AGILITY RULES

1. All terriers must be at least one year of age to compete or practice on any equipment.

2. Obstacle familiarization, if offered, is payable at the gate. This will not be offered at nationals.

3. Dogs may run naked or wear one flat collar without tags. No other accoutrements are allowed.

4. No food or toys are allowed within 10 feet of the ring. Exceptions are that toys are allowed for the class A Way to Play and obstacle familiarization.

5. A Beginner Agility certificate may be earned prior to competing in Advanced Agility and for Agility High Score Champion and Reserve.

6. Move ups from Beginner Agility to Advanced Agility are allowed from trial to trial. (Example: 2nd Beginner leg is earned at Saturday's trial, the team could move to Advanced Agility for Sunday's trial). As a JRTCA certificate has not been issued, both qualifying score sheets must be presented to move up.

7. Advanced Agility competitors may cross enter the Beginner Agility class For Exhibit Only (FEO) to be used as a warmup run. No ribbons will be awarded, and no paperwork completed for an FEO run.

8. Teams with two scores of 190 or greater in the agility classes (Beginner and Advanced) are eligible for agility certificates.

9. Teams with one qualifying score of 200 in Jumpers are eligible for the Jumpers certificate.

10. Teams with one qualifying score in a Point Accumulation Game are eligible for the Agility Games certificate.

11. Agility High Score Champion and Reserve are to be awarded to the highest scoring terrier and runner up with the best combined scores in Advanced Agility, Jumpers, and the Point Accumulation Game.

Judges scoring rules:

1. Time faults are assessed as one fault for every full second over course time.

2. No refusals are called at jumps, tunnels, and weaves.

3. Only down contacts are judged.

4. 5-point deductions:
    a. Off course: assessed once with initial off course. Judging resumes once dog is back on course.
    b. Back jumping
    c. Refusal at a contact obstacle
    d. Knocked bar

5. 15-point deductions: All are failure to perform
    a. Missed down contacts
    b. Omission of a numbered obstacle
    c. Weave poles: either a skipped pole that was not fixed or not finishing obstacle

6. Automatic elimination and a score of zero:
    a. Handler touching or performing obstacles
    b. Handler touching terrier with purpose
    c. Handler using food or training devices in the ring. (Exception: A Way to Play)
    d. Handler verbally or physically abusing terrier
    e. Terrier exhibiting excessive fear, shyness, or aggression
    f. Terrier exhibiting lameness
    g. Terrier eliminates in the ring
    h. Terrier leaves ring while being inattentive

7. Any scores that are non-qualifying may be used for placement and High Score Champion and Reserve. Any score that is an elimination is not eligible for placement or High Point Champion and Reserve.

CLASS LIST: ***NO ON LEAD classes are allowed***

1. 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.
    a. Rules:
        i. 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).

ii. Teams must successfully complete at least one 5-point obstacle, one 3-point obstacle and one 1 point obstacle. Recognize that this does not equal 15 points.

iii. 5-point obstacles are contacts, spread jumps, and combination obstacles.

iv. 3-point obstacles are tunnels

v. 1-point obstacles are single bar jumps.

vi. Teams make up their own course earning points for every successful completion of an obstacle. Back-to-back obstacles are allowed (exception is a double, triple or broad jumps), and every obstacle may be completed twice for points.

vii. Must complete the finish obstacle to stop time and earn a score. Teams stop accumulating points at the sound of the horn or whistle.

viii. No certificate can be earned for this class. Teams can enter this class for as long as they like until a beginner certificate is earned.

2. Beginner Agility: (Previously Agility 1) 1.75yd/sec, 11-14 obstacles.
   a. Course Requirements:
      i. Complete at least one contact, minimum of two tunnels and single bar jumps.
      ii. No weaves or teeter for this class.
      iii. If teeter is only contact available on obstacle list for a trial, then no contact obstacle is required.
      iv. Have at least one side change
      v. Nest with Advanced Agility

3. Advanced Agility: (Previously Agility 2) 2.25yd/sec, 15-18 obstacles
   a. Course Requirements:
      i. Must complete at least two up to three contact obstacles. Can be either same obstacle or different ones.
      ii. Must complete either one set of 12 weaves OR two sets of 6 weaves.
      iii. Must complete at least one spread jump (double, triple, broad or wall)
      iv. Must complete 2-3 tunnels
      v. Nest with Beginner Agility.

4. Jumpers: 2 yds/sec, 15-18 obstacles
    a. Course Requirements:
        i. Single bar jumps, with or without wings, is acceptable.
        ii. Minimum of one up to three spread jumps
        iii. Maximum of 3 tunnels

5. Point Accumulation Games: Club must choose one 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.

    a. Full House: (CPE)
        i. 35 second opening, 5 seconds to reach the finish obstacle.
        ii. 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.
        iii. A qualifying score is 25 points or above within the time limit.
        iv. Each obstacle can be completed twice for points.
        v. Teams must complete a minimum of one 5-point obstacle, two-3 point obstacles, and 3 single bar jumps. This does not equal 25 points so more obstacles must be performed.

        vi. Course requirements:
            1. 5-point obstacles are contacts, weaves, and combination obstacles. (Recommend have 2-3 from this group)
            2. 3-point obstacles are tunnels and spread jumps. (Recommend have 3 from this group)
            3. 1-point obstacles are single bar jumps. (No minimum required)
            4. Either the table or a single bar jump must be designated as the finish obstacle)

    b. Non-Traditional Jackpot (Combo of ASCA and CPE)
        i. 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.
        ii. A qualifying score is 44 points or above within the time limit.

iii. Obstacles can be completed twice for points in both the opening and closing.

iv. Course requirements:
1. A fun short distance handling situation or game requirement should be included. Distance should be between 3-6ft and be completed either in the opening or closing depending on judges briefing.
2. 5-point obstacles are contacts, weaves and combination obstacles. (Recommend have 2-3 from this group)
3. 3-point obstacles are tunnels and spread jumps. (Recommend have 3 from this group)
4. 1-point obstacles are single bar jumps. (No minimum required)
5. Either the table or a single bar jump must be designated as the finish obstacle

c. Jackpot (Combo of ASCA and CPE) **This is the recommended game for Nationals**
i. 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.
ii. A qualifying score is 44 points or above within the time limit.
iii. Obstacles can be completed twice for points in both the opening and closing.

iv. Course requirements:
1. There are two parts to Jackpot:
   a. Opening: Back-to-Back obstacles are allowed. Failure to perform an obstacle result in zero points. All gamble obstacles can be used for points, though no two obstacles in forward flow are allowed. Gamble obstacles used in backwards flow are allowed (i.e. the gamble can be completed backwards without negating the gamble). Teams stop accumulating points at the sound of the horn/whistle and move on to the closing.
   b. Closing: must be competed with handler behind the line as numbered and within the time limit. There should be 3-4 obstacles and include tunnels and any type of jump. Distances for adult and veteran terriers: 8-15', and for

seniors 5-8'.

2. 5-point obstacles are contacts, weaves, and combination obstacles. (Recommend have 2-3 from this group)
3. 3-point obstacles are tunnels and spread jumps. (Recommend have 3 from this group)
4. 1-point obstacles are single bar jumps. (No minimum required)

List of Equipment:

Contacts:

Dog walk: Prefer 12' with 42" contact zones. (Will accept 8' with 42" contact zones). Should be 3-4 ft off ground.

Teeter: Drop should be 3-4 seconds with 42" contact zones

A Frame: 5' with 42" contact zones.

Jumps:

Single Bar: with or without wings

Panel

Spread jumps: double, triple, broad, wall

Tunnels: Maximum 3 per course. Must be longer than 10 ft and big enough to fit a 15" terrier. Does not need to be a 24" opening tunnel.

Weaves: Minimum of one set of 6 poles

Table or single bar jump to designate as finish obstacle

Field size Total square feet should be a minimum of 75 x 75 to a maximum of 100x 100. Can be any shape.

Not allowed in JRT agility: chute and tire.

Categories:

1. Follow the JRTCA guidelines for under and over JRT grouping.

2. There will be Adult, Veteran, and Senior categories.
   a. The Under category will jump 8".
   b. The Over category will jump 12" as an Adult and owners' decision of 8" or 12" as a Veteran.

  c. Seniors will jump 4" regardless of height of terrier.

3. At sanctioned JRT events, one High Score Champion and Reserve should be offered as all terriers competing will jump their appropriate height. IF entries warrant splitting of heights, then the club can offer more High Score Championships and Reserves.

4. At Nationals, there will be a High Score Champion and Reserve for each category.

5. At Nationals, Seniors will run two Jumpers' courses, one with weaves, and play the Point Accumulation Game for their High Score Champion and Reserve.

6. Scoring for High Score Champion and Reserve:
  a. Advanced Agility and Jumpers are each worth 200 points.
  b. These points will combine with Point Accumulation Game points earned for the High Score Champion and Reserve.
  c. Jumpers must be a qualifying score (200 Points) to earn a High Score Championship, though it does not stop the team from earning a Reserve High Score Championship.
  d. In the event that all teams earn faults in the Jumpers class, a Championship can still be awarded to the highest combined point accumulation of the three classes.
  e. All ties will be broken by the fasted accumulated time of the three classes.

7. A Way To Play and obstacle familiarization will not be offered at Nationals.

Traditional Jackpot will be the game played at Nationals.