

Agility Division Class List

If the Agility Division is offered at a JRTCA Sanctioned Trial, the following classes need to be offered. "OPTIONAL" classes are offered at the Trial Chairperson's discretion. The classes should be published as written, with the exception of the notes in italics. The notes in italics are for your information only to assist you in planning your class list. All classes may be split by height. The Under category will jump 8"; the Over category will jump 12" as an Adult and owner's decision of 8" or 12" as a Veteran; Seniors will jump 4" regardless of height of terrier.

DIVISION _____ : AGILITY DIVISION

Class _____ : **A Way To Play:** This class is designed for the true beginner and should be used to foster attention, interaction, reward and playing with your partner. Toys (tugs, drags, and squeaky) are allowed and encouraged. No food is allowed. Teams have 60 seconds to earn 15 points. A buzzer or whistle will sound at the end of 60 seconds and teams have 5 seconds to reach the finish obstacle (either table or designated jump). Teams must successfully complete at least one 5-point obstacle, one 3-point obstacle and one 1 point obstacle.

Class _____ : **Beginner Agility:** (Previously Agility 1) 1.75yd/sec, 11-14 obstacles.. Complete at least one contact, minimum of two tunnels and single bar jumps. *May be split by height.*

Class _____ : **Advanced Agility:** (Previously Agility 2) 2.25yd/sec, 15-18 obstacles. Must complete at least two up to three contact obstacles. Can be either same obstacle or different ones. Must complete either one set of 12 weaves OR two sets of 6 weaves. Must complete at least one spread jump (double, triple, broad or wall). Must complete 2-3 tunnels. *May be split by height.*

Class _____ : **Jumpers:** 2 yds/sec, 15-18 obstacles. Single bar jumps, with or without wings, is acceptable. Minimum of one up to three spread jumps. Maximum of 3 tunnels. *May be split by height.*

Point Accumulation Games: *Club must choose one of the following Point Accumulation Game and publish in trial flyer. These are games that are considered handlers choice. Each one has a slightly different set of rules that has been adjusted to fit our "small" dogs from the venue where it is usually played. We have endeavored to choose games that utilize the obstacles that are easily available to JRT clubs. If your club would like to use another game, then please let us know. Rules and requirements, along with briefing, should be posted for competitors.*

Class _____ : **Full House: (CPE)** This is a time management game which requires the team to reach the finish obstacle prior to 40 seconds. For every second over 40 seconds, the team will lose one point. A qualifying score is 25 points or above within the time limit. Each obstacle can be completed twice for points. Teams must complete a minimum of one 5-point obstacle, two-3 point obstacles, and 3 single bar jumps.

Class _____ : **Non-Traditional Jackpot** (Combo of ASCA and CPE). Team has a total of 55 seconds to gather points and get to the finish obstacle. There will be two horns/whistles. The first will sound at 35 seconds and the second at one minute. If the second horn sounds, then the team receives a nonqualifying score for going over time. A qualifying score is 44 points or above within the time limit. Obstacles can be completed twice for points in both the opening and closing.

Class _____ : **Jackpot** (Combo of ASCA and CPE). Team has a total of 55 seconds to gather points and get to the finish obstacle. There will be two horns/whistles. The first will sound at 35 seconds and the second at one minute. If the second horn sounds, then the team receives a nonqualifying score for going over time. A qualifying score is 44 points or above within the time limit. Obstacles can be completed twice for points in both the opening and closing.

High Score Agility Champion and Reserve can be offered from Advanced Agility and Jumpers (each worth 200 points). These points will combine with Point Accumulation Game points earned for the High Point Champion and Reserve