score. However, handlers may opt to enter in a higher height division for all Regular classes. Selected and Veteran dogs must enter one (1) height division lower than their measured regular height (with the option of a second height drop for Veteran dogs).
- 8.5.3 In case of a discrepancy the judge will measure the dog. The dog will then be allowed to run in the correct jump height for that measurement.
- 8.5.4 Dogs entering the Selected division will receive an additional 10% over Regular division SCT.
- 8.5.5 The following breeds, or mixed breed dogs or dogs that resemble these breeds in relation to weight to shoulder height ratios, are permitted (but not required) to jump either ONE (1) or TWO (2) jump height(s) lower than the designated shoulder height when they show in the Selected division.
(19-03-22)

Small Breeds: Basset Hound, Bulldog, Cesky Terrier, Clumber Spaniel, Dachshund (all six varieties), Dandie Dinmont Terrier, French Bulldog, Pekingese, Petit Basset Griffon Vendeen, Scottish Terrier, Sealyham Terrier, Skye Terrier, Welsh Corgi (Cardigan & Pembroke)

Giant Breeds: Bernese Mountain Dog, Black Russian Terrier, Bloodhound, Bullmastiff, Great Dane, Great Pyrenees, Greater Swiss Mountain Dog, Irish Wolfhound, Leonberger, Mastiff, Neopolitan Mastiff, Newfoundland, Saint Bernard

8.6 Wickets

- 8.6.1 Adjustable or fixed wickets made of wood, metal or rigid plastic may be used to measure dogs.

8.7 Measurement

- 8.7.1 Judges may require any dog to be measured.
- (a) The measurement must be taken by a club official or judge.
 - (b) All dogs must be measured in a perpendicular line from the withers to the floor on a hard level surface (cement or wood).
 - (c) A table (i.e. a grooming table, for measuring small dogs, if requested by the handler, the pause table) or another flat surface for measuring should be available.
 - (d) Dogs should be in good working condition and shall be standing naturally, not in a crouched or stretched position

8.8 Titles

- 8.8.1 In order to be awarded and permitted to use any CKC agility title, a dog must be: registered with the CKC, or have an Event Registration Number (ERN), or a Performance Event Number (PEN) or a Canine Companion Number (CCN) or have a Miscellaneous Certification Number (MCN) if it belongs to a CKC listed breed.

8.9 Agility Novice (AG.N.)

- 8.9.1 The CKC will permit the use of the letters AG.N., signifying an Agility Novice title, to be used in connection with and after the name of each dog which has met the requirements for that title as hereinafter provided.
- 8.9.2 To be permitted to use the Agility Novice title a dog must:
- receive three (3) qualifying scores of 85 points or better, with no non-qualifying deductions in the Agility Novice class from at least two (2) different judges.
- 8.9.3 When the foregoing requirements for the title Agility Novice are fully met, the owner (who must be recorded as owner in the records of the CKC) shall be entitled to a certificate issued by the CKC certifying that the title has been earned at approved trials held under CKC rules.
- 8.9.4 Novice Selected and Veterans will earn a title with the letter S or V after the title.

8.10 Agility Intermediate (AG.I.)

- 8.10.1 The CKC will permit the use of the letters AG.I., signifying an Agility Intermediate title, to be used in connection with and after the name of each dog which has met the requirements for that title as hereinafter provided.
- 8.10.2 To be permitted to use the Agility Intermediate title a dog must:
- receive three (3) qualifying scores of 85 points or better, with no non-qualifying deductions in the Agility Intermediate class from at least two (2) different judges.
- 8.10.3 When the foregoing requirements for the Agility Intermediate title are fully met, the owner (who must be recorded as owner in the records of the CKC) shall be entitled to a certificate issued by the CKC certifying that the title has been earned at approved trials held under CKC rules.
- 8.10.4 Intermediate Selected and Veterans will earn a title with the letter S or V after the title.

8.11 Agility Excellent (AG.X.)

- 8.11.1 The CKC will permit the use of the letters AG.X., signifying an Agility Excellent title, to be used in connection with and after the name of each dog which has met the requirements for that title as hereinafter provided.
- 8.11.2 To be permitted to use the Agility Excellent title a dog must:
- receive three (3) qualifying scores of 85 points or better, with no non-qualifying deductions in the Agility Excellent class from at least two (2) different judges.
- 8.11.3 When the foregoing requirements for the title Agility Excellent are fully met, the owner (who must be recorded as owner in the records of the CKC) shall be entitled to a certificate issued by the CKC certifying that the title has been earned at approved trials held under CKC rules.
- 8.11.4 Excellent Selected and Veterans will earn a title with the letter S or V after the title.

8.12 Agility Master Excellent (AG.M.X.)

- 8.12.1 The CKC will permit the use of the letters AG.M.X., signifying an Agility Master Excellent title, to be used in connection with and after the name of each dog which has met the requirements for that title as hereinafter provided.
- 8.12.2 To be permitted to use the title Agility Master Excellent a dog must:
- (a) fulfill all of the requirements for, and acquire an Agility Excellent title;
 - (b) earn ten (10) perfect scores of 100 in the Agility Master Excellent class from at least two (2) different judges (note that the qualifying scores that were used to acquire the dog's Agility Excellent title do not count towards the ten (10) required scores for the Agility Master Excellent title).
- 8.12.3 Master Excellent Selected and Veterans will earn a title with the letter S or V after the title.

**8.13 Agility Master Excellent (AG.M.X.)
(multiples added e.g. AGMX2, 3, 4...)**

- 8.13.1 The CKC will permit the use of the letters AG.M.X.2, and so on signifying an Agility Master Excellent earned a second time, third or fourth time, to be used in connection with and after the name of each dog which has met the requirements for that title as hereinafter provided.
- 8.13.2 To be permitted to use the title Agility Master Excellent 2, 3, 4 etc., a dog must:
- (a) fulfill all of the requirements for, and acquire an Agility Masters title;
 - (b) plus earn additional multiples by earning ten (10) perfect scores of 100 in the Agility Master Excellent class.
- 8.13.3 Selected and Veterans will earn a title with the letter S or V after the title.

8.14 Agility Novice Jumper (AG.N.J.)

- 8.14.1 The CKC will permit the use of the letters AG.N.J., signifying an Agility Novice Jumper title, to be used in connection with and after the name of each dog which has met the requirements for that title as hereinafter provided.
- 8.14.2 To be permitted to use the Agility Novice Jumper title a dog must:
- receive three (3) qualifying scores of 85 points or better, with no no-qualifying deductions in the Agility Novice Jumpers With Weaves class from at least two (2) different judges.
- 8.14.3 When the foregoing requirements for the title Agility Novice Jumper are fully met, the owner (who must be recorded as owner in the records of the CKC) shall be entitled to a certificate issued by the CKC certifying that the title has been earned at approved trials held under CKC rules.
- 8.14.4 Selected and Veterans will earn a title with the letter S or V after the title.

8.15 Agility Intermediate Jumper (AG.I.J.)

- 8.15.1 The CKC will permit the use of the letters AG.I.J., signifying an Agility Intermediate Jumper title, to be used in connection with and after the name of each
-

dog which has met the requirements for that title as hereinafter provided.

- 8.15.2 To be permitted to use the Agility Intermediate Jumper title a dog must:

receive three (3) qualifying scores of 85 points or better, with no no-qualifying deductions in the Agility Intermediate Jumpers With Weaves class from at least two (2) different judges.

- 8.15.3 When the foregoing requirements for the title Agility Intermediate Jumper are fully met, the owner (who must be recorded as owner in the records of the CKC) shall be entitled to a certificate issued by the CKC certifying that the title has been earned at approved trials held under CKC rules.

- 8.15.4 Selected and Veterans will earn a title with the letter S or V after the title.

8.16 Agility Excellent Jumper (AG.X.J.)

- 8.16.1 The CKC will permit the use of the letters AG.X.J., signifying an Agility Excellent Jumper title, to be used in connection with and after the name of each dog which has met the requirements for that title as hereinafter provided.

- 8.16.2 To be permitted to use the Agility Excellent Jumper title a dog must:

receive three (3) qualifying scores of 85 points or better, with no no-qualifying deductions in the Agility Excellent Jumpers With Weaves A class from at least two (2) different judges.

- 8.16.3 When the foregoing requirements for the title Agility Excellent Jumper are fully met, the owner (who must be recorded as owner in the records of the CKC) shall be entitled to a certificate issued by the CKC certifying that the title has been earned at approved trials held under CKC rules.

- 8.16.4 Selected and Veterans will earn a title with the letter S or V after the title.

8.17 Agility Master Excellent Jumper (AG.M.X.J.)

- 8.17.1 The CKC will permit the use of the letters AG.M.X.J., signifying an Agility Master Excellent Jumpers title,
-

to be used in connection with and after the name of each dog which has met the requirements for that title as hereinafter provided.

- 8.17.2 To be permitted to use the Agility Master Excellent Jumper title a dog must:

receive ten (10) perfect scores of 100 points in the Agility Master Excellent Jumpers With Weaves from at least two (2) different judges (note that the qualifying scores that were used to acquire the dog's Agility Excellent Jumpers title do not count towards the 10 required scores for the Agility Master Excellent Jumper title).

- 8.17.3 When the foregoing requirements for the title Agility Master Excellent Jumper are fully met, the owner (who must be recorded as owner in the records of the CKC) shall be entitled to a certificate issued by the CKC certifying that the title has been earned at approved trials held under CKC rules.
- 8.17.4 Selected and Veterans will earn a title with the letter S or V after the title.

8.18 Agility Master Excellent Jumper (AG.M.X.J.) (multiples added e.g. AGMXJ2, 3, 4...)

- 8.18.1 The CKC will permit the use of the letters AG.M.X.J.2, and so on signifying an Agility Master Excellent Jumper earned a second time, third or fourth time, to be used in connection with and after the name of each dog which has met the requirements for that title as hereinafter provided.
- 8.18.2 To be permitted to use the title Agility Master Excellent Jumper 2, 3, 4 etc., a dog must:
- (a) fulfill all of the requirements for, and acquire an Agility Masters title;
 - (b) plus earn additional multiples by earning ten (10) perfect scores of 100 in the Agility Master Excellent class.
- 8.18.3 Selected and Veterans will earn a title with the letter S or V after the title.

8.19 Agility Master Champion (AG.M.CH.)

- 8.19.1 The CKC will permit the use of the letters AG.M.CH., signifying an Agility Master Champion
-

title, to be used in connection with and before the name of each dog which has met the requirements for that title as hereinafter provided

8.19.2 To be permitted to use the Agility Master champion title a dog must:

receive both the Agility Master Excellent Standard and the Agility Master Excellent Jumper titles.

8.19.3 Selected and Veterans will earn a title with the letter S or V after the title.

8.19.4 The CKC will permit the use of the letters AG.M.CH2, and so on signifying an Agility Master Champion earned a second time, third or fourth time, to be used in connection with and before the name of each dog which has met the requirements for that title as hereinafter provided.

8.19.5 To be permitted to use the title Agility Master Champion 2,3,4 etc. a dog must:

(a) fulfill all of the requirements for, and acquire an Agility Champion title;

(b) plus earn additional multiples by earning ten (10) perfect scores of 100 in the Agility Master Excellent class and the Agility Master Excellent Jumpers class.

8.20 Grand Agility Master Champion (G.Ag. M.CH)

8.20.1 The Grand Agility Master Champion recognizes dogs that show consistency and versatility across all classes of the CKC agility program.

8.20.2 The CKC will permit the use of the letters G. Ag.M.CH. signifying Grand Agility Master Champion title, to be used in connection with and before the name of each dog which has met the requirements for that title as hereinafter provided

8.20.3 To be permitted to use Grand Agility Master Champion title a dog must earn the following number of qualifying.

50 Qualifying scores in the Master Excellent Standard Class

50 Qualifying scores in the Master Excellent Jumpers with Weaves Class

25 Qualifying scores in the Master Excellent Points and Distance Class

25 Qualifying scores in the Steeplechase Class

-
- 8.20.4 Selected and Veterans will earn a title with the letter S or V after the title.
- 8.20.5 Qualifying scores previously earned in these classes will be used towards this title.

8.21 Selected Standard Agility Classes

- 8.21.1 The Selected Standard Classes and associated titles are:
- (a) Agility Novice Selected – AGNS
 - (b) Intermediate Agility Selected – AGIS
 - (c) Agility Excellent Selected – AGXS
 - (d) Master Agility Excellent Selected – AGMXS

Selected Standard Class	Selected Jumpers With Weaves Class	Qualifying Scores Required	Scores Obtained From
AGNS	AGNJS	3	Novice Selected
AGIS	AGIJS	3	Intermediate Selected
AGXS	AGXJS	3	Excellent Selected
AGMXS	AGMXJS	10	Master Excellent Selected

8.22 Selected Jumpers With Weaves Classes

- 8.22.1 The Selected Jumpers with Weaves Classes and associated titles are:
- (a) Agility Novice Jumpers Selected (AGNJS)
 - (b) Agility Intermediate Jumpers Selected (AGIJS)
 - (c) Agility Excellent Jumpers Selected (AGXJS)
 - (d) Agility Master Excellent Jumpers Selected (AGMXJS)

8.23 Selected and Veterans Title

- 8.23.1 In order to acquire a Selected Agility title, a dog must earn qualifying scores under at least two (2) different judges.
- 8.23.2 The CKC will add to any dog's title, the number two (2) for achieving 20 qualifying scores in the Master Excellent Selected Classes and so on. There is no

limit the number of multiple of this title. For example; a dog with 40 AGMXS qualifying scores would earn a AGMXS 4 etc.

The CKC will permit the use of the letters AG.M.CH.S., signifying an Agility Master Champion Selected title to be used in connection with and before the name of each dog which has met the requirements for that title as hereinafter provided.

AGMXS + AGMXJS = AG.M.CH.S
(Agility Champion Selected)

8.23.3 Veterans Standard Agility Classes

- (a) Agility Novice Veterans - AGNV
- (b) Intermediate Agility Veterans - AGIV
- (c) Agility Excellent Veterans - AGXV
- (d) Master Agility Excellent Veterans - AGMXV

8.23.4 Veterans Jumpers with Weaves Classes

- (a) Agility Novice Jumpers Veterans - AGNJV
- (b) Intermediate Agility Jumpers Veterans - AGIJV
- (c) Agility Excellent Jumpers Veterans - AGXJV
- (d) Master Agility Excellent Jumpers Veterans - AGMXJV
- (e) Agility Champion Veteran - AGMCHV

8.23.5 In order to acquire a Veterans Agility title, a dog must earn qualifying scores under at least two (2) different judges.
(15-09-25)

8.23.6 Plus earn additional multiples by earning 20 qualifying scores in the Master Excellent Veterans Classes and so on. There is no limit to the number of multiple of this title.

8.24 Title Requirements-PAD

8.24.1 Novice PAD Title

NP. Requires three (3) Novice PAD class qualifying scores under at least two (2) different judges. Note: Novice Selected and Novice Veterans will earn a title with the letter S or V after the title.

8.24.2 Intermediate PAD Title

IP. Requires the NP title plus three (3) Intermediate PAD class qualifying scores under at least two (2) different judges. Note: Intermediate Selected and Intermediate Veterans will earn a title with the letter S or V after the title.

8.24.3 Excellent PAD Title

XP. Requires the IP title plus three (3) Excellent PAD class qualifying scores under at least two (2) different judges. Note: Excellent Selected and Excellent Veterans will earn a title with the letter S or V after the title.

8.24.4 Master Excellent PAD Title

MXP. Requires the XP title plus ten (10) Excellent PAD class qualifying scores under at least two (2) different judges. Note: Master Excellent Selected and Master Excellent Veterans will earn a title with the letter S or V after the title.

The CKC will permit the use of the letters MXP2, 3, 4, and so on signifying a Master Excellent PAD title earned a second time, third or fourth time, to be used in connection with and after the name of each dog which has met the requirements for that title.

8.25 Title Requirements-Steeplechase

8.25.1 Steeplechase (AGSC)

The CKC will permit the use of the letters AGSC, signifying an Agility Steeplechase title, to be used in connection with, and after the name of each dog which has met the requirements for that title.

- (a) The dog must receive ten (10) qualifying scores under at least two (2) judges
- (b) Once these requirements are met, the owner shall be entitled to a certificate, issued by the CKC, certifying that the AGSC title has been earned.

8.25.2 Selected and Veterans will earn a title with the letter S or V after the title.

8.25.3 Steeplechase Excellent (AGSCX)

The CKC will permit the use of the letters AGSCX, signifying an Agility Steeplechase Excellent title, to be used in connection with, and after the name of each dog which has met the requirements for that title.

- (a) The dog must receive 25 qualifying scores (15 additional qualifying scores) under at least two (2) judges

Once these requirements are met, the owner shall be entitled to a certificate, issued by the CKC, certifying that the AGSCX title has been earned.

The CKC will permit the use of the letters AGSCX^{2,3,4}, and so on signifying an Agility Steeplechase Excellent title earned a second time, third or fourth time, for every extra multiple of 25 qualifying scores, to be used in connection with and after the name of each dog which has met the requirements for that title as hereinafter provided.

- 8.25.4 Selected and Veterans will earn a title with the letter S or V after the title.

8.26 Title Requirements-International Challenge Class

- 8.26.1 International Challenge Title (ICA)

Requires three (3) International Challenge Standard class qualifying scores of 100.

- 8.26.2 International Challenge Jumpers (ICJ)

Requires three (3) International Challenge Jumpers class qualifying scores of 100.

- 8.26.3 International Challenge Agility Excellent (ICAX)

Requires an additional ten (10) International Challenge Standard class qualifying scores of 100 after the dog has earned ICA.

- 8.26.4 International Challenge Jumpers Excellent (ICJX)

Requires an additional ten (10) International Challenge Jumpers class qualifying scores of 100 after the dog has earned ICJ.

- 8.26.5 Champion International Challenge Class title CHICC for dogs that have earned both the ICAX and the ICJX titles.

8.27 Title Requirements-Jumps & Tunnels

- 8.27.1 To receive a title in Jumps and Tunnels (JT), a dog must receive:

JT - three (3) qualifying runs from two (2) different judges

JTX - ten (10) qualifying runs from two (2) different judges

JTX² - 20 qualifying runs and so on

9 OBSTACLE PERFORMANCE REQUIREMENTS

9.1 Order of Obstacles

9.1.1 Handling & Obstacle Performance Standards

- (20-03-22) (a) Food and toys are not permitted in the course area and handlers are not permitted to use whistles or other training instruments or devices in the ring or within 3 m (10 ft) of the course. However, if the run is FFO, an approved toy may be used (see Section 8.1.5). No toys that make a squeaking sound are permitted within 4.6 m (15 ft) of the ring. However, a handler is permitted to talk, cheer, and encourage the dog during the course run.
- (b) There is no restriction on the number of commands used. A handler may direct the dog using voice commands, hand signals or body movements either separately or in conjunction with each other.
- (c) A handler must not touch the dog or any obstacle, nor should a handler step over or go under any piece of equipment.
- (d) The handler may work the dog from any position and distance in all classes; however, the course layout (e.g., against a ring side, gate or wall) may restrict the handler's options in the Intermediate and Excellent classes.

9.1.2 Substitutions

- (a) A regular bar jump may be substituted for the panel jump in high winds.

9.1.3 At the trial-giving club's discretion, only handlers with dogs entered for a particular class may walk the course for that class.

- (a) In the Novice class, it is recommended that handlers be given the opportunity to walk dogs once through the contact obstacles only prior to the start of the class, at a time determined by the Trial Committee. If this opportunity will be available it must be stated in the premium list.

9.1.4 All courses must have clearly designated start and finish lines and all obstacles/jumps must be clearly and sequentially numbered.

9.2 A-Frame

- 9.2.1 The height of the A-frame is set to 1.68 m (5 ft 6 in) for dogs who jump 61 cm (24 in), 50.8 cm (20 in), 1.52 m (5 ft) for dogs who jump 40.6 cm (16 in) and for dogs who jump 30.5 cm (12 in), 20.3 cm (8 in) or 10.2 cm (4 in).
- 9.2.2 The dog must ascend one panel and descend the other in a safe manner in the direction designated by the judge. The dog must touch the down side contact zone with at least any part of one foot.

9.3 Dog Walk

- 9.3.1 The dog must ascend one of the ramps, cross the centre section, and descend the other ramp in the direction designated by the judge. The dog must touch the down side contact zone with at least any part of one foot.

9.4 Teeter

- 9.4.1 The dog must ascend the plank, cause it to pivot, and wait for the plank to touch the ground in a controlled manner before dismounting. The dog must touch each contact zone with at least any part of one foot.

9.5 Pause Table

- 9.5.1 The dog must remain on the table for the judge's cumulative count of five (5) seconds. The count is not dependent on the dog's position and begins as soon as four (4) paws are on the table.

9.6 Open Tunnel

- 9.6.1 The dog enters the end specified by the judge and exits the other end.
- (a) An Open tunnel must be fully extended. If used, 3 m (10 ft) tunnels must be straight.
 - (b) At the Novice Level a "C" shaped tunnel with minimum distance between tunnel openings of 3 m (10 ft), is allowed after a control obstacle (contact, weaves or table). Correct entrance is always to the shorter distance and there must

be a significant difference 1.2 m to 1.5 m (4 ft to 5 ft) between shorter and longer entrance. If the dogwalk or A-frame precedes the tunnel, the “expected” handler path should position the handler to direct the dog to the correct end of a C-shaped tunnel. This type of challenge must only be used once on any Novice course.

- (c) At the Intermediate and Excellent Levels, tunnels may be any shape except an “S”.
- (d) Tunnels **MUST** have a minimum number of (18-09-25) bags securing each tunnel. For 4.6 m (15 ft) tunnels, it must be a minimum of five (5) sets of bags. For 6 m (20 ft) tunnels, it must be a minimum of six (6) sets of bags. 3 m (10 ft) tunnels must use four (4) sets of bags.

9.7 Weave Poles

- 9.7.1 The dog must enter the Weave Poles by passing between #1 and #2 from right to left, the first pole must pass the dog’s left shoulder. The dog must then pass from left to right through poles #2 and #3 and continue this weaving sequence, following a smooth path, until passing between the last two (2) poles.
- 9.7.2 If the sequence is broken, the dog must restart the sequence from the beginning, at the first pole.
- 9.7.3 A dog may make three (3) attempts at the weave poles but must carry on to the next obstacle without completing the weave poles if the dog was not successful in three (3) attempts. An attempt is defined as dog entering the poles and doing at least two (2) poles.
- 9.7.4 After three (3) unsuccessful attempts the judge will instruct the handler to move to the next obstacle.

9.8 Bar Jumps

- 9.8.1 The dog must jump over the top bar in the direction indicated by the judge, without knocking down any part of the jump.

9.9 Panel Jump

- 9.9.1 The dog must jump over the top panel in the direction indicated by the judge, without knocking down any part of the jump.

9.10 Other Jumps

- 9.10.1 The dog must jump over the top section, in the direction indicated by the judge, without knocking down any bars.

9.11 Double Bar Jump/Ascending Double Bar Jump *(21-03-22)*

- 9.11.1 The dog must jump over the top bars, in the direction indicated by the judge, without knocking down any bar.

9.12 Ascending Spread Jump

- 9.12.1 The dog must jump over all bars, from the lower to the higher heights without knocking down any part of the jump.

9.13 Triple Bar Jump

- 9.13.1 The dog must jump from the lower to the higher height without knocking down any bar.

9.14 Tire Jump

- 9.14.1 The jump height is measured from the ground to the bottom of the tire opening. The height of the tire jump is 10.1 cm (4 in) lower (one (1) jump height) than the jump height for the other jumps, except for the 10.1 cm (4 in) jump height.

Height of Bar Jump	Height of Tire Jump
10.1 cm (4 in)	10.1 cm (4 in)
20.3 cm (8 in)	10.1 cm (4 in)
30.5 cm (12 in)	20.3 cm (8 in)
40.6 cm (16 in)	30.5 cm (12 in)
50.8 cm (20 in)	40.6 cm (16 in)
61cm (24 in)	50.8 cm (20 in)

- (a) The dog must jump through the tire opening, in a safe manner, in the direction specified by the judge.
- (b) If the tire breaks apart while the dog is performing the obstacle, it is faulted as a knocked bar, (so five (5) points in Steeplechase and F in Standard and Jumpers With Weaves).

9.15 One Bar Jump

9.15.1 A vertical jump with only one bar.

9.16 Wall Jump

9.16.1 Dogs must jump over the wall between the two pillars, without displacing any of the four (4) top bricks, in the direction indicated by the judge. The dog will not be faulted if the brick displaces but does not fall to the ground. If the brick falls to the ground, it will be faulted as a knocked bar. The dog will also be faulted if it knocks either pillar, causing it to fall to the ground.

9.17 Broad Jump

9.17.1 Dogs must jump all sections without visibly moving or stepping on top of or between 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. Touching or knocking over the corner markers is not faulted as long as the dog goes between them.

10 GENERAL SCORING CRITERIA & GENERAL COURSE DESIGN PRINCIPLES

10.1 Walkthrough

10.1.1 The walk through period should be timed. At the end of the walkthrough an announcement will be made as to when judging will begin. At club's discretion, based on distance competitors are crated from ring, there is to be either a three (3) to five (5) minute timed period allotted or if the first three (3) dogs of a class are at gate wanting to start, judging may begin.

10.2 Refusals

10.2.1 A refusal fault occurs when a dog is on the approach to an obstacle (i.e. is within 1.5 m [5 ft] of the obstacle) and ceases forward motion or turns back on his path, or if the dog breaks the plane of the obstacle

or runs past the obstacle. For contact obstacles a refusal will be called if a dog turns back or jumps off as follows: for the dogwalk until the dog has one paw on the horizontal ramp, for the Teeter until the dog has placed one paw past the midpoint, and for the A-frame until the dog has one paw over the apex.

- 10.2.2 If a dog touches the up portion of a contact obstacle which is the correct obstacle in sequence with any paw and fails to negotiate that obstacle, the judge shall signal a Refusal. For contact obstacles, Refusals will be determined as: Dogwalk - one paw on horizontal ramp, A-frame - one paw over apex, Teeter, one paw past mid-point.
- 10.2.3 Refusals are marked as an “R” on the scribe sheets.

Examples of Refusals:

- (a) Spinning or stopping within 1.5 m (5 ft) of the approach to the correct obstacle;
- (b) Incorrect entry at the weave poles or missing a pole. Each time a weave pole is missed a refusal is assessed; refusals will not be judged at the weave poles in the Novice Class;
- (c) Jumping on or over a tunnel;
- (d) Jumping between the tire and frame or going under tire;
- (e) Running under the table or past the back plane of the table;
- (f) Jumping over or through the wing of a jump; (The jump still must be taken correctly.);
- (g) When an electronic timing device is used, dogs that run past the first obstacle will incur a refusal fault even though the timer has not started. Likewise, dogs that run past the last obstacle will incur a refusal fault;

10.3 Running a Wrong Course

- 10.3.1 A wrong course is assessed when the dog takes an obstacle out of sequence or in the wrong direction, or places one paw on a contact zone of an obstacle or tunnel or passes through the weave poles out of sequence. An occurrence is defined as one deduction until the dog has returned to the correct obstacle, regardless of how many wrong obstacles are taken.
- 10.3.2 A wrong course will be recorded as W on the scribe sheet.

10.4 Table Fault

- 10.4.1 A Table fault is assessed each time the dog leaves the table after putting one or more paws on the table
- 10.4.2 A dog leaving the table before the judge's "Go", marked as a "T" on the scribe sheet,
- 10.4.3 It will be scored as a five (5) point deduction per occurrence. Three table faults will be allowed at the Novice Level, two table faults will be allowed at the Intermediate Level and one table fault at the Excellent level No table faults will be allowed at the Master Level.
- 10.4.4 The count continues where it left off each time the dog is brought back up on the table.
- 10.4.5 If the dog engages another obstacle after leaving the table before the judge's "Go", it will be scored a Wrong Course (W)
- 10.4.6 If the dog does not return to successfully complete the table after the wrong course, a Failure to Perform (F) will be assessed.

10.5 Failure to Perform

- 10.5.1 Dogs/handlers that commit the following faults will continued to be judged, are permitted to complete their run, and will receive a time for the run.
- (a) Contact zones: All contact obstacles must be performed in a safe manner. The dog must touch both the up and down contact zone of the Teeter and the down contact zone of the A Frame and the Dog Walk with at least any part of any foot.
 - (b) Fly-off: A fly-off occurs when the dog jumps off the Teeter after passing the pivot point and before the ramp has touched the ground.
 - (c) Failure to complete an obstacle; including the table;
 - (d) The dog or handler knocking down any bar or panel or causing the tire to break open;
 - (e) Any dog/handler contact that aids the performance of the dog;
 - (f) The handler stepping on, over, or going under an obstacle;
 - (g) The handler touching an obstacle; to aid the performance of the dog;

-
- (h) Failure to control the dog when exiting the ring (19-09-25) shall result a failure to perform. Dogs must be on leash when leaving the ring even if being carried.
 - (i) Failure to perform is marked as an (F) on the scribe sheet;
 - (j) A dog jumping off a contact obstacle past the refusal point.

10.5.2 After a third unsuccessful attempt is made on the same contact obstacle, the judge will signal a Failure to Perform and instruct the handler to move on to the next obstacle. If a dog jumps off past the refusal point, a Failure to perform will be called

10.5.3 Dogs that run past the last obstacle will not be faulted for failure to complete the course as long as they return and complete the last obstacle prior to the dog exiting the ring.

10.6 Re-Runs

10.6.1 A judge must offer a re-run in some circumstances and not in others. If a re-run is called for, and a handler declines, he will keep the fault they have incurred.

- (a) If any equipment malfunction affects the dog or handler in such a manner that the run stops, the equipment should be fixed and the handler offered a re-run. Any faults that occurred prior to the equipment malfunction shall be carried over to the re-run.
- (b) If more than one piece of equipment has been set too low, the dog must re-run at the correct height. Any faults at the lower height will be carried over to the re-run except for a table fault (T) that occurred on the first approach to a table which was set too low. If the table fault occurred after the dog was in position on the table, the table fault will be carried over.
- (c) If any obstacle has been set incorrectly, and the dog faults this piece of equipment and the dog was qualifying until then, the handler should be offered a re-run.
- (d) See Section 10.10.3 for Stopwatch Malfunction

10.6.2 Re-runs are not offered if:

- (a) If one obstacle has been set too low and no fault has occurred on that obstacle, it is not necessary to re-run the dog.
- (b) If one obstacle has been set too high, and no fault has occurred on the course, no further action is required.
- (c) If the dog displaces a bar or panel that has been set too high, no faults should be assessed and no re-run is required.

10.7 Mandatory Excusals

10.7.1 The following faults call for mandatory Excusal marked as an “E” on the scribe sheets (dog whistled off the course and does not complete the run):

- (a) A dog that leaves the course area and discontinues working;
- (b) Excessive handling, harsh commands or corrections;
- (c) Exceeding the maximum course time (MCT) which is calculated by multiplying the Standard Course Time for 20.3 cm (8 in) Veterans by 1.25;
- (d) Dog fouling the ring;
- (e) If a handler directs a dog to reattempt a contact (20-09-25) obstacle after it is considered complete (dog has left obstacle with all four paws), faulted or not, and the handler has already used the one-time Fix and Go On option, the dog shall be excused.
- (f) If a dog fails to complete the weave poles after (20-09-25) three (3) attempts as defined in this rule book under the section Weave Poles, the judge shall instruct the handler to move the dog on to the next obstacle. If the handler reattempts the obstacle a fourth time, this will be considered their one-time fix and go option. If the handler has already used the one-time Fix and Go On option, the dog shall be excused from the run;
- (g) Leading out again after returning to reposition the dog at the start line;
- (h) A judge may also excuse any dog which he considers unfit to participate;
- (i) Unsportsmanlike conduct.

-
- 10.7.2 Handlers may be excused from the run by the judge at any time for inappropriate actions including, but not limited to, the use of food, toys, a whistle or other training devices.
- 10.7.3 A judge must promptly excuse any handler who willfully interferes with another dog or handler, or who abuses his dog, or in any way displays conduct prejudicial to the sport of purebred dogs and The Canadian Kennel Club. The judge must report such incidents to the Trial Committee.
- 10.7.4 A judge can excuse a dog if at any time the dog is unsafe in its negotiation of the equipment, or is out of control.

10.8 Collars and Leashes *(22-03-22)*

- 10.8.1 At the handler's option, a dog may run a course with or without a collar. The only collars allowed when running a course are well fitting flat buckle, quick release or rolled leather collars. There shall be no attachments hanging or otherwise allowed on the collar. This shall not preclude painted or stitched designs or information on the collar.
- 10.8.2 Dogs may be brought to the start line on slip leads, choke chains, body harnesses, head halters or other collars that are permitted on the trial grounds. Pinch/prong and electrical collars (dummy or not), are not allowed anywhere on the trial grounds.
- 10.8.3 Handlers are allowed to carry a leash on their *(22-03-22)* person during a run with the proviso that it is fully concealed.

10.9 Obstacle and Jump Positions

- 10.9.1 Obstacles should generally stand alone. In Novice, the approach to obstacles must never be adjacent to one another, but may be adjacent in the higher levels.
- 10.9.2 Jumps in sequence must be a minimum of 5.5 m (18 ft) apart. The distance before and after a double jump or spread type jump (regardless of whether it is a jump or another type of obstacle) must be a minimum of 6.4 m (21 ft). Obstacles in sequence, other than jumps, must be a minimum of 4.6 m (15 ft) apart. Obstacles in a crossing pattern, (obstacles arranged in a box pattern) which are in a position of a potential off course, must be a minimum of 4.6 m (15 ft) apart.

10.9.3 These distances are calculated by measuring in a straight line from centre to centre of a jump or obstacle. The maximum distance between any two obstacles must not exceed 9 m (30 ft).
(21-09-25)

10.9.4 Exceptions to these distance requirements are for 180 degree turns at the Novice and Intermediate level and 180 to 270 degree turns at the Excellent level. There must be a minimum distance between jump wings of 3 m (10 ft) AND centre-to-centre distance must follow the minimum distance between jumps as described above.
(22-09-25)

10.9.5 Spread type jumps must not be set up in sequence at the Novice and Intermediate Level.
(21-09-25)

10.10 Course Distances and Times

10.10.1 The Maximum Course Time shall be the Standard Course Time for 20.3 cm (8 ft) Veteran multiplied by 1.25. This shall be calculated prior to the table time being added.

10.10.2 When measuring course distance, the judge shall wheel a 30.5 cm (16 in) dog's typical path for the 20.3 cm (8 in), 30.5 cm (12 in) and 40.6 cm (16 in) height divisions and a 50.8 cm (24 in) dog's typical path for the 50.8 cm (20 in) and 61 cm (24 in) height divisions.

OR

The judge shall wheel the path of a typical 50.8 cm (24 in) dog and then apply the following calculations to determine the distance for the 40.6 cm (16 in) dog's path

for each 90 degree turn subtract 0.9 m (1 yd)

for each 180 degree turn subtract 1.8 m (2 yds)

for every two 45 degree turns subtract 0.9 m (1 yd)

for each 270 degree turn subtract 2.7 m (3 yds).

10.10.3 If there is a malfunction of the timing device:

(a) If noticed in the first 1/3 of the run, the timekeeper will blow the whistle to stop the run and the dog will be allowed to re-start the course.

(b) If noticed after the first 1/3 of the run, the dog will be allowed to complete the run and any faults that have occurred will stand. If the dog has qualified, it will be re-run for time only.

10.10.4 Standard Course Times

When calculating Standard Course Times for all divisions and classes, fractions are rounded to the nearest whole number and 0.5 is rounded up.

10.10.5 Course times should be recorded to the nearest one-hundredth (1/100) of a second. Time penalties in all classes shall be rounded down to the nearest second.

10.10.6 Course times are determined as follows.

	Jump Heights	Yds per Second
Novice Standard Plus 5 seconds for Pause Table	20.3 cm (8 in)	1.85
	30.5 cm (12 in)	2.0
	40.6 cm (16 in)	2.1
	50.8 cm (20 in)	2.2
	61cm (24 in)	2.2
Intermediate Standard Plus 5 seconds for Pause Table	20.3 cm (8 in)	2.2
	30.5 cm (12 in)	2.25
	40.6 cm (16 in)	2.35
	50.8 cm (20 in)	2.5
	61cm (24 in)	2.5
Excellent Standard Plus 5 seconds for Pause Table	20.3 cm (8 in)	2.3
	30.5 cm (12 in)	2.5
	40.6 cm (16 in)	2.75
	50.8 cm (20 in)	3.0
	61cm (24 in)	2.85
Novice JWW	20.3 cm (8 in)	2.3
	30.5 cm (12 in)	2.5
	40.6 cm (16 in)	2.75
	50.8 cm (20 in)	3.0
	61cm (24 in)	2.8
Intermediate JWW	20.3 cm (8 in)	2.8
	30.5 cm (12 in)	3.0
	40.6 cm (16 in)	3.25
	50.8 cm (20 in)	3.5
	61cm (24 in)	3.3
Excellent JWW	20.3 cm (8 in)	3.05
	30.5 cm (12 in)	3.25
	40.6 cm (16 in)	3.5
	50.8 cm (20 in)	3.75
	61cm (24 in)	3.6
Steeplechase	20.3 cm (8 in)	2.8
	30.5 cm (12 in)	3.0
	40.6 cm (16 in)	3.25
	50.8 cm (20 in)	3.50
	61cm (24 in)	3.30
Jumps & Tunnels	20.3 cm (8 in)	2.3
	30.5 cm (12 in)	2.5
	40.6 cm (16 in)	2.75
	50.8 cm (20 in)	2.8
	61cm (24 in)	2.8

10.11 Selected and Veteran Division Course Times

The Standard Course Times (SCT's) for the Selected and Veterans Divisions will be calculated the same as the Standard Course Times for the Regular Division but with an additional 10% added to the course for Selected and 20% added to the course for Veterans. This additional time will be calculated and added to the Standard courses before the five (5) seconds is added for the table count.

Regular Jump Height	Selected and Veteran Jump Heights	Standard Course Time & Course Distance Based On Dog Jumping	Extra Time For Selected to be added before the table count	Extra Time For Veteran to be added before the table count
61cm (24 in)	50.8 cm (20 in)	61cm (24 in)	Plus 10%	Plus 20%
50.8 cm (20 in)	40.6 cm (16 in)	50.8 cm (20 in)	Plus 10%	Plus 20%
40.6 cm (16 in)	30.5 cm (12 in)	40.6 cm (16 in)	Plus 10%	Plus 20%
30.5 cm (12 in)	20.3 cm (8 in)	30.5 cm (12 in)	Plus 10%	Plus 20%
20.3 cm (8 in)	10.2 cm (4 in)	20.3 cm (8 in)	Plus 10%	Plus 20%

Exception to this rule are as follows:

- (23-09-25) (a) additional time is not added to Selected and Veteran divisions in PAD.

10.12 Starting & Completion

10.12.1 A run is started whenever any part of the dog crosses the start line.

- (a) Handlers may lead out as many obstacles as they wish.
- (b) A handler may touch the dog to position the dog for the start of the course and may return to the dog and reposition it, as long as neither the handler nor the dog has crossed the start line.
- (c) Once a handler crosses the start line to lead out, he may not touch the dog for any reason. If the handler does so, he shall be faulted with an "F" or "E" depending on the circumstances.
- (d) Once a handler has taken a lead out, if the dog breaks position without crossing the start line,

the handler may go back to reposition the dog (without touching the dog), but may not lead out again. If the handler does so, he shall be excused.

10.12.2 The start line shall be designated as the front plane of the first obstacle and the finish line as the front plane of the last jump or the back plane of a tunnel if the tunnel is the last obstacle. At the judge's discretion, the finish line shall be the back or front plane of the triple or ascending spread jump.

- (a) Since the start line is the first obstacle, handlers may set their dogs when starting, at any distance from the approach side of the first jump, but the dog must remain inside the ring.
- (b) If a dog has crossed the plane of the first obstacle, but not taken the obstacle, a refusal shall be assessed even though the time has not yet started. If the dog back jumps the first obstacle, a wrong course shall also be assessed.
- (c) Once the dog has crossed the plane of the first obstacle, handlers are not permitted to re-set their dogs at the start or to lead out. Handlers are expected to handle the first obstacle just as any other obstacle where the dog has performed a run-out while running the course and run with their dog. Handlers who re-set their dogs will be excused.
- (d) If the handler continues on the course without the dog performing the first obstacle, a failure to perform will also be assessed and the run will continue with no time being recorded. The dog at this point will have an NQ score.

10.12.3 A run is finished when the dog completes the last obstacle.

10.12.4 Dogs must enter the ring on leash even when being carried. Dogs must be on leash even if being carried when exiting the ring. Failure to control the dog when exiting the ring shall result in a failure to perform. *(24-09-25)*

10.13 Qualifying Performance

10.13.1 In order to earn a qualifying score in the Novice, Intermediate or Excellent class, a dog must pass with a minimum score of 85 points, with no non-qualifying deductions. The maximum attainable score in any class is 100 points.

10.13.2 In the Master Excellent class a dog must earn a perfect score of 100 points.

10.13.3 All faults and running time will be recorded and posted on a score sheet in close proximity to the course.

10.13.4 The scoring for the Selected and Veterans Classes shall be equal to that of its equivalent level in the Regular Classes, as listed in Chapters 11 and 12, with the exception of the Standard Course Times.

10.14 Placements

10.14.1 Dogs must have a qualifying score to be eligible for a placement. The four (4) highest scores in each height division in each class shall be awarded first through fourth placements, respectively, with tied scores decided by the fastest time. Time should be measured and recorded to the nearest 1/100th of a second.

10.14.2 If two (2) or more dogs are tied for a placement, a run-off will be offered to break the tie. This run-off will not affect the original score. A handler may decline such run-off and receive the lower placement.

10.15 Course Time Deductions

10.15.1 Course time deductions are made as follows:

(a) **Novice Level**

one (1) -point deduction for every second over course time counting only whole numbers.

(b) **Intermediate Level**

two (2) -point deduction for every second over course time counting only whole numbers.

(c) **Excellent Level**

three (3)-point deduction for every second over course time counting only whole numbers.

10.15.2 Maximum Course Time is signaled by a whistle. At that time, the dog must leave the course. A dog that does not complete a course in the maximum time cannot qualify.

10.16 Faults & Deductions

10.16.1 Refusals:

(a) Refusals are marked as “R” on the scribe sheets

-
- (b) A Refusal is scored as a five (5)-point deduction
 - (c) Two refusals are permitted in Novice. A third refusal in Novice will result in a Non-Qualifying score.
 - (d) One refusal is permitted in Intermediate. A second refusal in Intermediate will result in a Non-Qualifying score.
 - (e) No Refusals are permitted in Excellent; any refusal in Excellent will result in a Non-Qualifying score.

10.16.2 Wrong course

- (a) A wrong course is marked as a “W” on the scribe sheet.
- (b) A Wrong Course will be scored as a ten (10) point deduction per occurrence at any level. However a dog can still qualify with ONE (1) off course at the Novice level provided the total course faults does not exceed 15.
- (c) A wrong Course results in a non qualifying score in Intermediate and Excellent levels.

Dogs that run past the last obstacle and perform the last obstacle backwards will be assessed both a refusal and a wrong course fault.

10.16.3 Table Fault (see section 10.4.3)

- (a) A table fault is marked as a “T” on the scribe sheet,
- (b) It is scored as a five (5) point deduction per occurrence.

10.16.4 Failure to Perform

- (a) Failure to perform is marked as an “F” on the scribe sheet
- (b) An F in any class results in a non-qualifying (NQ) score.

10.16.5 Excusal

- (a) An excusal is marked as an “E” on the scribe sheets (dog whistled off the course and does not complete the run)
- (b) No time is recorded
- (c) Excusals result in a non-qualifying run.

10.17 Announcement of Scores

- 10.17.1 If time permits, qualifying scores and placements shall be announced at the conclusion of each class.

10.18 Mechanics of Designing Courses

Make the course interesting and fun for exhibitors and spectators. To achieve this goal:

- (a) Use a variety of challenges on your course rather than repeating a similar type of challenge. Vary the challenges on a set of courses used on the same trial or set of trials. The same type of challenge must not be over utilized.
- (b) Always keep the safety of the dogs in mind.
(25-09-25) Tunnels must never be placed touching walls, posts or any other object and must have a minimum of 61 cm (2 ft) of clear space on the outside in case the tunnel shifts. Jumps and contacts placed where the course flow is parallel to the ring barrier must have a minimum of 1.2 m (4 ft) from the edge of the obstacle to the ring barrier both for safety and accessibility.
- (c) Follow the required course design elements
(26-09-25) that are listed in these rules for each level paying attention to the approach of dogwalk, A-frame, teeter, tire, wall and spread type jumps: which must be straight.
- (d) Provide opportunities for the handler to send the dog ahead while meeting up with the dog at another point on the course. This allows the handler to take advantage of the speed and training of the dog, rather than having the dog/handler team being limited by the handler's ability to run. It also allows handlers of all fitness levels to compete.
- (e) Avoid long, straight sequences where the handler is forced to keep pace with the dog. Instead use curves so that the handler can opt to handle at a distance.
- (f) Provide ample opportunity for dogs to see spread jumps and tire jump as they approach them.
- (g) The course must be predominantly smooth - not choppy and contorted. The course path should flow smoothly from one obstacle to the next. U-turns, wraps (180 degree turns) are acceptable in Intermediate and Excellent but must not be used repeatedly because they detract from the flow.
- (h) Courses must include places where the dog can be free of tight control, alternating with control points. For example, providing several jumps in a row, perhaps followed by a control point or two, and then followed by a moderately free area, etc. Control points are places where the dog is

under tight handler control, such as places where the course takes a sharp change in direction, or where the dog has a choice of obstacles, etc.

- (i) Use the course size to advantage so that the course is not restricted to a small area of the ring.

10.19 Fix & Go On

10.19.1 At any time during a run the handler may immediately fix a single obstacle one time. The action shall be judged as an elimination, which shall be marked as an “FG” on the scribe sheet and indicated by the judge with raised crossed arms, resulting in a non-qualifying score (NQ). The handler may go back a few obstacles prior to the fix (to a maximum of three (3)). If a jump bar is knocked, the handler may reset it, but the reset is limited to one (1) jump. The dog may not be verbally or physically corrected for the error. Weave poles may be immediately re-attempted three (3) times, but if the dog is brought back to obstacles prior to the weave poles, it will be considered the one-time Fix and Go On attempt. Once handlers have used the one-time Fix and Go On option, they must immediately finish the course or exit the ring. The judge shall not judge the dog’s run after the fix but will continue to watch the run to ensure that the handler does not attempt a second fix, is not using harsh commands or corrections and that the run is being done safely. The judge will immediately whistle to excuse the team from the ring for any of these infractions.

10.19.2 When Fix & Go On is signaled, the timer shall blow the whistle at a time of 60 seconds.

11 STANDARD AGILITY CLASS

11.1 Regular Standard Classes

11.1.1 Novice Standard Class

Novice Class is open to any dog that has not earned a Qualifying score in the CKC Intermediate Class. This class is no longer divided into Novice A and B.

11.1.2 Intermediate Standard Class

- (a) The Intermediate class is open to dogs that have acquired the Agility Novice title, but have not yet acquired a qualifying score towards the Excellent title.

11.1.3 Excellent Standard Classes

- (a) The Excellent class is for dogs that have acquired the Intermediate title, but have not yet earned the Agility Excellent title.
- (b) The Master Excellent class is for dogs that have acquired the Excellent title or the Master Excellent title.

11.2 Novice Standard Class Obstacles

11.2.1 A total of 13 – 15 obstacles is required in the Novice class. The nine (9) mandatory obstacles are:

- (a) the A-Frame;
- (b) the Dog Walk;
- (24-03-22) (c) the Double-Bar Jump or Ascending Double Bar Jump, or Triple Bar Jump, or the Ascending Spread Jump;
- (d) the Open Tunnel;
- (e) the Panel Jump;
- (f) the Pause Table;
- (g) the Teeter;
- (h) the Tire Jump;
- (i) the Bar Jump (may be One Bar)
- (j) one (1) set of six (6) weave poles, used once.

11.2.2 In addition to this list, the judge may select four to six (4-6) additional jumps or Open Tunnels. The tire and the spread jump must not be used more than once but other jumps and open tunnels may be used more than once; however, the dogs must not be required to enter an open tunnel on more than three occasions on a course. There will be a maximum of one (1) spread jump of any type on course.

(25-03-22) 11.2.3 The Wall Jump, Broad Jump, dummy jumps or dummy tunnels must not be used in the Novice Level.

(29-09-25) 11.2.4 Novice level courses are designed to test the dog's ability to negotiate the obstacles on the course and therefore should be relatively straight in approach with only minor challenges and side changes. Minimal handling is expected.

11.3 Novice Standard Class Challenges

11.3.1 The focus of the Novice course is to demonstrate the ability of a dog to stay with the handler to perform the obstacles in its path. Three to four (3-4) minor challenges must be included in the Novice courses. These include either two changes of sides or one change of side and one crossing pattern.

Examples of minor challenges for this level:

- (a) handler changing sides;
- (b) dog working on handler's left or on right side;
- (c) dog ignoring obstacles on the course and staying connected to the handler;
- (d) dog negotiating turns toward jumps and tunnels (angles as described in the course design for Novice)
- (e) dog passing through a crossing pattern box in a straight line.

(27-03-22) (f) one 180 degree turn anywhere on course

11.4 Novice Standard Course Design Elements

11.4.1 Course designs must adhere to the following elements:

- (a) includes no discriminations, approaches to obstacles shall not be adjacent and obstacles must not be in close proximity. Whenever options are presented there must be a distance of 6.4 m (21 ft) or more to an incorrect obstacle. This applies when the dog is in motion and the incorrect obstacle is in the dog's direct path;
- (b) no handler restrictions; however, tunnels may be placed under dogwalks or A-frame provided they do not create a handler restriction or tunnel discrimination;

(26-03-22)
(28-03-22) (c) most approaches to obstacles are straight on or at angles of 90 degrees or less. Two (2) angles of approach to bar jumps may have an angle of 135 degrees. (Tire jump or any Spread type jump is not to be used on a 135 degree approach). One (1) turn of 180 degrees is allowed anywhere on course. Whenever a 180 degree turn is used on course, the jumps must be winged;

(30-09-25)
(26-03-22)
(60-09-22)
(28-03-22) (d) jumps in sequence must be a minimum of 5.5 m (18 ft) apart. The distance before and after a spread jump (regardless of whether it is a jump or another type of obstacle) must

-
- be a minimum of 6.4 m (21 ft). Any jump following an open tunnel must be a minimum of 5.5 m (18 ft) from the exit of the tunnel. If a spread-type jump (double/triple/ascending spread jump) follows an open tunnel, there must be a minimum of 6.4 m (21 ft) from the exit of the tunnel to this type of jump. Obstacles, in sequence, other than jumps, must be a minimum of 4.6 m (15 ft). The exception to these distance requirements is in a 180 degree turn. Distance between wings of jumps in a 180 degree turn must be a minimum of 3 m (10 ft);
- (31-09-25) (e) these distances are calculated by measuring in a straight line from centre to centre of a jump or obstacle. The maximum distance between any two obstacles must not exceed 9 m (30 ft);
- (26-03-22) (f) spread jumps must not be used for the first obstacle;
- (g) all contact obstacles, obstacle approaches, and the pause table can be judged without requiring the judge to run;
- (h) the start line shall be designated as the front plane of the first obstacle and the finish line as the front plane of the last jump or the back plane of a tunnel if the tunnel is the last obstacle;
- (i) jumps or tunnels are used at the start and finish;
- (j) the pause table must be placed after the first four (4) and before the last four (4) obstacles;
- (26-03-22) (k) course conforms to safety guidelines for
(28-03-22) obstacles and angles before and after spread
(32-09-25) jumps and the tire jump;
- (The approach to the tire and spread-type jumps must be straight unless there is 7.6 m (25 ft) or more between obstacles. However, the maximum angle of approach must not exceed 30 degrees even with this added distance. The turn after a spread-type jump or tire jump must be less than 45 degrees.)
- (l) course is predominantly smooth and flowing;
- (m) two (2) contact obstacles must not be used in succession;
- (n) the placement of weave poles at the Novice level shall be such that they do not follow a fast jumping sequence. There must be no difficult angle of approach to the weaves. A 180 degree turn immediately before the weave poles is permitted. There must be no difficult angle
-

approach to the weaves in Novice. Difficult approaches include weave poles that are straight on, following a straight line of jumps or following a straight tunnel;

- (o) if using electronic timers, courses must be designed to accommodate their use (see Section 10.12.2).

11.5 Intermediate Standard Class Obstacles

11.5.1 A total of 16 – 18 obstacles is required in the Intermediate class. The mandatory obstacles are:

- (a) the A-Frame;
- (b) the Dog Walk;
- (30-03-22) (c) the Double Bar Jump or Ascending Double Bar Jump, or the Triple Bar Jump or the Ascending Spread Jump;
- (d) the Open Tunnel;
- (e) the Panel Jump or the Wall Jump;
- (f) the Pause Table;
- (g) the Teeter;
- (h) the Tire Jump;
- (i) the Bar Jump (may be One Bar)
- (j) one set of 12 Weave Poles, used once.

11.5.2 In addition to this list, the judge may select six to eight (6–8) additional jumps or open tunnels, including the Wall Jump. Either the Double Jump, Triple Bar Jump or Ascending Spread Jump or the Broad Jump is permitted as an optional extra spread jump, but like the tire jump it must not be used more than one time and a maximum of two (2) different spread-type jumps (*double, triple, ascending, broad) are allowed on course. Other jumps and open tunnels may be used more than once; however, the dogs must not be required to enter an open tunnel on more than three (3) occasions on a course.

11.5.3 Intermediate level courses are designed to test the dog's ability to negotiate obstacles on a more difficult course and to respond to more handler directions.

11.6 Intermediate Standard Class Challenges

- 11.6.1 A total of five to seven (5–7) challenges must be included in the Intermediate courses. Any place on a course where the dog needs to be directed in any way to the correct obstacle is considered a challenge.
- (03-03-22)
- (34-09-25) There must be a minimum of two (2) changes of side on course.

There should be a variety of minor challenges so courses are balanced. Any major challenge on an Intermediate course should be of less difficulty than that expected at an Excellent level. Therefore, a speed sequence preceding an off course potential, or a backside approach to a jump are not appropriate.

Examples of a major challenge for this level are: a handler needing to adjust his line dramatically to help the dog be correct, an obstacle not to be taken is in close range of the dog (but without speed), a tight turn is required to miss an incorrect obstacle.

No more than one (1) major challenge should be included on any intermediate course.

Some examples of Intermediate challenges are:

- (a) major off course possibilities (without a previous speed section);
- (b) minor off course possibilities;
- (c) moderate angle entry to the weaves;
- (d) angled approach to obstacle (but must not be to contacts, spreads or tire jumps);
- (e) handler restriction on only one side of an obstacle and could include, tunnels, contact obstacles, jumps or wings of jumps;
- (f) advantage of a lead out, from the table or start line;
- (g) a speed section where it would be an advantage for the handler to work at a distance;
- (h) varied distances between jumps.

11.7 Intermediate Standard Course Design Elements

- 11.7.1 Course design must adhere to the following elements:

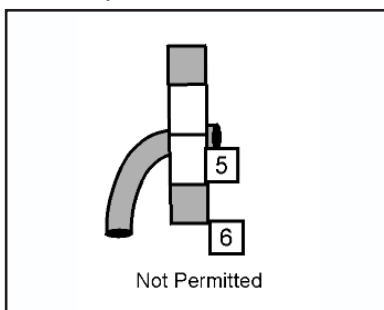
- (35-09-25) (a) provides only mild to moderate angle of approaches to obstacles; approach angles must not exceed 180 degrees and must not exceed two instances of 180 degree turns. Whenever

180 degree turns or shallow angle approaches are used as challenges on course, the jumps must be winged;

- (b) entrances may be positioned no closer than 0.92 m (3 ft) to one another;
- (c) jumps in sequence must be a minimum of 5.5 m (18 ft) apart. The distance before and after a double jump or spread jump (regardless if it is a jump or another type of obstacle) must be a minimum of 6.4 m (21 ft). Any jump following an open tunnel must be a minimum of 5.5 m (18 ft) from the exit of the tunnel. If a spread type jump (double or triple bar) follows an open tunnel, there must be a minimum of 6.4 m (21 ft) from the exit of the tunnel to this type of jump. Obstacles, in sequence, other than jumps, must be a minimum of 4.6 m (15 ft). The exception to these distance requirements is in a 180 degree turn. Distance between wings of jumps in 180 degree turns or serpentine sequences must be a minimum of 3 m (10 ft);
- (d) these distances are calculated by measuring in a straight line from centre to centre of a jump or obstacle. The maximum distance between any two obstacles must not exceed 9 m (30 ft);
- (e) no spread-type jumps are used for the first obstacle;
- (f) the start line shall be designated as the front plane of the first obstacle and the finish line as the front plane of the last jump or the back plane of a tunnel if the tunnel is the last obstacle;
- (g) no two (2) spread-type jumps are used in succession;
- (h) jumps or tunnels are used at the start and finish;
- (i) the pause table must be placed after the first four (4) and before the last four (4) obstacles;
- (j) all contact obstacles, obstacle approaches, weave poles, and the pause table can be judged without requiring the judge to run;
- (k) course conforms to safety guidelines for obstacles; the approach to spread jumps and tire jumps must be taken from an angle of less than 30 degrees. Angle turns after the spread type jump, must be less than 45 degrees.;
- (l) obstacles/tunnels that are placed so as to cause handler restrictions on a contact obstacle (i.e., force the handler to work at a distance from

the dog at the A-frame or Dogwalk) may only extend 0.92 m (3 ft) on one side of the walk or frame from the path or on the expected side the handler will be. ;

- (m) course is predominantly smooth and flowing with some areas of tight control;
- (n) two (2) contact obstacles must not be used in succession;
- (37-09-25) (o) a sequence that would require a dog to ascend the A-frame or the dogwalk directly from a tunnel under the same contact obstacle is not permitted at any level ;



- (p) if using electronic timers, courses must be designed to accommodate their use.

11.8 Excellent Standard Class Obstacles

11.8.1 A total of 18 – 20 obstacles is required for the Excellent class. The ten (10) mandatory obstacles are:

- (a) the A-Frame;
- (b) the Dog Walk;
- (24-03-22) (c) the Double Bar Jump or the Ascending Double Bar Jump;
- (38-09-25) (d) the Bar Jump (may be One-Bar);
- (e) the Open Tunnel;
- (f) the Panel Jump;
- (g) the Teeter;
- (h) the Tire Jump;
- (i) one (1) set of 12 Weave Poles used once;
- (j) either the Triple Bar Jump or Ascending Spread Jump or Broad Jump.

11.8.2 In addition to the list, the judge may select five to seven (5–7) additional jumps or open tunnels or the pause table. The tire jump, the wall if used, the Triple Jump or Ascending Spread Jump or Double

Jump must not be used more than once but other jumps and open tunnels may be used more than once; however, the dogs must not be required to enter an open tunnel on more than three occasions on a course.

- 11.8.3 The Excellent level courses are designed to test the dog's and handler's skills and teamwork in negotiating a course where handling decisions are required.

11.9 Excellent & Master Excellent Standard Class Challenges

- 11.9.1 A total of eight to ten (8–10) challenges is to be included in the Excellent courses. Any place on a course where the dog needs to be directed in any way to the correct obstacle is considered a challenge. There must be a minimum of three (3) changes of side on course.

(35-03-22)

(39-09-25)

There should be a variety of minor and major challenges so courses are balanced. Examples of a major challenge are speed sequence preceding an off course potential, a handler needing to adjust his line dramatically to help the dog be correct, an obstacle not to be taken in close range of the dog (even without speed), a tight turn required to miss an incorrect obstacle, the angle of approach to a jump or tunnel is not obvious to a dog.

No more than four (4) major challenges should be included on any course.

Turns such as 180 and 270 degree turns, backside approach of a jump, extreme angle approaches, and pull throughs if over used, make the course choppy. Without flow on a course it is difficult for dogs to make SCT. Therefore a course must not have more than two (2) backside approaches and no more than two pull throughs. A course without any backside or pull through can still be an appropriate Excellent/Master level course.

Whenever a difficult handling sequence is included on course, it is positioned in such a way as to allow the handler to be in position to handle the sequence, e.g., not after a speed sequence that has potential to have the handler behind the dog.

Whenever 180, 270 degree turns, backside approaches, extreme angle approaches or pull throughs are used as challenges on course, the jumps must be winged.

Examples of challenges are:

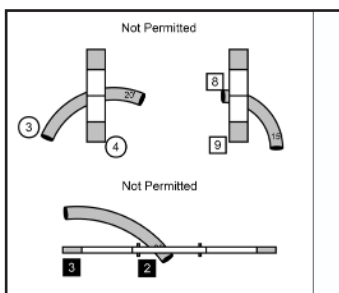
- (a) major off course possibilities;
- (b) minor off course possibilities;
- (c) difficult angle entry to the weaves (this might be major or minor depending on preceding sequence);
- (d) difficult angle approach to obstacle (but must not be to contacts, spreads or tire jumps);
- (e) handler restrictions which could include tunnels, contact obstacles, jumps or wings of jumps;
- (f) advantage of a lead out or move away section (from the weaves, table or start line);
- (g) a speed section where it would be an advantage for the handler to work at a distance;
- (h) varied distances between jumps.

11.10 Excellent Standard Course Design Elements

11.10.1 Course designs must adhere to the following elements:

- (a) entrances may be adjacent to one another;
- (36-03-22) (b) jumps in sequence must be a minimum of 5.5 m (18 ft) apart. The distance before and after a double jump or spread jump (regardless of whether it is a jump or another type of obstacle) must be a minimum of 6.4 m (21 ft) Any jump following an open tunnel must be a minimum of 5.5 m (18 ft) from the exit of the tunnel. If a spread type jump (double or triple bar) follows an open tunnel, there must be a minimum of 6.4 m (21 ft) from the exit of the tunnel to this type of jump. Obstacles, in sequence, other than jumps, must be a minimum of 4.6 m (15 ft). The exception to these distance requirements is in a 180 to 270 degree turns or in such designs as serpentine or threadles Distance between wings of jumps in threadles or serpentine sequences must be a minimum of 3 m (10 ft);
- (c) these distances are calculated by measuring in a straight line from centre to centre of a jump or obstacle. The maximum distance between any two obstacles must not exceed 9 m (30 ft);
- (d) no spread-type jumps are used for the first obstacle;
- (37-03-22) (e) two (2) spread type jumps may be used in succession.

- (f) the start line shall be designated as the front plane of the first obstacle and the finish line as the front plane of the last jump or the back plane of a tunnel if the tunnel is the last obstacle;
- (g) jumps or tunnels are used at the start and finish;
- (40-09-25) (h) the pause table (if used) must be placed after the first four (4) and before the last four (4) obstacles.
- (i) course conforms to safety guidelines for obstacles; a spread jump must have more than 6.4 m (21 ft) before and after it to allow a safe approach and turn after. The maximum angle of approach must not exceed 90 degrees. After spread jumps no turn must exceed 90 degrees.
- (j) if a spread jump is the last obstacle on the course there must be at least 6.4 m (21 ft) to the ring barrier.
- (k) the approach angle to the tire must not exceed 30 degrees. Angle turns after tire jump must be no greater than 90 degrees;
- (l) includes places where the dog can be free of tight control;
- (38-03-22) (m) two (2) contact obstacles must not be used in succession
- (n) backside approaches to a jump are not a mandatory challenge
- (o) backside approach to the Wall Jump is not allowed
- (42-09-25) (p) a sequence that would require a dog to ascend the A-frame or the dogwalk directly from a tunnel under the same contact obstacle is not permitted at any level.



- (q) if using electronic timers, courses must be designed to accommodate their use.

12 JUMPERS WITH WEAVES

12.1 Regular Jumpers With Weaves Classes

12.1.1 Novice Jumpers With Weaves Classes

Novice Class is open to any dog that has not earned a Qualifying score in the CKC Intermediate Class. This class is no longer divided into Novice A and B.

12.1.2 Intermediate Jumpers With Weaves Class

- (a) The Intermediate Jumpers With Weaves class is open to dogs that have acquired the Novice Jumpers With Weaves title but have not yet acquired a qualifying score towards the Excellent Jumpers With Weaves title.

12.1.3 Excellent Jumpers With Weaves Classes

- (a) The Excellent Jumpers With Weaves class is for dogs that have acquired the Intermediate Jumpers With Weaves title, but have not yet earned the Excellent Jumpers With Weaves title.
- (b) The Master Excellent Jumpers With Weaves class is for dogs that have acquired the Excellent Jumpers With Weaves title or the Master Excellent Jumpers With Weaves title.

12.2 Novice Jumpers With Weaves Class Obstacles

12.2.1 A total of 13-15 obstacles is required in the Novice Jumpers With Weaves Class.

The mandatory obstacles are:

- (a) the Bar Jump (may be One Bar)
- (39-03-22)
(41-03-22) (b) the Double-Bar Jump or the Ascending Double Bar Jump, or Triple Bar Jump or the Ascending Spread Jump
- (c) one set of six (6) Weave Poles, used once

12.2.2 10-12 additional obstacles selected by the judge shall be included on the course. These may include (39-03-22) Bar jumps, the One Bar Jump, the Panel Jump, the Tire Jump, and Open Tunnels. The Open Tunnel may be used more than once, however, the dogs must not be required to enter tunnels on

more than three (3) occasions on and course. The Weave Poles, the Tire Jump, and the Double Bar Jump, Triple Bar Jump or Ascending Spread Jump must not be used more than once.

- 12.2.3 The Wall Jump, Broad Jump, dummy jumps or dummy tunnels must not be used at the novice level.

12.3 Novice Jumpers With Weaves Class Challenges

- 12.3.1 Number of challenges and types are the same as the Standard Class (see Section 11.3).

12.4 Novice Jumpers With Weaves Class Course Design Elements

- 12.4.1 Includes no discriminations, approaches to obstacles (40-03-22) shall not be adjacent and obstacles should not be (43-09-25) in close proximity. Whenever options are presented there must be a distance of 6.4 m (21 ft) or more to an incorrect obstacle. This applies when the dog is in motion and the incorrect obstacle is in the dog's direct path. Whenever a 180 degree turn is used on course, the jumps must be winged;

- 12.4.2 No handler restrictions;

- 12.4.3 Angles of approaches to obstacles are straight on (44-09-25) or at angles of 90 degrees or less. Two angles of (45-09-25) approach to bar jumps may have an angle of 135 degrees. (Tire jump or any Spread-type jump is not to be used on a 90 or 135 degree approach). One (1) turn of 180 degrees is allowed anywhere on course. Whenever a 180 degree turn is used on course, the jumps must be winged;

- 12.4.4 The placement of weave poles in the Novice Jumpers (46-09-25) with Weaves course design shall be such that they do not follow a fast jumping sequence. (A good place for weaves would be as the second obstacle or following a 180 degree turn). There must be no difficult angle approach to the weaves in Novice. Difficult approaches include weave poles that are straight on, following a straight line of jumps;

- 12.4.5 Jumps in sequence must be a minimum of 5.5 m (62-09-22) (18 ft) apart. The distance before and after a double jump or spread jump (regardless of whether it is a jump or another type of obstacle) must be a minimum of 6.4 m (21 ft). Any jump following an open

tunnel must be a minimum of 6.4 m (21 ft) from the exit of the tunnel. If a double bar jump follows an open tunnel, there must be a minimum of 6.4 m (21 ft) from the exit of the tunnel to this type of jump. Obstacles, in sequence, other than jumps, must be a minimum of 4.6 m (15 ft). The exception to these distance requirements is in a 180 degree turn. Distance between wings of jumps in a 180 degree turn must be a minimum of 3 m (10 ft);

12.4.6 These distances are calculated by measuring in a straight line from centre to centre of a jump or obstacle. The maximum distance between any two obstacles must not exceed 9 m (30 ft);

12.4.7 double, triple or ascending spread jumps are not used for the first obstacle;

12.4.8 The start line shall be designated as the front plane of the first obstacle and the finish line as the front plane of the last jump or the back plane of a tunnel if the tunnel is the last obstacle;

12.4.9 jumps or tunnels are used at the start and finish;

12.4.10 course conforms to safety guidelines for obstacles and angles before and after double/triple/ascending spread jumps and the tire jump;

(The approach to the tire and double/triple/ascending spread jump must be straight unless there is 7.6 m (25 ft) or more between obstacles. However, the maximum angle of approach must not exceed 30 degrees even with this added distance. The turn after a double/triple/ascending spread or tire jump must be less than 45 degrees.)

12.4.11 course is predominantly smooth and flowing;

12.4.12 if using electronic timers, courses must be designed to accommodate their use (see Section 10.12.2).

12.5 Intermediate Jumpers With Weaves Class Obstacles

12.5.1 A total of 16-18 obstacles is required in the Intermediate Jumpers With Weaves Class.

The mandatory obstacles are:

(a) the Bar Jump (may be One-Bar)

(41-03-22) (42-03-22) (b) the Double-Bar Jump or the Triple Bar Jump, or the Ascending Double Bar Jump, or the Ascending Spread Jump

(c) one (1) set of 12 Weave Poles, used once

-
- 12.5.2 13-15 additional obstacles selected by the judge shall be included on the course. These may include Bar jumps (one or two bars), the Panel Jump, the Wall Jump, the Tire Jump, one of the spread jumps not already used (either the double jump, triple jump/ ascending spread jump or the broad jump) and Open Tunnels. The Open Tunnel may be used more than once, however, the dogs must not be required to enter tunnels on more than 3 occasions on any course. The Weave Poles, the Tire Jump, the Double Jump, the Triple jump or The Ascending Spread Jump or Broad Jump must not be used more than one time and a maximum of two (2) different spread-type jumps are allowed on course.
- (43-03-22)
- (51-09-25)

12.6 Intermediate Jumpers With Weaves Class Challenges

- 12.6.1 Number of challenges and types are the same as the Standard Class. (See Section 11.6)

12.7 Intermediate Jumpers With Weaves Class Course Design Elements

- 12.7.1 angles of approach to obstacles shall generally not exceed 135 degrees and must not exceed two instances of 180 degree turns. Whenever 180 degree turns or shallow angle approaches are used as challenges on course, the jumps must be winged.
- (52-09-25)
- 12.7.2 entrances may be positioned no closer than 0.92 m (3 ft) to one another;
- 12.7.3 jumps in sequence must be a minimum of 5.5 m (18 ft) apart. The distance before and after a double jump or spread jump (regardless if it is a jump or another type of obstacle) must be a minimum of 6.4 m (21 ft). Any jump following an open tunnel must be a minimum of 5.5 m (18 ft) from the exit of the tunnel. If a spread type jump (double or triple bar) follows an open tunnel, there must be a minimum of 6.4 m (21 ft) from the exit of the tunnel to this type of jump. Obstacles, in sequence, other than jumps, must be a minimum of 4.6 m (15 ft). The exception to these distance requirements is in a 180 degree turn. Distance between wings of jumps in 180 degree turns or serpentine sequences must be a minimum of 3 m (10 ft);
- (63-09-22)
- (53-09-25)

-
- 12.7.4 these distances are calculated by measuring in a straight line from centre to centre of a jump or obstacle. The maximum distance between any two (2) obstacles must not exceed 9 m (30 ft);
- 12.7.5 no spread-type jumps are used for the first obstacle;
- 12.7.6 The start line shall be designated as the front plane of the first obstacle and the finish line as the front plane of the last jump or the back plane of a tunnel if the tunnel is the last obstacle;
- 12.7.7 no two (2) spread-type jumps are used in succession;
- 12.7.8 jumps or tunnels are used at the start and finish;
- 12.7.9 course conforms to safety guidelines for obstacles; the approach to spread jumps and tire jumps must be taken from an angle of less than 30 degrees. Angle turns after the spread type jump or tire jump, must be less than 45 degrees.;
- 12.7.10 course is predominantly smooth and flowing with some areas of tight control;
- 12.7.11 if using electronic timers, courses must be designed to accommodate their use. (See Section 10.12.2)

12.8 Excellent Jumpers With Weaves Class Obstacles

- 12.8.1 A total of 18-20 obstacles is required for the Excellent Jumpers With Weaves Class.

The Mandatory Obstacles are:

- (54-09-25) (a) the Bar Jump (may be One-Bar)
- (41-03-22) (b) the Double Bar Jump or the Ascending Double Bar Jump
- (c) either the Triple Bar Jump or the Ascending Spread Jump or the Broad Jump
- (d) one (1) set of 12 Weave Poles, used once

- 12.8.2 13-15 additional obstacles, selected by the judge shall be included on the course. These may include Bar jumps, a Panel jump, One-Bar jump, the Wall Jump, a Tire jump, a Broad Jump and Open tunnels. The Open tunnel may be used more than once, however, the dogs must not be required to enter tunnels on more than three (3) occasions on any course. The Weave Poles, the Tire jump, the Double jump, the Broad jump, the Triple jump or Ascending Spread jump must not be used more than one time.

-
- 12.8.3 The number and types of challenges are the same as the Excellent Standard Class (see Section 11.9).

12.9 Excellent Jumpers With Weaves Class Course Design Elements

- 12.9.1 Placing obstacles in close proximity to each other can cause an unfair advantage to some handlers. All obstacles where a handler may want to pass between the obstacles to handle the sequence must be either at a distance greater than 1.2 m (4 ft) (to their closest points) or closer than 30.5 cm (12 in) so either everyone can get between the two (2) obstacles or no one should be able to get through.
- 12.9.2 Jumps in sequence must be a minimum of 5.5 m (18 ft) apart. The distance before and after a double jump or spread jump (regardless of whether it is a jump or another type of obstacle) must be a minimum of 6.4 m (21 ft). Any jump following an open tunnel must be a minimum of 5.5 m (18 ft) from the exit of the tunnel. If a spread type jump (double or triple bar) follows an open tunnel, there must be a minimum of 6.4 m (21 ft) from the exit of the tunnel to this type of jump. Obstacles, in sequence, other than jumps, must be a minimum of 4.6 m (15 ft). The exception to these distance requirements is in a 180 to 270 degree turns or in such designs as serpentines or threadles. Distance between wings of jumps in threadles or serpentines sequences must be a minimum of 3 m (10 ft);
- 12.9.3 These distances are calculated by measuring in a straight line from centre to centre of a jump or obstacle. The maximum distance between any two obstacles must not exceed 9 m (30 ft);
- 12.9.4 no spread-type jumps are used for the first obstacle;
- 12.9.5 Two (2) spread type jumps may be used in succession;
- 12.9.6 The start line shall be designated as the front plane of the first obstacle and the finish line as the front plane of the last jump or the back plane of a tunnel if the tunnel is the last obstacle;
- 12.9.7 jumps or tunnels are used at the start and finish;
- 12.9.8 Course conforms to safety guidelines for obstacles; the approach to a spread jump must be straight or from an angled approach of no greater than 30 degrees unless a distance of more than 6.4 m (21 ft)

is provided between obstacles. However the maximum angle of approach must not exceed 45 degrees even with this added distance. Turns after the tire jump must not exceed 90 degrees. After spread jumps no turns must exceed 90 degrees.

The approach angle to the tire must not exceed 30 degrees.;

- 12.9.9 includes places where the dog can be free of tight control;
- 12.9.10 angles of approach to obstacles shall generally not exceed 180 degrees and must not exceed two (2) instances of 270 degree turns.
- 12.9.11 if using electronic timers, courses must be designed to accommodate their use. (See Section 10.12.2)
- 12.9.12 Backside approach to the Wall Jump is not allowed.

13 POINTS & DISTANCE

13.1 Points & Distance (PAD) Class

13.1.1 Object of the Game

(a) PAD is a game of strategy involving distance handling and point accumulation. It is designed to test skill, accuracy, speed, timing, and distance handling, and to demonstrate a dog's ability to work with its handler over a variety of agility obstacles.

(56-09-25) (b) The following criteria apply to all levels: Novice, Intermediate, Excellent and Master Excellent.

13.1.2 Class Definition

(a) PAD class uses fifteen point valued obstacles and/or obstacle combinations plus an end point obstacle such as a wingless jump or tunnel. The course will include a Distance handling element that will award a bonus of twenty points if completed successfully, and is identified as the "Distance Bonus." Six (6) of the fifteen point valued obstacles must be bar jumps (preferably winged) valued at one point each. Winged jumps are assumed to have a value of one point unless otherwise denoted by the judge. Nine (9) additional obstacles on the

course will be assigned unique values from two (2) through ten (10) by the judge. Additional obstacles may be placed on the course, but with no assigned value.

- (b) There is a maximum of 80 possible PAD class points awarded at all levels, which is the sum of the fifteen point valued obstacles (60 points) plus a Distance Sequence Bonus value of 20 points. Points are earned for each obstacle of the Distance Sequence as well as for the Bonus, if successfully completed.
- (c) Teams must successfully complete the Distance Sequence, as well as earn a minimum number of required points defined at each class level, to achieve a qualifying score.
- (d) To earn points, all obstacles must be completed in accordance with the obstacle performance requirements identified in these Regulations.
- (e) Teams must perform a judge-defined finish obstacle to stop the time.
- (f) Teams will be assessed one (1) (time) fault for every full second over time. This will be subtracted from the total points (obstacle & distance sequence total) accumulated on course to determine the final score. Order of placements will be determined by points first and fastest time second.

13.1.3 Course Times

- (a) Course time is 35 seconds for all levels and all divisions.

13.1.4 Required Points

- (a) Points required are as follows:

Novice		Selected/Veterans Novice	
Jump Height	Points	Jump Height	Points
50.8 cm (20 in) & 61cm (24 in)	53	50.8 cm (20 in)	50
40.6 cm (16 in) & 30.56 cm (12 in)	50	40.6 cm (16 in) & 30.56 cm (12 in)	47
20.3 cm (8 in)	47	20.3 cm (8 in)& 10.2 cm (4 in)	44

Intermediate		Selected/Veterans Intermediate	
Jump Height	Points	Jump Height	Points
50.8 cm (20 in) & 61cm (24 in)	56	50.8 cm (20 in)	53
40.6 cm (16 in) & 30.56 cm (12 in)	53	40.6 cm (16 in) & 30.56 cm (12 in)	50
20.3 cm (8 in)	50	20.3 cm (8 in)& 10.2 cm (4 in)	47

Excellent & Master Excellent		Selected/Veterans Excellent & Master Excellent	
Jump Height	Points	Jump Height	Points
50.8 cm (20 in) & 61cm (24 in)	60	50.8 cm (20 in)	56
40.6 cm (16 in) & 30.56 cm (12 in)	56	40.6 cm (16 in) & 30.56 cm (12 in)	53
20.3 cm (8 in)	53	20.3 cm (8 in)& 10.2 cm (4 in)	50

(57-09-25)

- (b) An electronic timing horn/buzzer (preferably) or whistle will sound at the end of the time and handlers will no longer have the opportunity to earn points or complete the Distance Sequence while on course and dogs must run to the finish obstacle to stop the clock. Electronic timing devices with horn or buzzer sounds are recommended for execution and consistent and accurate timing.

13.1.5 Qualifying Requirements

- (a) To achieve a qualifying score, the Distance sequence must be completed, along with the designated minimum number of required points, defined at each level.
- (b) The distance sequence, if completed behind a designated line, and without fault, adds 20 points to the score total – the Distance Bonus.

13.1.6 The Distance Sequence

- (a) An area containing from two to three (2 to 3) obstacles will be segregated on the course and marked with an identifying line to define the Distance Sequence of the course.
- (b) Handler distance restrictions for the Distance Sequence must be:
- 1.52 m - 3 m (5-10 ft) in Novice
- 3 m - 4.6 m (10-15 ft) in Intermediate

4.6 m - 6.10 m (15-20 ft) in Excellent,

- (c) The handler may direct the dog to the Distance Sequence of the course at any time but it must be completed within the 35 seconds course time.
 - (d) The judge will announce "BONUS" when the Distance Sequence has been completed successfully and will call "FAULT" if it is not successful. The judge will announce each point value as it is performed and not the total of all obstacles in the distance sequence.
 - (e) The distances will be measured from the distance line to the path the dog would take middle of the frame and to the outside wing of a jump that is closest to the distance line.
- (58-09-25)

13.1.7 Performance Requirements for All Levels

- (a) Obstacles except the teeter, and triple jump, are bi-directional and may be taken in either direction to earn points unless otherwise directed by the judge. The judge may require any obstacle to be taken in only one (1) direction for points. Points for obstacles, other than single point jumps, can only be earned one time. If repeated, no points are awarded.
- (b) Bi-directional obstacles, whether they have dual point values or not, may not be taken back-to-back (immediately repeated without doing another obstacle in-between) for points.
- (c) Faulted contact obstacles may be repeated for an attempt to earn points, but may not be attempted in back-to-back fashion.
- (d) Weave poles may be reattempted immediately from either end if faulted, but if bi-directional must be restarted at the original entry and completed correctly from start to finish to earn points. If a judge has elected to post dual values on the weave poles, (one (1) for each entry end), all poles must be completed correctly in the designated direction to earn the assigned points. If the weave poles are the first obstacle in the distance sequence and the dog pops after making the correct entry, it is a refusal (which is not scored on the first obstacle of the Bonus). Since three (3) attempts at correct completion of weave poles is allowed, the dog may restart the poles up to three (3) times.
- (e) Six (6), one (1) point jumps are required on course. These may be taken in any order for a maximum of six (6) points. These jumps may be taken more than once for points, however,

the same jump may not be taken back-to-back. Any additional jumps taken will not be scored or penalized.

- (f) If an obstacle is repeated back-to-back or faulted, no points will be awarded but points may be accumulated elsewhere on the course without penalty.
- (59-09-25) (g) Points may be earned for correctly performing a previously faulted obstacle that is not in the Distance Sequence. Any faulted Distance Sequence obstacle may be repeated to earn points for the individual obstacle, however, once an obstacle in the Distance Sequence is faulted, no Bonus points may be awarded. Bars that have been knocked down will not be reset so no points can be earned for these jumps.
- (h) Points may be awarded for two (2) different pointed contact obstacles taken in succession.
- (i) Any obstacles completed after the whistle/horn/buzzer sounds cannot be faulted nor can additional points be earned.
- (j) Any handler contact with the dog that aids the dog's performance will result in a Failure to Perform fault (NQ).
- (k) The Distance sequence must be successfully completed, with the handler behind the judge-defined handler restriction line. The handler stepping on any part of the line before the dog has completed the last obstacle in the sequence will negate earning the Distance Sequence bonus points. Refusals are only called during the Distance Sequence if they occur after the first obstacle has been taken. (There are No Refusals for the rest of the course).
- (l) A dog is considered to have completed the last obstacle of the Distance Sequence when all four (4) feet have touched the ground.
- (m) A horn or whistle will sound when 35 seconds are reached.
- (n) At 35 seconds, the point accumulation process will end. However, timing will continue until the dog passes through the uprights of the designated end jump or passes through the end timer/finish line of the designated end tunnel.
- (o) Time penalties at all levels are one (1) point for each full second over 35 seconds.
- (p) Microphone headsets may be used by the judge and scribe as an aid in scoring the run and answering any questions that arise.

However, the judge's calls must be audible to the competitor in the ring.

13.1.8 Ties

- (a) In case of a tie in both points and time, a runoff may be offered. If either team chooses not to re-run to break the tie, that team may concede the win and take the lower placement. If a team is not available for a runoff (e.g. have left the trial site) then the team that is available will receive the higher placement. If both teams agree, another acceptable method of breaking a tie is to flip a coin to determine the winner.

13.1.9 Course Design and Requirements

- (a) Courses should be designed so that it is possible for a dog to be successful (collect the minimum number of points within 35 sec) based on an average of SCT for Standard and JWW for its jump height.

Examples:

For a dog jumping 20.3 cm (8 in)

Novice $2.3 + 1.85 / 2 = 2.1$ y/s x 35 sec = 74 yds, to collect 47 points

Intermediate $2.8 + 2.2 / 2 = 2.5$ y/s x 35 sec = 88 yds, to collect 50 points

Excellent /Master Ex. $3.05 + 2.3 / 2 = 2.7$ y/s x 35 sec = 94 yds, to collect 53 points

For a dog jumping 61cm (24 in)

Novice $2.8 + 2.5 / 2 = 2.6$ y/s x 35 sec = 91 yds, to collect 53 points

Intermediate for a 61cm (24 in) dog $3.3 + 2.5 / 2 = 2.9$ y/s x 35 sec = 102 yds to collect 56 points

Excellent/Master Ex for a 61cm (24 in) dog $3.6 + 2.85 / 2 = 3.2$ y/s x 35 sec = 112 yds to collect 60 points

- (47-03-22) (b) Up to two (2) intersecting start lines may be used. Any single start line should extend to each edge of the ring. If two (2) start lines are used, these are to be set in a "V" shape along the starting end of the ring with the timer and scribe placed along the centre of the intersection. These lines must run from the centre of the start end to the sides in such a way as to make leash running efficient and the leash ready at the end of the run. Start line must be unidirectional and no obstacle including the
- (60-09-25)

finish obstacle or an unnumbered obstacle may be below the start line.

- (61-09-25) (c) A single Finish obstacle defined by the judge consisting of a jump or open tunnel is required. This is to be placed relatively close to the exit end of the ring. If the finish obstacle is close to the last obstacle of the distance sequence, there must be sufficient room to allow for further point gathering. i.e. avoiding the finish obstacle must not be a major challenge. The finish should not be placed in the natural path of the dog and a minimum of 6.4 m (21 ft) from the last obstacle in the distance sequence. Timing stops when the dog passes through the uprights of the jump or enters or exits the Finish end of the tunnel. The Finish obstacle may be taken in either direction to stop the time. Timing stops the first time the dog performs the Finish obstacle even if it is the first obstacle taken.
- (d) Numbered flags or elevated placard signs for numbers two (2) through ten (10) are highly recommended for ease of judging and scoring.
- (e) The course is comprised of fifteen point valued obstacles and/or obstacle combinations.
- (f) The course must include a distance handling sequence that will award a bonus of twenty points if completed successfully, and is identified as the "Distance Sequence."
- (g) Six (6) of the fifteen point valued obstacles must be bar jumps (preferably winged) valued at one point each. One (1) point jumps must not be used in the Distance Sequence.
- (h) Nine (9) additional obstacles on the course will be assigned unique values from two (2) through ten (10)
- (i) Additional obstacles may be on the course, but with no assigned value.
- (62-09-25) (j) Judges may designate one (1) obstacle as dual-pointed and assign a unique point value for each approach.
- (63-09-25) (k) Judges will incorporate one (1) non-wing jump or open tunnel to define the end point of the game. Judges may optionally assign points to the finish obstacle. Points will be awarded as long as the obstacle is completed successfully and within time.
- (l) A minimum of two (2) and maximum of three (3) unique contact obstacles is required on the course. A minimum of two (2) contact obstacles must have a point value assigned.
-

A maximum of four (4) contacts may be performed to earn points (i.e. one (1) contact taken twice for differing point values).

- (64-09-25) (m) Weave poles are a required obstacle on course and must have a point value assigned: a minimum of 12 weave poles is required for Excellent levels, six (6) or 12 weave poles are required on Intermediate courses and six (6) weave poles are required for Novice courses.
- (07-09-22) (n) Additional obstacles may include bar jumps, double and triple jumps, open tunnels maximum of three (3) entries, panel jumps and tire jump or a combination of these obstacles. Wall jump and Broad jump may not be used in PAD.
- (o) The distance between obstacles on a PAD course must meet the distance requirement for Standard Courses including the distance to ring barriers and other obstacles.
- (59-09-25) (p) Any restrictions that apply to the Standard or JWW course also apply to the corresponding level in the numbered (Distance) sequence in PAD courses, i.e., no 180 degree turns from a tunnel under the A-frame to the Frame used in the Distance Sequence, adjacent entrances in the Novice Distance Sequence, no two (2) spread type jumps used in succession in the Intermediate Distance Sequence.
- (65-09-25)

13.1.10 The Distance Sequence

- (a) The Distance Sequence of the course must contain two (2) to three (3) pointed-obstacles.
- (b) Handler distance restrictions for the Distance Sequence must be:
 - (1) 1.5 m - 3 m (5-10 ft) in Novice
 - (2) 3 m - 4.6 m (10-15 ft) in Intermediate
 - (3) 4.6 m - 6.1 m (15-20 ft) in Excellent

All obstacles in the Distance Sequence should be at the minimum distance for the level until they are beyond faulting. So the weaves, or contacts as well as jumps should be at the required distance both for the entry and exit. Tunnel exits do not need to follow this requirement since tunnels are not to be faulted after the entry.

- (c) The total point value for all obstacles contained in the Distance Sequence of the course must be no less than ten (10) points and no greater than fifteen points.

-
- (d) Obstacle discriminations and changes of flow and/or direction are allowed, only in the Intermediate and Excellent Distance Sequence. In a Novice Distance Sequence if a tunnel is used as the first obstacle, tunnel entrances may be designated “either end” as long as both tunnel openings are a legal distance from the distance line.
 - (e) A coloured tape used for marking the Distance Sequence handler restriction area must be of a bright contrasting colour and should be secured to the floor or ground in an appropriate manner. Golf tees are an appropriate method of holding the line in place when on grass or dirt. Contrasting coloured tape may be used on indoor flooring surfaces. Colours such as hot pink, bright green or yellow are recommended.
 - (f) The Distance Sequence must be clearly identified and defined on the course map and be labeled in a manner that makes no further explanation necessary. Judge’s briefings should be helpful but not required for the exhibitor to be able to understand the Distance Sequence. If a Distance Sequence is bi-directional one direction should be labeled with one style of numbers (i.e. circles) and the reverse direction should be labeled with a different style of numbers (i.e. squares) to clearly define bi-directional.

13.1.11 Classes

(a) Novice PAD Class

The focus of the PAD class at the Novice level will be to introduce the skill, timing and minor distance work involved in a game of strategy and point accumulation.

(1) Novice Design Standards:

- (i) The Course requires two (2) Distance Sequence point valued obstacles
- (ii) Obstacles in the Distance Sequence must be between 1.5 m (5 ft) and 3 m (10 ft) ft from the handler’s restriction line with at least one (1) obstacle only 1.5 m (5 ft) from the restriction line.

(49-03-22)

- (iii) The Distance Sequence may include bar jumps, tunnels, and provided they are set no more than 1.5 m (5 ft) from the restricted line, six (6) Weave Poles or any contact obstacle although dog-

walk and teeter are not recommended at this level. The tire jump, the double bar jump, or the ascending double bar jump, ascending spread jump or triple jump must not be used in the Distance Sequence.

(iv) Equipment required on course: six (6) wing jumps, two (2) contact obstacles, six (6) weave poles.

(v) Six (6) additional pieces of equipment must be included. These may include tunnels, one (1) double jump or one (1) ascending or triple jump, one (1) tire jump, one (1) panel jump, non -wing jumps.

(vi) Equipment not permitted: Table

(b) Intermediate PAD Class

The focus of the PAD class at the Intermediate level will be to test skill, timing and intermediate distance work involved in a game of strategy and point accumulation.

(1) Intermediate Design Standards:

(i) The Course requires two (2) or three (3) Distance Sequence point valued obstacles.

(ii) Obstacles in the Distance Sequence must be between 3m (10 ft) and 4.6m (15 ft) from the handler's restriction line with at least one obstacle only 3 m (10 ft) from the restriction line.

(iii) There are no Distance Sequence obstacle restrictions except the tire jump and 12 weave poles must not be used.

(iv) Discriminations or a change of direction are allowed in the Distance Sequence.

(66-09-25)

(v) Equipment required on course: six (6) wing jumps, two (2) contact obstacles, 6 or 12 weave poles.

(49-03-22)

(vi) Six (6) additional pieces of equipment may be included. These may include tunnels, one (1) double jump or the ascending double bar jump or one (1) ascending or triple jump, one (1) tire jump, one (1) panel jump, non wing jumps.

(vii) Equipment not permitted: Table

(c) Excellent PAD Class

The focus of the PAD class at the Excellent level will be to test skill, timing and distance work at the highest level involved in a game of strategy and point accumulation.

(1) Excellent Design Standards:

(i) The Course requires three (3) Distance Sequence point valued obstacles

(ii) Obstacles in the Distance Sequence must be between 4.6 m (15 ft) and 6.1 m (20 ft) from the handler's restriction line with at least one obstacle only 4.6 m (15 ft) from the restriction line.

(iii) There are no Distance Sequence obstacle restrictions, except the tire jump must not be used.

(iv) The Distance Sequence must include the minimum of one (1) obstacle discrimination or one (1) change of direction.

(49-03-22)

(v) Equipment required on course: six (6) wing jumps, two (2) contact obstacles, 12 weave poles. Additional equipment may be included. These may include tunnels, one (1) double jump, or ascending double bar jump, one (1) ascending or triple jump, one (1) tire jump, one (1) panel jump, non-wing jumps.

(vi) Equipment not permitted: Table

13.1.12 PAD Class Eligibility

Whenever the PAD class is offered, Regular, Selected, and Veteran divisions must be offered.

(a) Novice PAD Class

Dogs may continue to be shown in the Novice PAD class until they have acquired a qualifying score towards their Intermediate PAD title.

(b) Intermediate PAD Class

Dogs are eligible to enter the Intermediate PAD class if they have acquired a Novice PAD title or an Intermediate PAD title but which have not acquired a qualifying score towards an Excellent PAD title.

(c) Excellent PAD Class

Dogs are eligible to enter the Excellent PAD class if they have acquired the Intermediate PAD title.

(d) Master Excellent Class

Dogs are eligible to enter the Master Excellent PAD class if they have acquired the Excellent PAD title.

14 STEEPLCHASE

14.1 Steeplechase

14.1.1 Object of the game

- (a) Steeplechase is a fast paced game designed to emphasize speed and control on a jumpers style course which contains the two most dynamic obstacles – the A frame and Weave Poles. The course design requires constant flow and a design that encourages speed throughout the course, while testing the handler’s control.
- (b) A steeplechase course is designed to have spectator appeal.

14.1.2 Eligibility

- (a) Steeplechase is open to any dog eligible to compete in any CKC agility class regardless of previous levels of achievement.

14.1.3 Course Times

The following criteria is used to calculate SCT for all dogs (Note: There are no levels in Steeplechase)

Course will have a SCT decided by times and yardage (see Chart)

- (69-09-25) To calculate SCT for Selected dogs add 10%.
To calculate SCT Veteran dogs add 20%.

JUMP HEIGHT	YARDS PER SECOND
20.3cm (8 ft)	2.8
30.5 cm (12 in)	3.0
40.6 cm (16 in)	3.25
50.8 cm (20 in)	3.50
61cm (24 in)	3.30

14.1.4 Qualifying Requirements

- (70-09-25) (a) To qualify, the dog's time in whole seconds must not be over SCT. Time penalties shall be rounded down to the nearest second. (e.g. SCT is 79. Dog's time is 79.55 seconds. Time after rounding is 79 seconds, so dog receives a qualifying score.)
- (b) Off courses will result in NQ runs and scored as Failure to Perform (F).
- (c) Missed contacts and dropped bars will add five (5) seconds each to the dog's time and will be signaled with a signal open hand and recorded as a five ("5") on the scribe sheet. (Time plus faults system).

14.1.5 Course Design Standards and Requirements

- (a) Control challenges that serve to detract from the speed element must be excluded from the course design. All approaches to the A-frame must be straight.
- (b) Course should be of an open, flowing design with minimal use of jumps being used more than once. Challenges must be the same as Intermediate Standard class (see Section 12.6.1).
- (c) Required number of obstacles: 18 -20 obstacles.
- (d) A non-completion results in a failure to perform
- (71-09-25) (e) Mandatory Equipment: A-frame (set at 1.5 m 5 ft for all classes and jump heights) and 12 Weave Poles, one (1) Spread Jump used once, nine (9) Winged single jumps and/or non-winged single jumps, Open Tunnel/s (minimum one (1) entry, maximum of three (3) entries). Either the A-Frame or the Weave Poles must be taken twice.
- (f) Optional Equipment: Panel Jump, Tire Jump, used only once.
- (72-09-25) (g) Equipment not allowed: Dogwalk, Teeter, Table, Wall Jump and Broad Jump, more than one spread-type jump.
- (h) Minor off-course jump challenges (distance greater than 6.4 m (21 ft)) are encouraged.
- (i) Double jump, spread jump or tire jump (if used) are not to be taken twice.
- (j) Decoy jumps are not allowed.
- (k) Course conforms to safety guidelines for obstacle spacing.

-
- (l) Course must start with a jump or an open tunnel. Double or spread jump must not be the first obstacle but may be the last obstacle.
 - (m) As refusals are not called in steeplechase, and off-course tunnel challenges are not allowed, it is permissible in this class to designate tunnel entrances as “either end” or “handler’s choice” in order to maintain the flow of the course provided that the approach to the next obstacle from either tunnel exit conforms to the safety guidelines.
-

15 INTERNATIONAL CHALLENGE CLASS (ICC)

15.1 Purpose

15.1.1 *(73-09-25)* The International Challenge Class (ICC) is designed to provide a dog and handler an opportunity to demonstrate their advanced training and handling skills on various International style Standard and Jumpers With Weaves courses. The rules for this class are generally based on international rules. The variety in International Agility course designs is very diverse, so handlers should be prepared to meet the “Challenge of the Day” when competing in the ICC class. Although the International Challenge Classes are open to dogs competing at any level, the total challenge level is expected to be more difficult than what is currently allowed in the Excellent or Master classes. Course designs will vary widely; thus testing different skills on different days. Courses are to be designed by CKC Master/Excellent judges (not those only licensed for Novice or Intermediate) or alternatively, an International FCI judge may be hired as a design-only judge for these classes.

15.2 Standard Course Times

15.2.1 The standard course times are at the sole discretion of the judge, but shall generally follow these guidelines.

Small Standard ICC Class 2.5 m (2.75 yds) per second to 3.2 m (3.5 yds) per second

Medium Standard ICC Class 2.7 m (3 yds) per second to 3.4 m (3.75 yds) per second

(74-09-25) Intermediate Standard ICC Class 3.2 m (3.5 yds) per second to 3.9 m (4.25 yds) per second

Large Standard ICC Class 3.2 m (3.5 yds) per second to 3.9 m (4.25 yds) per second

Small Jumpers ICC Class 3.2 m (3.5 yds) per second to 3.7 m (4 yds) per second

Medium Jumpers ICC Class 3.4 m (3.75 yds) per second to 3.9 m (4.25 yds) per second

(74-09-25) Intermediate Jumper ICC Class 3.7 m (4 yds) per second to 4.1 m (4.5 yds) per second

Large Jumpers ICC Class 3.7 m (4 yds) per second to 4.1 m (4.5 yds) per second

15.2.2 Trials including the Regular and Selected Jump Heights will assign Standard Course Times (SCT's) as follows:

For Regular jump heights:

- 20 cm (8 in), 30.5 cm (12 in) will be assigned the SCT calculated for Small Dog Agility
- 40.6 cm (16 in) will be assigned SCT calculated for Medium Dog Agility
- (75-09-25) • 50.8 cm (20 in) will be assigned SCT calculated for Intermediate Dog Agility
- 61 cm (24 in) will be assigned SCT calculated for Large Dog Agility

For Selected jump heights course time assigned will use the SCT for Regular jump heights as noted in above paragraph, plus an additional 10%. For Veteran jump heights course time assigned will use the SCT for Regular jump heights plus 20%.

Notes:

1. Five (5) seconds shall be added to the Standard Course Time for the Standard classes if the table is used.
2. The flexibility in Standard Course Times reflects the degree of difficulty (flow) on the course, ring surface, and weather conditions.
3. Course shall be measured once for Small and Medium class (along a 30.5 cm (12 in) jumping dog's path) and once for Large class (along a 61 cm (24 in) jumping dog's path) using an efficient course path.

-
4. Spacing of obstacles shall generally comply with CKC Course Design Guidelines.

15.3 Equipment Requirements

- 15.3.1 Sections from an International course may become part of a course designed by the judge of record.

Standard International Challenge Class

- (a) 18 – 21 Total Obstacles Required
- (b) Contact obstacles - Dog Walk, A-Frame and Seesaw used once each
- (c) Spread Jump - A minimum of one (1) and a maximum of three (3) Spread Jumps used once are to be used on the course. (The Broad Jump, Double Bar Jump, Triple Bar Jump and Ascending Double Bar Jump are considered “Spread Jumps”.)
- (d) Open Tunnel - Maximum number of times a dog can perform an Open Tunnel = six (6).
- (e) Tire Jump - Total number of times a dog can perform a Tire - One (1)
- (f) One Set of 12 Weave Poles- Total number of times a dog can perform the weave poles - One (1)
- (g) One-Bar Jump - No quantity restrictions
- (h) Panel Jump - No quantity restrictions
- (i) Optional Obstacles
 - (76-09-25) (i) Wall or Viaduct Jump - Two (2) times maximum
 - (ii) Other Bar Jumps - No quantity restrictions

15.3.2 Jumpers International Challenge Class

- (a) 18 – 21 Total Obstacles Required.
- (b) one (1) set of 12 weave poles - Total number of times a dog can perform the weave poles - one (1)
- (c) Spread Jump - A minimum of one (1) and a maximum of three (3) Spread Jumps are to be used on the course. (The Broad Jump, Double Bar Jump, Triple Bar Jump and Ascending Double Bar Jump are considered “Spread Jumps”)
- (d) One Bar Jump - No quantity restrictions.
- (e) Optional Obstacles
 - (i) Open Tunnel Total - number of times a dog can perform an Open Tunnel = six (6).

- (ii) Tire Jump - number of times a dog can perform a Tire jump = One (1)
- (iii) Panel Jump - No quantity restrictions
- (77-09-25) (iv) Wall or Viaduct Jump - number of times a dog can perform a Wall/Viaduct Jump = Two (2) times maximum
- (v) Other Bar Jumps - No quantity restrictions

15.4 Jump Height

15.4.1 International Division.

	Dog Height at Withers	International Jump Height
	Less than 35 cm (14 in)	30 cm (12 in)
	Greater than 35 cm (14 in) or less than 43 cm (17 in)	40 cm (16 in)
(78-09-25)	Greater than 43 cm (17 in) or less than 48 cm (19 in)	51 cm (20 in)
	48 cm (19 in) or more	61 cm (24 in)

- (a) small dogs - measuring less than 35cm (14 in) will jump 30 cm (12 in)
- (b) medium dogs - measuring 35 cm (14 in) or more and less than 43 cm (17 in) will jump 40 cm (16 in)
- (78-09-25) (c) intermediate dogs - measuring 43 cm (17 in) or more and less that 48 cm (19 in) will jump 51 cm (20 in)
- (d) large dogs - measuring 48 cm (19 in) or more will jump 61 cm (24 in)

15.4.2 Dogs entering International Challenge Classes (79-09-25) (Standard and Jumpers) as Select or Veteran will jump one jump height lower.

15.4.3 Dogs measuring 35 cm (14 in) or less entering (79-09-25) International Challenge Classes (Standard and Jumpers) as Select or Veteran will jump 20.3 cm (8 in).

15.5 Titles

15.5.1 International Challenge Agility (ICA)
Requires three (3) International Challenge Standard class qualifying scores of 100

15.5.2 International Challenge Jumpers (ICJ)
Requires three (3) International Challenge Jumpers class qualifying scores of 100

-
- 15.5.3 International Challenge Excellent (ICAX)
Requires an additional ten (10) Agility International Challenge Standard class qualifying scores of 100 after the dog has earned ICA
- 15.5.4 International Challenge Jumpers Excellent (ICJX)
Requires an additional ten (10) International Challenge Jumpers class qualifying scores of 100 after the dog has earned ICJ
- 15.5.5 Champion International Challenge Class title
CHICC for dogs that have earned both the ICAX and the ICJX titles

** International, Regular, Selected and Veterans divisions will earn a title with an Int, R, S or V after the title.*

16 JUMPS & TUNNELS (J&T)

- 16.1 Jumps and Tunnels is designed as an entry level class. It is a game that tests a dog and handler's ability to work on a course designed entirely of jumps and tunnels. It has no weaves or contact obstacles and refusals and off courses are not faulted. The course should be open and flowing and require minimal handling.
- 16.2 There are no levels in the Jumps and Tunnels Class. All dogs run the same course regardless of levels in other classes. Jumps and Tunnels is a time plus faults game. This game is not part of the championship program.
- 16.3 A total of 13 – 15 obstacles are required
- The mandatory obstacles are:
- (a) Bar jumps - Minimum six (6)
 - (b) Open Tunnels – minimum two (2) entrances, maximum four (4) entrances
- 16.4 Optional obstacles: Only one of the following to be included:
- (50-03-22)
- (a) the Double Bar Jump or Ascending Double Bar Jump
 - (b) the Triple Bar Jump or Ascending Spread Jump
 - (c) the Panel Jump
-

16.5 Prohibited Obstacles

- (a) Wall Jump
- (b) Broad Jump
- (c) Tire Jump

16.6 Jumps and Tunnels Class Challenges

- (a) A total of three to five (3-5) minor challenges must be included
- (b) No major challenges
- (c) Any place on a course where the dog needs to be directed in any way to the correct obstacle is considered a challenge
- (d) Challenges appropriate for this class are:
 - (i) lead out advantage
 - (ii) minor off course possibilities without a previous speed section
 - (iii) handler restriction on one side of an obstacle
 - (iv) a speed section
 - (v) varied distances between jumps
 - (vi) 180 degree turn, only one allowed
 - (vii) Change of side
- (e) Challenges inappropriate for this class are:
 - (i) a speed sequence preceding a minor off course potential
 - (ii) tunnel discrimination
 - (iii) an obstacle in close range that is not to be taken
 - (iv) a tight turn required

No major challenge should be included

16.7 Jumps and Tunnels Course Design Elements

As the Jumps and Tunnels Course is speed based, the course must be predominantly smooth and flowing with few areas of tight control.

Course design must adhere to the following elements:

- (a) only mild to moderate angle of approaches to obstacles;
- (b) tunnel entrances may be positioned no closer than 2.4 m (8 ft) to one another;

-
- (c) tunnel entrances may be optional to avoid discriminations;
 - (d) jumps in sequence must be a minimum of 5.5 m (18 ft) apart;
 - (e) the distance before and after a double jump or spread jump (regardless if it is a jump or another type of obstacle) must be a minimum of 6.4 m (21 ft);
 - (f) obstacles, in sequence, other than jumps, must be a minimum of 4.6 m (15 ft). The exception to these distance requirements is in a 180 degree turn;
 - (g) the maximum distance between any two obstacles must not exceed 9 m (30 ft);
 - (h) no spread-type jumps are used for the first obstacle;
 - (i) the approach to spread jumps must be taken from an angle of less than 30 degrees.
 - (j) angled turns after the spread type jump, must be less than 45 degrees;
 - (k) bar jumps or tunnels are used at the start and finish;
 - (l) The start line shall be designated as the front plane of the first obstacle and the finish line as the front plane of the last jump or the back plane of a tunnel if the tunnel is the last obstacle.

16.8 Qualifying run

- (a) The dog must have no non-qualifying faults. Time is recorded and all faults are added to the dog's time.
- (b) Qualifying times:
 - SCT in YPS
 - 20.3 cm (8 in) 2.3
 - 30.5 cm (12 in) 2.5
 - 40.6 cm (16 in) 2.75
 - 50.8 cm (20 in) 2.8
 - 61 cm (24 in) 2.8

16.8.1 Selected get 10% additional time. Veterans get 20% additional time.

16.8.2 SCT calculations are rounded to the nearest number after the judge measures the course.

16.8.3 Time penalties are rounded down to the nearest second.

16.9 Judging and Scoring

- (a) Refusals and Wrong Courses are not faulted.
- (b) Dropped bars are signaled with an open hand and add five (5) time faults to the recorded time.
- (c) Obstacles not completed, are signaled with two open hands and recorded as a Failure to perform resulting in a non Qualifying run.

16.10 Qualifying performance

To receive a qualifying run the dog's time, including any course penalties, must not exceed SCT.

16.11 Titles

To Receive a title in Jumps and Tunnels (JT), a dog must receive:

- JT – three (3) qualifying runs from two (2) different judges.
- JTX – ten (10) qualifying runs from two (2) different judges.
- JTX2 – 20 qualifying runs and so on.

17 SANCTION MATCH

17.1 A sanctioned agility match is a competition at which dogs 12 months of age or older who are recognized or whose breed is included on the Miscellaneous list as designated by the Board, may compete, but not for legs for an agility title.

17.2 Any CKC accredited club or association wishing to hold a sanctioned agility match under CKC rules must obtain the approval of the CKC by submitting an application for a match date, on the form provided by the CKC to the CKC Board member for the relevant zone.

17.3 The granting of sanctioned agility match dates is at the discretion of the local CKC Board Member.

17.4 Dates must be applied for not less than 60 days prior to the match date. Dates are allocated on a first come, first served basis. In special circumstances,

-
- the CKC Board Member for the relevant zone may waive the 60-day requirement.
- 17.5 Those individuals interested in judging sanction agility matches should contact the local CKC agility representative.
- 17.6 A club holding a sanctioned agility match must appoint an agility chair as well as a trial secretary and ring stewards. Club holding sanctioned agility matches are required to have available copies of the latest edition of these Agility Trial Rules and Regulations.
- 17.7 Classes may be provided for all Official Classes and unofficial classes. A dog may not enter a class for which it has received a title. A dog with a title may go through the course, but is not eligible for ribbons or prizes in that class.
- 17.8 No score at a sanctioned agility match shall be considered as qualifying or as a leg towards a title.
- 17.9 The Agility Trial Rules and Regulations, with the exception of those pertaining to titles, shall apply at all sanctioned agility matches.
- 17.10 Ribbons or cards shall be given at sanctioned agility matches for Passing Scores and the following information must appear on the face of each ribbon or card: name of the club or association holding the match, "Sanctioned Agility Match" and "Passing Score". Passing Score ribbons must be gold in colour: A dog shall not be give a ribbon or card if the dog has not earned a qualifying score. Suggested colour for placement ribbons or cards if offered First Place-Gold, Second Place-Rose, Third Place-Beige, Fourth Place-Gray.
- 17.11 The set-up procedure followed at sanction agility matches should follow approved agility trials.
-

18 PROTEST

- 18.1 A protest against a dog may be made by an exhibitor, entrant, or any member of the CKC, or a member of the club or association holding the event in the following manner:
- (a) A protest should be lodged with the Event Superintendent before the closing of the event
-

and must be in writing, on a form provided by the CKC (or facsimile thereof). A hearing shall be held prior to the departure of all parties. No protest will be entertained unless accompanied by a deposit. This deposit shall be returned if the protest is sustained. If the protest is not sustained, the deposit will be forwarded to the CKC with the Event Committee's report.

- (b) If the protest cannot be filed at the event because of circumstances requiring medical and/or veterinary attention, or if the dog has been removed from the grounds, or if the owner and the dog leave the grounds immediately following the incident, the protest may be submitted directly to the CKC within ten (10) days of the event. All such protests shall constitute complaints under the CKC's By-laws and the provisions of same shall apply.
- (c) If the Protest is filed directly to the CKC, reasons should be provided as to why the Protest could not be filed with the Event Superintendent.

18.2 Where the Agility Trial Committee consists of more than five (5) persons, the president of the trial-giving club shall name five (5) members of the Agility Trial Committee to act on any protest received by the trial-giving club.

18.3 Written copies of all decisions on protests must be forwarded immediately to the Discipline Committee of the CKC. The Discipline Committee may take such action as it deems fit in connection with such protest, provided no appeal is submitted to the CKC within ten (10) days of the date on which the decision of the Agility Trial Committee was rendered. Such action may include barring the dog from future CKC approved events, imposition of an administrative fee, and/or cancellation of awards. The fact that the Agility Trial Committee did not sustain a protest in no way inhibits the right of the Discipline Committee to take such action as it deems advisable.

18.4 An appeal to the Discipline Committee of the CKC from a decision of the Agility Trial Committee where a dog has been protested must be forwarded to the CKC within ten (10) days of the date on which the decision was rendered, together with a deposit.

18.5 If a trial-giving club fails to hear a protest as prescribed above, or in the opinion of the Discipline Committee improperly handles a protest, the Discipline Committee shall have the authority to

take such action as it deems fit and necessary, and it may at the same time take disciplinary action against the officials of the trial-giving club concerned.

19 COMPLAINTS

- 19.1 A complaint against a person regarding a violation of the rules and regulations related to agility trials must be in writing, on a form issued by the CKC (or facsimile thereof), and must be accompanied by a deposit. A deposit is not required on a complaint alleging that a judge officiating at an agility trial held under these rules and regulations has been subject to indignities of any kind during the progress of the trial.
- 19.2 A complaint should be lodged with the Agility Trial Committee Chair of the trial-giving club no later than 15 minutes after the completion of judging of the trial, or should the complainant choose to do so, a complaint may be submitted directly to the CKC within ten (10) days of the trial. All such complaints shall constitute complaints under the CKC By-laws and the provisions of same shall apply.
- 19.3 Any complaint against the club holding the trial or any of its officials must be submitted directly to the CKC within ten (10) days of the trial. All such complaints shall constitute complaints under the CKC By-laws and the provisions of same shall apply.
- 19.4 A complaint shall be restricted to any of the following:
- (a) An act of omission or commission on which is based an allegation of a violation of the Agility Rules & Regulations;
 - (b) Any act on which an allegation of misconduct is based;
 - (c) The alleged failure of an officiating judge to excuse or remove from competition a dog for which a provision for excusing or removal from competition appears in these rules and regulations.
- 19.5 Where the Agility Trial Committee consists of more than five (5) persons, the president of the trial-giving club shall name five (5) members to form an Agility Trial Committee to act on complaints received by the trial-giving club.
-

-
- 19.6 Upon receipt of a complaint the Agility Trial Committee of the trial-giving club shall conduct an investigation as soon as possible, and within 14 days of receipt of such complaint, shall conduct a hearing in accordance with the procedures set out in the Procedure for Conducting an Agility Trial Committee Hearing as provided in these rules and regulations.
- 19.7 The Agility Trial Committee shall promptly forward the complaint, the deposit and a record of the hearing together with its recommendation on the disposition of the complaint to the CKC. Copies of the record of the hearing and the Committee's recommendation will be forwarded to the parties concerned at the same time.
- 19.8 When a complaint is received against a judge by the trial-giving club, the club will hold a hearing while all parties are still in attendance. The report and all statements given by all parties will be forwarded to the Discipline Committee along with the deposit from the complainant. The Agility Trial Committee will not render a decision but will collect all pertinent information.
- 19.9 Notwithstanding any contrary provisions in these rules and regulations, the procedure specified herein for dealing with complaints shall govern.
- 19.10 Disciplinary action will be taken against any official and the trial-giving club of which he is an official when it is established to the satisfaction of the CKC that an attempt was made to discourage the submission of a complaint. Disciplinary action will be taken against a trial-giving club which fails to properly deal with complaints as provided in these rules and regulations.

20 DISCIPLINE

- 20.1 The Discipline Committee may take disciplinary action against any club, member, person, partnership, company or organization of the CKC for any act of omission or commission which violates any section or sections of the rules and regulations for CKC agility trials. Such action will be taken as provided for in the By-laws of the CKC.
-

-
- 20.2 No person shall abuse a dog on the grounds or premises of a trial, or conduct himself in a manner prejudicial to the best interests of the event.
- 20.3 Any club, member, person, partnership, company or organization availing themselves of the privilege of participating in any capacity or manner whatsoever at an agility trial shall, by such participation, be deemed to have agreed to the authority of the CKC and its Board as conferred on the CKC by its By-laws and all other rules and regulations adopted by the CKC.
- 20.4 At its discretion and subject to the appeal process, the Discipline Committee may cancel any or all qualifying scores earned by a dog owned by a person debarred, deprived, suspended or expelled of all privileges of the CKC when such wins were earned following the date on which such act occurred that resulted in disciplinary action.
- 20.5 The administration to a dog competing at an agility trial of a drug or any substance, in any form, which alters the nervous system by stimulation, sedation or tranquilization shall be considered as misleading the judge and will be considered misconduct. The person or persons responsible will be subject to disciplinary action in accordance with this section.
- 20.6 Any person, either within or outside the judging ring, who does anything calculated to attract, distract or otherwise interfere in any way with the attention, deportment, or performance of a dog under judgment, may be disciplined by the Discipline Committee in whatever way it considers to be in the best interest of the club, or the judge may take summary action.
- 20.7 It shall be the duty and obligation of the trial-giving club to see that a judge, club official, volunteer, or any participant at an event held under these rules, is not subject to indignities of any kind. The Agility Trial Committee Chair shall promptly report to the CKC any infringement of this regulation, and the CKC shall have the authority to take such action as it deems fit on receipt of a report indicating that this has occurred. A copy of this regulation shall be prominently placed in every premium list and catalogue.

21 PROCEDURE FOR CONDUCTING AN AGILITY TRIAL COMMITTEE HEARING

- 21.1 It is essential that the defendant be given the opportunity to be present during the whole hearing and to testify and present his own witnesses. If a defendant refuses to attend or defend himself, the hearing may proceed without him. In notifying the defendant of the hearing, it is essential that he be informed specifically of the nature of the charges against him and that a record of such notice be made.
- 21.2 The complainant must also be informed of the hearing and allowed to be present throughout the whole hearing.
- 21.3 Both the complainant and defendant should be informed that they may be represented by legal counsel or an agent at the hearing if they choose, but this is not necessary.
- 21.4 The Chair is to call the meeting to order and then announce: "We are proceeding by reason of our appointment to the Agility Trial Committee by (name of trial-giving club)."
- 21.5 The Chair shall identify all persons present and the reason for their presence (i.e. complainant, defendant, witness) and then ask the witnesses to withdraw until required to give evidence. After giving evidence a witness may be excused.
- 21.6 The complaint is to be read except that if the complainant and defendant agree, it may be necessary to relate only the substance of the complaint as set out on the Official Complaint form.
- 21.7 The Chair is to ask the defendant whether he wishes to admit or deny the complaint as it has been read or stated.
- 21.8 The complainant is to give evidence on the complaint. He may then be questioned by the defendant. At the chair's invitation, any member of the Committee may question the complainant. If the complainant has brought witnesses, such witnesses may then give evidence individually. Each witness may be questioned by the defendant or any

member of the Committee. Each witness is to leave the hearing after evidence has been given.

- 21.9 Upon completion of the evidence given by the complainant and any witness appearing on his behalf, the defendant may then give evidence and may then be questioned by the complainant or any member of the Committee. If the defendant has brought witnesses, such witnesses may then give evidence individually. Each witness may be questioned by the complainant or any member of the Committee.
- 21.10 The Chair may then call any other witness which the Committee considers appropriate to the proper hearing of the complaint.
- 21.11 The complainant may then have the opportunity of summing up the complaint and the evidence presented in support thereof. The defendant shall have the opportunity of summing up his defense and any evidence presented in support of his defense.

22 PARTICIPATION

- 22.1 The participation in any manner or in any capacity at a competitive event held under these rules shall be considered a privilege accorded to any person by the CKC and such privilege may be extended and withdrawn by the Discipline Committee.
- 22.2 Any person availing himself of the privilege of participating in any manner, shape or form and in any capacity, including that of a spectator at a competitive event held under these rules shall, by such participation, be deemed to have agreed to the authority of the CKC and its Board.
- 22.3 No person who has been expelled, deprived of privileges, suspended or debarred by the CKC may enter a dog, compete, exhibit, judge, act as agent or handler for any competitor, take a dog into any competition or be connected in any capacity with competitive events held under these rules.
- 22.4 A club holding an agility trial under these rules shall not engage in any capacity a person who is under suspension or expulsion, debarred or deprived of privileges by the CKC.

-
- 22.5 Any person who has lost the right to participate in events in their country of residence shall not, while such a loss of privilege is in effect, participate in any Canadian Kennel Club approved events. Any wins by a dog that is exhibited or handled by such individual shall automatically be cancelled.
-

23 LIABILITY

- 23.1 The CKC shall not be responsible to any member, person, partnership, club or corporation for any loss, damage or injury arising at or by reason of any event held under any rules adopted by the CKC.
- 23.2 Every owner or authorized agent for the owner of any dog entered in a CKC event is required to take all reasonable steps to ensure that the dog behaves properly at the event, and in particular to prevent the dog from threatening, menacing or biting a judge, another dog, or any other person in attendance at the event. Failure to take such reasonable steps may result in disciplinary action against such owner or authorized agent under the By-laws, which may result in the imposition of any of the penalties provided for in the By-laws.
-

24 AMENDMENTS

- 24.1 These rules are subject to amendment by the Board.
- 24.2 Amendments to these rules may also be proposed by a person, association, club, representative group or body by presenting such proposal to the Board for its consideration. In such circumstances, the Board will forward the proposal to the Agility Council for their consideration and input, prior to the Board making its final decision.
- 24.3 Any amendment to these rules shall be approved by a simple majority vote of the Board.
- 24.4 The effective date of any approved amendment shall be set by the Board.
-

-
- 24.5 The Board, at its sole discretion, may choose to perform a non-binding poll of the membership to attain general input prior to making a final decision on any proposed amendment to these rules.
- 24.6 Upon the Board making its final decision with respect to any amendment to these rules, the membership shall be advised by placing a notice in the Official Section as soon thereafter as is reasonably possible.
-

APPENDIX A – OBSTACLE CONSTRUCTION SPECIFICATIONS (DETAILS OF OBSTACLES)

The following specifications will apply to all obstacles. When no tolerance or range is given for a dimension, a tolerance of 4.0 percent is implied. Tolerances does not apply when a range is specified.

Contact Obstacles

Contact obstacles should always provide a non-slip surface that provides good traction for the dogs without being so rough as to damage the dog's pads. Surfaces must be maintained on a regular basis so that dogs will not slip when performing these obstacles.

- (51-03-22) 1. The A-Frame is constructed from two (2) panels of wood or other fabricated material (e.g. aluminum or rigid plastic) that can be properly surfaced, reinforced underneath by metal or wooden support beams.

The panels are 88.9 cm (35 in) to 124.5 cm (49 in) wide, and their lengths are both within 5.1 cm (2 in) of 2.75 m (9 ft).

- (51-03-22) The height of the A-frame is set to 1.7 m (5 ft 6 in) for dogs who jump 61 cm (24 in), 50.8 cm (20 in), 1.5 m (5 ft) for dogs who jump 40.6 cm (16 in) and for dogs who jump 30.5 cm (12 in), 20.3 cm (8 in) or 10.2 cm (4 in).

The height of A-frame must be set within 2.5 cm (1 in) of the required heights.

There must be no gap at the top of the A-frame. A wooden bar or a PVC pipe secured in position may be used to fill this area.

(51-03-22) An A-frame with a rubberized surface is required. For this type of surface, slats are optional.

(51-03-22) Surfaces covered with layers of sand and paint are not allowed.

Slats are 1.9 cm ($\frac{3}{4}$ in) to 3.2 cm ($1\frac{1}{2}$ in) wide, & 0.6 to 1 cm ($\frac{1}{4}$ in to $\frac{3}{8}$ in) thick with well rounded edges. They extend within 0.6 cm ($\frac{1}{4}$ in) of the panel sides. The centres of the slats are spaced at 30.5 to 38.1 cm (12 in to 15 in) intervals with a 5.1 cm (2 in) tolerance; no slat is within 10.2 cm (4 in) of the top of a contact zone.

The contact zones on the A-frame shall be 106.7 cm (42 in) and must offer an obvious contrast to the panel colour.

(52-03-22) 2. The Dog Walk consists of a centre section and two (2) ramp sections, the surfaces of which are made from wood or a wood-like substance or other fabricated material (e.g. aluminum or rigid plastic) that can be properly surfaced.

All sections are 30.5 cm (12 in) wide, and are 3.66 m (12 ft) long. Within a 5.1 cm (2 in) tolerance, the top of the centre section is 121.9 cm (48 in) above ground.

(52-03-22) A rubberized surface is required for the top surface of the planks.

Contact zones are designated on the lower 106.7 cm (42 in) of both ramps with a 0.6 cm ($\frac{1}{4}$ in) tolerance. The contact area must offer an obvious contrast to other sections but may be divided into two colour zones, 91.4 cm (36 in) and 106.7 cm (42 in) to accommodate equipment being used by different organizations. Tape is not to be used on contact zones.

Slats are optional.

3. **The Teeter** consists of a plank or wood like substance supported near the centre by a base that acts as a fulcrum.

The base extends at least 5 cm (2 in) past the sides of the plank so the dog can distinguish this plank from that of the dog walk.

The plank is 30.5 cm (12 in) wide, and 3.7 m (12 ft) long. The plank is balanced so that it hits the ground in about two to three (2-3) seconds when a 1.4 kg (3 lb) weight is placed 61 cm (24 in) from the raised end.

The height of the Teeter at the pivot is 61 cm (24 in) plus or minus 5.1 cm (2 in).

(52-03-22) A rubberized surface is required for the top surface of the plank.

Contact zones, 106.7 cm (42 in) long with a 0.6 cm (1/4 in) tolerance will be designated on each end of the plank, and must offer an obvious contrast to the panel colour but may be divided into two colour zones, 91.4 cm (36 in) and 106.7 cm (42 in) to accommodate equipment being used by different organizations.

No slats are used on the teeter. Tape is not to be used on contact zones.

4. The Pause Table - the top of the table is a 91.4 cm (36 in) square, plus or minus 5.1 cm (2 in) & should be approximately 7.6 cm (3 in) thick.

(52-03-22) A rubberized surface is required.

The height of the table within 2.5 cm (1 in) is: 20.3 cm (8 in) for dogs in the 10.1 cm (4 in), 20.3 cm (8 in) and 30.5 cm (12 in) divisions and 40.6 cm (16 in) for dogs in the 40.6 cm (16 in), 50.8 cm (20 in) and 61 cm (24 in) divisions.

Tunnels

5. **The Open Tunnel** is a flexible tube of durable material capable of being formed into curved shapes. The two (2) openings are round with a height and width of 61 cm (24 in) plus or minus 5 cm (2 in). Its length is 3 m (10 ft) to 6.1 m (20 ft), and it is secured in position to prevent a dog from moving it.

Weave Poles

6. **The Weave Poles** shall have a fixed base with a rigid upright, to support the pole, no greater than 10 cm (4 in) high as measured from the ground to the top of the rigid support. The base shall be coated with a nonslip surface and

may be no higher than 0.95 cm (3/8-in) and no wider than 8.9 cm (3½-in).

If used for outdoor trials, it is highly recommended that the base be a light colour. It is recommended that the base supports (feet) be located within 10 cm (4 in) of the pole on the opposite side of the dog's path (e.g. the first support on the left side of the pole number one, second support on the right side of pole number two, etc.). This recommendation will become a requirement as of January 1, 2019.

It is recommended that the base supports shall be a minimum of 15 cm (6 in) long. Weave pole base must be secured so as not to interfere with a dog's performance (i.e. weave poles not move from their location on the course or rock excessively).

The poles must be white and a nominal pipe size of 1.9 cm (¾-in) PVC (2.5 cm (1 in) approximate outside diameter) +/- 0.16 cm (1/16 in) tolerance, 101.6 cm (40 in) in height, and uniformly spaced at 61 cm (24 in) (measured center to center using two of the rigid upright supports, with a +/- 1.3 cm (½ in) tolerance in spacing). Stripes must be taped (well maintained, one layer), embedded colour (preferred), or painted with a contrasting colour to make the poles more visible. At a minimum, stripes must be placed at approximately 10 cm (4 in) and 50.8 cm (20 in) from the ground. The white portions of the weave poles must fall between 50% and 85%.

Jumps

Flowers or shrubs may be used as part of any jumps but must not exceed the recommended size for a jump. Water or fire may never be used as part of any jump.

- 7. The Bar Jumps** consist of bars supported by bar supports mounted to uprights. The supports must be positioned so that the tops of the bars can be set within 0.6 cm (1/4 in) of the 6 different jump heights 10.2 cm (4 in), 20.3 cm (8 in), 30.5 cm (12 in), 40.6 cm (16 in), 50.8 cm (20 in) and 61cm (24 in).

A One-Bar jump may be used at any level however, any bar jump may also have two (2) bars.

One (1) piece metal jumps are highly discouraged and will not be allowed after January 1st, 2019.

The cylindrical bars must be 3.2 to 4.4 cm (1 in to 2 in) in diameter. Bars may be constructed from wood or plastic (PVC pipe), but must be of sufficient length so that the distance between the uprights is 1.22 to 1.53 m (4 to 5 ft). Bars that allow 1.37 m (4.5 ft) or 1.52 m (5 ft) spacing between the uprights are highly recommended. Bars must be striped for visibility.

The bars must sit on supports in such a way that they are easily displaced. These supports must not extend more than 3.8cm (1.5 in) horizontally below the bar and must have no rough edges.

If the uprights which support the bars are wingless, the uprights must be at least 81.3 cm (32 in) high. However, for good visibility, a height of 106.7cm (42 in) is recommended. Wingless uprights should have minimum width of 2.5 cm (1 in). PVC or other such material is recommended for the uprights. Wingless jumps made from PVC may be free standing or joined with a base/ground bar. Winged jumps are preferred. The wings should be free standing (not joined with base/ground bars). The width of the wings should be from 38.1 cm (15 in) to 76.2 cm (30 in) at the widest part.

8. **The Panel Jump** uses up to six (6) cross-boards to give the illusion of a solid wall.

Specifications for the board supports and uprights are the same as for the Single Bar Jump. The cross-boards are of sufficient length so that the distance between the uprights is 1.22 to 1.53 m (4 to 5 ft) long, 7.6 to 10.2 cm (3 to 4 in) wide, and no thicker than 2.5 cm (1 in). They are supported in such fashion so as to be easily displaceable, 3.2 to 4.4 cm (1.26 in to 1.73 in) below the top of the board.

For the Selected and Veterans Classes, the panels are to be set at 10.2 cm (4 in) , 20.3cm (8 in), 30.5cm (12 in), 40.6 cm (16 in), and 50.8 cm (20 in).

9. **The Double Bar Jump** consists of two (2) parallel bars positioned at the jump heights specified for the Bar Jump. It may be built as a special jump or assembled from two (2) Single Bar Jumps. In addition, two (2) more bars are placed directly below each of the top bars, at about half the height of the top bar, these two (2) lower bars shall be set in an ascending or in a crossed fashion. If the jump is taken in more than one direction, it must be set in a crossed fashion. All other specifications are the same as the Bar Jump.

Jump Height	Width of jump (bars must be evenly spaced)
20.3 cm (8 in)	10.2 cm (4 in)
30.5 cm (12 in)	15.2 cm (6 in)
40.6 cm (16 in)	20.3 cm (8 in)
50.8 cm (20 in)	25.4 cm (10 in)
61 cm (24 in)	30.5 cm (12 in)

For the Selected Classes, the double bar jump is set at 10.2 cm (4 in) high and 10.2 cm (4 in) wide for the 10.2 cm (4 in) jump height class.

10. **The Ascending Spread Jump** consists of between two (2) to six (6) poles positioned parallel and set such that each pole is 10.2 cm (4 in) higher than the previous one. The first pole shall be 10.2 cm (4 in) from the ground, the second 20.3 cm (8 in), the third 30.5 cm (12 in), the fourth 40.6 cm (16 in), the fifth 50.8 cm (20 in) and the sixth 61 cm (24 in). The highest pole shall be at the dogs normal

jump height. Bars shall be spaced evenly so that the final width of the jump equals the dog's normal jump height.

Jump Height	Bar heights
20.3 cm (8 in)	10.2 cm (4 in), 20.3 cm (8 in)
30.5 cm (12 in)	10.2 cm (4 in), 20.3 cm (8 in) 30.5 cm (12 in)
40.6 cm (16 in)	10.2 cm (4 in), 20.3 cm (8 in) 30.5 cm (12 in), 40.6 cm(16 in)
50.8 cm (20 in)	10.2 cm (4 in), 20.3 cm (8 in) 30.5 cm (12 in), 40.6 cm (16 in) 50.8 cm (20 in)
61 cm (24 in)	10.2 cm (4 in), 20.3 cm (8 in) 30.5 cm (12 in), 40.6 cm (16 in) 50.8 cm (20 in), 61 cm (24 in)

For the Selected Classes, the ascending spread jump for the 10.2 cm (4 in) jump height class is set with the first bar on the ground approximately 10.2 cm (4 in) in front of the back bar, which should be placed at 10.2 cm (4 in) high. For 10.2 cm (4 in) jumping dogs, this jump will be set using two (2) bars only. Dogs must clearly jump both bars for successful performance.

- The Triple Bar Jump** consists of a series of three (3) ascending bars. The horizontal distance between adjacent bars is approximately 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 width of the jump.

Tolerances on these values are 0.64 cm (1/4 in) for the heights and 1.27 cm (1/2 in) for the horizontal distances.

Jump Height	Bar heights	Width of jump
20.3 cm (8 in)	10.2 cm (4 in), 15.2 cm (6 in), 20.3 cm (8 in)	20.3 cm (8 in)
30.5 cm (12 in)	15.2 cm (6 in) 22.9 cm (9 in) 30.5 cm (12 in)	30.5 cm (12 in)
40.6 cm (16 in)	20.3 cm (8 in), 30.5 cm (12 in), 40.6 cm (16 in)	40.6 cm (16 in)
50.8 cm (20 in)	25.4 cm (10 in) 38.1 cm (15 in), 50.8 cm (20 in)	50.8 cm (20 in)
61 cm (24 in)	30.5 cm (12 in), 45.7 cm (18 in), 61 cm (24 in)	61 cm (24 in)

For the Selected Classes, the triple bar jump for the 10.2 cm (4 in) jump height class is set with the first bar on the ground approximately 10.2 cm (4 in) in front of the back bar, which should be placed at 10.2 cm (4 in) high. For 10.2 cm (4 in) jumping dogs, this jump will be set using two (2) bars only. Dogs must clearly jump both bars for successful performance.

12. The Tire Jump Two (2) types of tire jumps are approved for use, the traditional framed tire jump and optionally, the “European style” of tire jump may be used instead of the traditional tire jump.

(80-09-25)

The tire should be banded or striped with contrasting colours to improve visibility. The inner diameter of the tire is 61 cm (24 in) plus or minus 25.4 cm (1 in) and the wall is approximately 10 cm (4 in) thick.

The tire must be a Break-Away or self-healing tire consisting of a tire (or a circular object that resembles a tire) that separates when sufficient force is applied. The tire is constructed of two (2) 180 degree segments that are connected by magnets to allow for independent movement of each segment. The tire must displace in response to 16-20 pounds of horizontal force with 18 pounds preferred.

(80-09-25)

For the traditional framed tire, the tire is suspended from the top of a rectangular frame and stabilized at each side by a strap. There must be at least 20 cm (8 in) 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 five (5) different jump heights, as specified below. To help prevent a dog getting injured, the tire jump side straps **MUST** disengage from the frame holding the tire up should a dog choose to jump between the tire and the frame.

The breaking force setting will be confirmed by using a calibrated scale (in foot pounds) attached to a tire side mounting point. With one (1) side secured to the frame, the opposite side is pulled using the scale until the segments pull apart.

For the European Style Tire, the tire splits open vertically, like a saloon door. The side of the tire is attached directly to the uprights of the frame and there is no top bar. The height of the uprights should be as short as possible.

The tire jump must be secured to ensure that it does not tip, and that neither the frame nor the tire falls on the dog.

The tire shall be set at the following heights (measured from the ground to the bottom of the tire opening)

Jump Height	Tire Height
61 cm (24 in)	50.8 cm (20 in)
50.8 cm (20 in)	40.6 cm (16 in)
40.6 cm (16 in)	30.5 cm (12 in)
30.5 cm (12 in)	20.3 cm (8 in)
20.3 cm (8 in)	10.2 cm (4 in)
10.2 cm (4 in)	10.2 cm (4 in)

For the 10.2 cm (4 in) height, the tire shall be set as close to 10.2 cm (4 in) as possible given the construction of the tire

- (53-03-22) 13. Ascending Double Bar Jump. The Ascending Double Bar Jump consists of two (2) ascending bars 1.52 m (5 ft) in length where the back bar is positioned at the jump heights specified for

the Bar Jump. The front bar is set 10.2 cm (4 in) lower than the back bar. It may be built as a special jump or assembled from two (2) Bar Jumps. In addition, one (1) bottom bar, 1.52 m (5 ft) in length, must be placed one (1) under the back bar and angled to the ground. All other specifications are the same as for the Bar Jump.

14. **Other jumps** are permitted. Their uprights and bar supports must conform to the specifications for Bar Jumps, as do the jump heights. The top cross-piece over which the dogs jump must have a top edge that is flat for 1.22 to 1.53 m (4 to 5ft), be no thicker than 4.4 cm (1-3/4 in) and it must be supported on the bar supports so as to be easily displaceable. At least one more cross-piece must be used, as specified for the Bar Jump.

Additional Jumps that may be used in International Class

Long Jump/Broad Jump:

Two (2) to five (5) units comprise a long jump. The overall length is:

L: 1.20 m (48 in) to 1.50 m (60 in) (four (4) to five (5) units)

I: 90 (35 in) to 110 cm (43 in) (3 to 4 units)

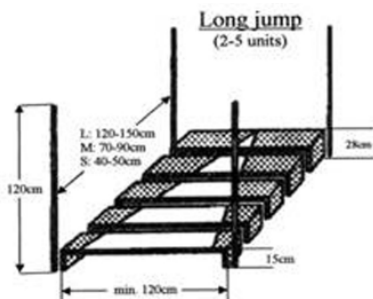
M: 70 cm (27.5 in) to 90 cm (35.4 in) (three (3) to four (4) units)

S: 40cm (15.7 in) to 50 cm (19.7 in) (two (2) units)

Width of the jump: 122 cm (48 in) to a maximum of 152 cm (60 in)

The units are placed in ascending order. The lowest unit at the front: the height: 15 cm (6 in). Height of the highest unit: 28 cm (11 in). Depth of each unit: 15 cm (6 in), rising in height.

Corner poles, with a minimum height of about 1.2 m (4 ft) should be placed at all four corners (not fixed to any of the units) The top of these poles should be covered to protect dog and handler.



Jump Height	Length in Inches	Number of 15.24 cm (6 in) Sections	Number of 20.3 cm (8 in) Sections
10.2 cm (4 in)	15.24 cm (6 in) - 20.3 cm (8 in)	1	1
20.3 cm (8 in)	40.6 cm (16 in)	2	2
30.5 cm (12 in)	61 cm (24 in)	3	3
40.6 cm (16 in)	81.25 cm (32in)	4	3
50.8 cm (20 in)	101.6 cm (40 in)	5	4
61 cm (24 in)	121.9 cm (48 in)	5	4

Wall Jump/Viaduct:

Height:

L: 55 cm (21.6 in) to 65cm (25.6 in)

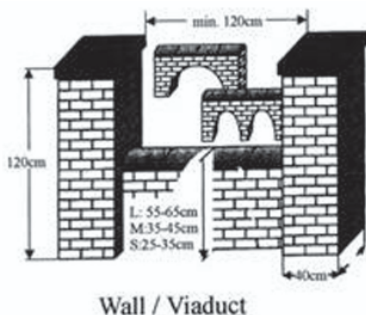
I: 45 cm (18 in) to 50 cm (20 in)

M: 35 cm (13.8 in) to 45 cm (17.7 in) -

S: 25 cm (9.84 in) to 35 cm (13.8 in)

Minimum width: 1.5 m (5 ft) and approximately 20 cm (7.9 in) (thick.

The panel can have one (1) or two (2) tunnel shaped openings. The wall should have displaceable units at the top. The shape of the units:



International Double Spread Jump

(54-03-22)

Single Jumps:

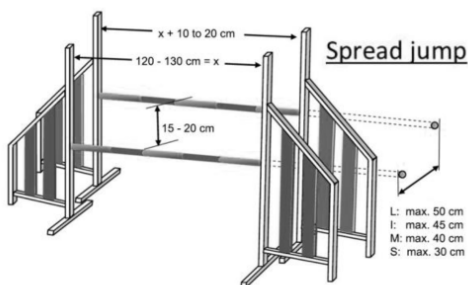
Height:

L: 55cm (21.6 in) to 60cm (23.6 in).

I: 45 cm (18 in) to 50 cm (20 in)

M: 35cm (13.8 in) to 40 cm (15.7 in).

S: 25cm (9.84 in) to 30 cm (11.8 in).



Two (2) single jumps are only placed together to form a double spread jump. (The two (2)

bases are not joined.) The poles are placed in ascending order with a difference in height of 15cm (5.9 in) to 25cm (9.84 in).

(54-03-22) The total depth must not exceed:

L: 50 cm (20 in)

I: 45 cm (18 in)

M: 40 cm (16 in)

S: 30 cm (13 in).

Conversion of cm to inches and adjusting to available jump heights:

FCI Measurements in Centimeters	Exact Conversion to inches	Adjustment to Available sizes
15 cm (6 in)	5 29/32	15.24 cm (6 in)
20 cm (7.8 in)	7 7/8	20.3 cm (8 in)
25cm (9.84 in)	9 27/32	25.4 cm (10 in)
30 cm (11.8 in)	11 13/16	30.5 cm (12 in)
35cm (13.8 in)	13 25/32	35.56 cm (14 in)
40 cm (15.7 in)	15 3/4	40.6 cm (16 in)
45 cm (17.7 in)	17 23/32	45.7 cm (18 in)
50 cm (19.6 in)	19 11/16	50.8 cm (20 in)
55 cm (21.6 in)	21 21/32	55.8 cm (22 in)
60cm (23.6 in)	23 5/8	61 cm (24 in)
65cm (25.6 in)	25 19/32	66 cm (26 in)
70 cm (27.56 in)	27 9/16	71 cm (28 in)
90 cm (35.4 in)	35 7/16	91.2 cm (36 in)
120 cm (47.2 in)	47 1/4	119 .3 cm (47 in) - 121.9 cm (48 in)
150 (59 in)	59 1/6	149.8 cm (59 in) - 152.4 cm (60 in)

15. Wall Jump

The Wall Jump consists of two (2) pillars, a tapered Bottom Base, four (4) widths of boards, and top “bricks”. The Pillars (also called Towers) measure 30.5 cm (12 in) Square +/- 5 cm (2 in) and are 121.9 cm (48 in) tall +/- 5 cm (2 in). The Bottom Base is 25.4 cm (10 in) high, 25.4 cm (10 in) wide at the bottom, and tapers to 10.2 cm (4 in) wide at the top. The boards are 10.2 cm (4 in) wide and 1.5 m (5 ft) in length +/- 5 cm (2 in). Board heights are 5 cm (2 in), 10 cm (4 in), 15.2 cm (6 in), and 20.3 cm (8 in) in height. The top bricks are 5 cm (2 in) in height at their center and 10 cm (4 in) wide and up to 38 cm (15 in) long and must be of contrasting color. The top bricks may be flat with rounded edges or half-rounds.

Four (4) top bricks are placed on top of the top board or the bottom base and should be flush with the sides of the pillars and sit together without being so tight they cannot be displaced, but have no gaps exceeding 0.64 cm (1/4 in). The top of the bricks must measure within +/- 0.64 cm (1/4 in) to the jump height of the dog. The corresponding board height table below indicates whether the bottom base is used, and the numbers of boards that are used per jump height. The 5 cm (2 in) bricks are always placed on the very top in all cases.

Division	Number of Wall Pieces
10 cm (4 in)	5 cm (2 in) board + top bricks
20.3 cm (8 in)	15.2 cm (6 in) board + top bricks
30.5 cm (12 in)	25.4 cm (10 in) bottom base + top bricks
40.6 cm (16 in)	Bottom base + 10 cm (4 in) board + top bricks
50.8 cm (20 in)	Bottom base + 20.3 cm (8 in) board + top bricks
61 cm (24 in)	Bottom base + 20.3 cm (8 in) board + 10 cm (4 in) board + top bricks

If the Wall jump is used in International class with international heights, the following heights should be used

Height:

L: 55 cm (21.6 in) to 65 cm (25.6 in)

I: 45 cm (18 in) to 50 cm (20 in)

M: 35 cm (13.8 in) to 45 cm (17.7 in)

S: 25 cm (9.8 in) to 35 cm (13.8 in)

Minimum width: 1.52m (5ft) and approximately 20 cm (7.8 in) thick.

The bottom panel can have one (1) or two (2) tunnel shaped openings. (Viaduct)

16. **Broad Jump**

The Broad Jump is composed of four (4) 20.3 cm (8 in) sections and four (4) corner markers. The actual width of the 20.3 cm (8 in) sections is 17.7 cm (7 in) to 20.3 cm (8 in). The sections are constructed from a top piece and two (2) side pieces. The length of the sections are to be between 1.2 m (4 ft) and 1.52 m (5 ft) long, and they may be of different lengths. The sections are of varying height, and they shall be arranged in ascending order. To improve visibility, either the centre of the sections or both ends must be marked with a contrasting band that is at least 7.6 cm (3 in) wide.

Each section of a Broad Jump is at least 1.2 cm (.5 in) higher than the previous one, and the height of the front edge of a section is at least 1.2 cm (.5 in) lower than the back edge. No portion of any section may be lower than 8.8 cm (3.5 in) or higher than 21.5 cm (8.5 in).

The length of the jump is twice the jump height of the division. The number of boards used may change for each height, depending on the length to be jumped. In cases of fewer than four (4) boards, the jump must be assembled using

the lower sections. The length of the jump (within 2.5 cm (1 in)) and the number of sections to be used for the different height divisions is as follows:

Division	Length (inches)	No. of 20.3 cm (8 in) Sections
10 cm (4 in)	17.7 cm-20.3 cm (7 in-8 in)	1
20.3 cm (8 in)	40.6 cm (16 in)	2
30.5 cm (12 in)	61 cm (24 in)	3
40.6 cm (16 in)	81.2 cm (32 in)	3
50.8 cm (20 in)	101.6 cm (40 in)	4
61 cm (24 in)	121.9 cm (48 in)	4

(* Actual width = 17.7 cm - 20.3 cm (7 in - 8 in))







The corner markers are at least 2.5 cm (1 in) wide and a minimum of 91.4 cm (36 in) high, and they may be decorated to improve visibility. They must be freestanding and placed as close as possible to the front corners and back corners.

17. Electronic Timers



- (a) The Electronic Timer System must be capable of operating in bright sunlight as well as rain, snow, fog, or dust particles.
- (b) The electronic transmitter and receiver supports must be constructed so that they do not inhibit the handler or dog's path. The supports may not be taller than 106.6 cm (42 in); (91.4 cm (36 in) or less is recommended). The base that supports the transmitter and receiver may not be wider than a normal wing. The upright supporting the transmitter and receiver may not be wider than 8.9 cm (3.5 in) and the support must be constructed so that the upright and the beam are no more than 10 cm (4 in) from the obstacle. It is recommended that the material and color of the upright be similar to those materials normally used in the construction of agility equipment. The objective, as much as possible, is to avoid creating the impression of a spread jump.

-
- (c) The timers must have re-settable eyes in the event that an eye is tripped prematurely or accidentally, and in the event that a start or finish obstacle is to be used more than once on a course. The timers must have a manual override option allowing time to continue.
 - (d) The timers must have the ability to be connected to an external display.
 - (e) The timers must be capable of recording individual times to the nearest 100th of a second. The dog's time is to be recorded on the scribe sheet from the console unit.
 - (f) The width of the interface of the beam is to be expandable to accommodate 1.2 m to 1.5 m (4 ft to 5ft) jump bars and open tunnels.
 - (g) Clubs utilizing electronic timers must have the timer in the ring as is stated in Equipment Specifications for Electronic Timers. The club must be prepared to use manual hand timing as a back up if the electronic timers are not functioning correctly or cease functioning.



APPENDIX B – SIGNALS & SCRIBE SHEET NOTATIONS

SIGNAL	SCRIBE SHEET NOTATION
	“F” = Failure to Perform
	“R” = Refusal
	“W” = Wrong Course
	“T” = Table Fault
	“E” = Excused
	“FG” = Fix & Go

APPENDIX C – SIGNALS & SCRIBE NOTATIONS FOR STEEPLECHASE

SIGNAL	SCRIBE SHEET NOTATION
	“F” = Wrong Course, which is a failure in Steeplechase
	“5” = Missed contact or dropped bar

APPENDIX D – SIGNALS & SCRIBE NOTATIONS FOR JUMPS & TUNNELS

SIGNAL	SCRIBE SHEET NOTATION
	“5” = dropped bar
	“F” = Non Completion which is a failure in Jumps & Tunnels



THE CANADIAN KENNEL CLUB
5397 Eglinton Ave W, Suite 101
Etobicoke, Ontario
M9 5K6

Telephone (416) 675-5511
E-mail: information@ckc.ca
Web Site: www.ckc.ca