

# A4A Rules & Regulations 2025 to 2026

## Amendments Summary

### 1.6 Dog & Handler Eligibility

#### 2026 Rules - Added

*By attending A4A events you agree to images and videos of yourself and your dogs being taken; which may be used in marketing, including on social media. You may contact A4A in writing at any time*

### 2.3 Jump Height Divisions

#### 2026 Rules - Added

The leading pole of the spread jump is set 10cm lower than the back pole. If equipment does not allow this in the 200 height, the jump should be removed and replaced by a regular jump for that height only.

### 3.2a Gamblers

#### 2025 Rules

The judge may also choose to include bonus points for successfully completing certain obstacles, these will be made clear in the briefing and the course plan (if published and available).

#### 2026 Rules

The judge may also choose to include **up to 10 bonus points** for successfully completing certain obstacles, these will be made clear in the briefing and the course plan (if published and available).

#### 2025 Rules

The time allotted for the gambles shall be determined by the judge's discretion and common sense, typically between 12 to 18 seconds and no more than 20 seconds maximum.

#### 2026 Rules

The time allotted for the gambles shall be determined by the judge's discretion **and the length in metres of the gamble. The judge should use the rates of travel to calculate the time allotted for the gamble.**

### 3.2b Snooker

#### 2025 Rules

Whistle blown for time up whilst negotiating obstacle (individual or combination)	Points awarded if completed correctly
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#### 2026 Rules

Whistle blown for time up whilst negotiating obstacle (individual or <b>last part of combination</b> )	Points awarded if completed correctly
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### 3.2c Power and Speed

#### 2025 Rules

A standard course time (SCT) for the Power section will be set at a rate of 1.5 metres per second. Course measuring of the Power section is from the start of obstacle number 1 to the first obstacle of the Speed section. Time faults will be assessed for the Power section if the dog goes over the SCT. The time will start as the dog attempts the first obstacle and will stop as the dog starts the Speed section. Therefore, if the dog has not started the Speed section within the Power section course time, time faults will be incurred and the dog will not be able to run the Speed section. The judge or time keeper will indicate game over by shouting "time" or by blowing a whistle.

#### 2026 Rules

##### Removal

### 3.2d Time, Fault, and Out

### **2025 Rules**

The start and finish jumps should not be numbered (only indicated by a start/finish marker). They are for recording of time only. If a dog refuses the start jump by way of a run past it should not be faulted but must return to take the jump and start the time. If the dog refuses by running under the start jump then the time will have started and the dog should continue its run. In this circumstance, if the handler takes the dog back over the start jump, they are just wasting time. If a dog takes another obstacle on the course before the start jump it will be game over and the dog should go straight to the finish jump. If the dog takes the start jump during the course it will only be wasting time and not faulted. Once a dog reaches the highest numbered obstacle on the course, it should return to take jump one again (if still in competition), not the start jump. If the dog takes the finish jump at any time during the course it will be game over.

### **2026 Rules**

The start and finish jumps should not be numbered (only indicated by a start/finish marker). They are for recording of time only. **If a dog refuses the start jump they should not be faulted but must return to take the jump and start the time.** If a dog takes another obstacle on the course before the start jump it will be game over and the dog should go straight to the finish jump. If the dog takes the start jump during the course it will only be wasting time and not faulted. Once a dog reaches the highest numbered obstacle on the course, it should return to take jump one again (if still in competition), not the start jump. If the dog takes the finish jump at any time during the course it will be game over.

### **3.2e Snakes and Ladders**

#### **2025 Rules**

The course will consist of 17-20 obstacles:

- (a) The Ladders: three contacts and a 12-pole weave. (Can only be taken in the direction UP the course.)
- (b) The Snakes: four tunnels. (Can only be taken in the direction DOWN the course.)
- (c) The remaining obstacles must be made up of jumps which can be taken in any direction.

There will be a start and finish jump to start and stop the clock and these will count towards point accumulation. These jumps must be taken in the direction indicated by the placement of the timing equipment. (See rule 4.17.) The course direction is indicated by the start and finish jumps which must be sited on one side of the ring

only. Away from these two jumps is considered UP the course and towards them is considered DOWN the course.

The idea of the Game is to complete all the Snakes and Ladders successfully and as many jumps as possible in the allotted course time. The winner will be the person who successfully completes the most obstacles, including all of the Snakes and Ladders, in the fastest time. To gain a qualifying score all Snakes and Ladders (three contacts, weave and tunnels) and at least 6 jumps must be completed successfully in the allotted course time. The course time is to be decided by the judge, ensuring that a representative dog at that level could complete all the obstacles in the time set.

### **2026 Rules**

The course will consist of 17-20 obstacles:

(a) The Ladders: three contacts and a 12-pole weave. (Can only be taken in the direction UP the course.)

(b) **The Snakes: 2-4 tunnels.** Tunnels to be taken 4 times, with each tunnel taken at least once. Can only be taken in the direction DOWN the course.)

(c) The remaining obstacles must be made up of jumps which can be taken in any direction.

There will be a start and finish jump to start and stop the clock and indicate the course direction, and these will count towards point accumulation. These jumps must be taken in the direction indicated by the placement of the timing equipment. Away from these is considered UP the course and towards them is considered DOWN the course.

The idea of the Game is to complete all the Snakes and Ladders successfully and as many jumps as possible in the allotted course time. The winner will be the person who successfully completes the most obstacles in the fastest time. To gain a qualifying score 4 Snakes and all 4 Ladders (**three contacts, weave and each tunnel at least once for a minimum of 4 tunnels**) and at least 6 jumps must be completed successfully in the allotted course time. The course time is to be decided by the judge, ensuring that a representative dog at that level could complete all the obstacles in the time set.

### **3.4a Casual**

#### **2025 Rules**

Dogs can be entered at any of the following heights regardless of their size: 400, 300, 250 & 200.

Clear round rosettes will be awarded but no places

### **2026 Rules**

Dogs can be entered at any of the following heights regardless of their size: **400, 300 & 200.**

**It is at the show managers discretion whether clear round or placed rosettes will be awarded but no progression points will be earned.**

### **4.11b Guide Handlers**

#### **NEW for 2026**

Handlers with significant physical or visual impairment may run with a guide handler. The guide is there only to assist a handler who would otherwise be unable to compete and is not permitted to provide verbal or physical direction to the dog at any point.

### **4.5 Judges**

#### **2025 Rules**

The Show Manager is responsible for inviting an individual to judge, who must agree to judge in accordance with A4A rules and regulations and should have full knowledge of the same. The individual shall be of good character and uphold the highest standards of fair and unbiased adjudication. The individual must have passed the Agility 4 All Judges assessment before the show closing date. If this is not done then they will be unable to judge at the show.

#### **2026 Rules**

The Show Manager is responsible for inviting an individual to judge, who must agree to judge in accordance with A4A rules and regulations and should have full knowledge of the same. The individual shall be of good character and uphold the highest standards of fair and unbiased adjudication. The individual must have passed the Agility 4 All Judges assessment before the show closing date. If this is not done then they will be unable to judge at the show. **Show Managers are permitted to ask outside judges (i.e. Kennel Club qualified) to design courses for their shows, but these must be judged on the day by someone who has passed the A4A judge's assessment fully & courses must comply and be legal within A4A rules and regulations.**

### **4.8 Course Approval**

#### **2025 Rules**

Once the judge has considered the above guidelines and designed their course, they are required to submit their course to the Show Manager who is then

responsible for submitting the courses to A4A for course approval. A4A recommends that Show Managers check over the courses before submitting to A4A for formal approval. Courses should be submitted by the judge to the Show Manager no later than 28 days before the date of the show. Judges should include on their course plans, their name, the show name, the show date and the class name and level. The purpose of the approval is to ensure that the judge is approved, courses comply with Agility 4 All rules, and the course design is safe and sensible.

### 2026 Rules

Once the judge has considered the above guidelines and designed their course, they are required to submit their course to the Show Manager who is then **responsible for approving the course**. All courses are sent to A4A prior to the show date. **A4A recommend courses are submitted by the judge to the Show Manager no later than 28 days before the date of the show. Judges must include on their course plans, their name, the show name, the show date and the class name and level.** The purpose of the approval is to ensure that the judge is approved, courses comply with Agility 4 All rules, and the course design is safe and sensible.

### 4.11 Scoring

#### 2025 Rules

Food in the ring	Elimination and Dismissal
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#### 2026 Rules

Food in the ring, <b>provided it is in a zipped pocket and not to be given anywhere within the boundary of the ring</b>	No Fault
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#### Addition of

Food being given anywhere within the boundary of the ring	Elimination and Dismissal
Dog being walked into the ring on two legs.	Elimination and Dismissal

### 4.15 Collars and Leads

**2025 Rules**

Electric collars are prohibited from all Agility 4 All show sites. Lemon spray collars or such devices are not permitted within 50m of a competition ring. Owners in breach of this rule will be asked to leave the show ground.

**2026 Rules**

**All forms of electric collars, including spray collars, are prohibited from all Agility 4 All show sites.** Owners in breach of this rule will be asked to leave the show ground.