

A4A Rules & Regulations 2024 to 2025 Amendments Summary

1.2 Dog and Handler Eligibility

2024 Rules

Dogs that are between 16 and 18 months of age are eligible to participate in Nursery and Steeplechase classes only.

2025 Rules

Dogs that are between 16 and 18 months of age are eligible to participate in Casual and Steeplechase classes only.

3.2a Gamblers

General Gamblers Rules

2024 Rules

The class should begin on a single jump. The judge can choose if this jump scores points or not. The jump must be taken in the direction indicated by the placement of timing equipment, (See rule 4.17). If a dog refuses the start jump and takes any other obstacle the Game is over and the dog will be eliminated. The opening period ends when the whistle is blown. This also designates the beginning of the second half of the game where the time begins for the gambles. If the whistle is blown for time up while negotiating an obstacle points will be awarded, as long as the obstacle is completed successfully. Once the whistle has blown, taking another obstacle on the way to the gamble is not faulted and is just time wasting, unless this obstacle is in the gamble in which case this is no gamble and game is over.

Once the judge deems the gamble sequence is started then they can fault. For example, the dog refuses gamble obstacle 1 and then takes another obstacle.

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).

The class should begin on a single jump. The start jump will not count towards scoring points. The jump must be taken in the direction indicated by the placement of timing equipment or course numbers, (See rule 4.17). If a dog refuses the start jump and takes any other obstacle the Game is over and the dog will be eliminated. The game is over if the start jump is taken again at any point during the run, the handler & dog must then go straight to the finish.

The opening period ends when the whistle is blown. This also designates the beginning of the second half of the game where the time begins for the gambles. If the whistle is blown for time up while negotiating an obstacle, points will be awarded, as long as the obstacle is completed successfully. Once the whistle has blown, taking another obstacle on the way to the gamble is not faulted and is just time wasting, unless this obstacle is in the gamble in which case this is no gamble and game is over.

Once the judge deems the gamble sequence is started then they can fault. For example, the dog refuses gamble obstacle 1 and then takes another obstacle. If the dog takes the finish jump at any other point than at the end of the gamble, this will be game over.

3.4a

Removal of the Nursery class & updated to:

3.4a Casual

This class is open to all dogs that are not entered in any other class except Casual for that day. It is designed for the new dog, a dog recovering from injury, or an older dog that the handler would like to run in the competition environment.

Casual classes will run Jumping, Agility and Steeplechase and will follow the same rules as standard for that class. These classes offer smooth, flowing courses. For Casual Agility the A-frame will be set at 1.60m (5'3") and the courses will not include seesaw, weaves, spread jumps, long jumps, wall or tyre. For Casual Jumping, only standard jumps and tunnels must be included, weave poles may or may not be included. For Casual Steeplechase, only standard jumps and tunnels will be included. The standard course time will be calculated using the rate of the equivalent Beginners classes.

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.

Dogs must be at least 16 months of age to enter Casual classes.

4.8 Course Design, Difficulties and Approval

Removal of the Nursery class & updated to:

Casual – A simple, flowing course where the main challenge for the dog is to negotiate the equipment and not the course itself. ***There is an absolute maximum of two changes of side.***

4.9 Minimum & Maximum Distances

2024 Rules

In the Performance programme, the 10-metre maximum distance will apply from the exit of a tunnel in all classes, except that Contact obstacles must be placed a maximum of 8 metres from tunnel exits

2025 Rules

In the Performance programme, the 10-metre maximum distance will apply from the exit of a tunnel in all classes, except that Contact obstacles must be placed a maximum of 8 metres from tunnel exits, and from the previous obstacle.

41.7 Rules of Conduct

Addition of:

If a judge deems any competitor or any dog to be behaving inappropriately in their ring, they will be asked to leave the ring immediately, and their behaviour will be reported to the Show Managers for further investigation.