

AGILITY 4 ALL



# Agility 4 All

Rules and Regulations 2026

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## **1.0 GENERAL REGULATIONS**

### **1.1 Mission Statement and Objectives of Agility 4 All (A4A)**

*To provide dog agility competitions that are designed with all competitors in mind; enabling all dogs to achieve a level of success, while promoting high standards in competing, training and judging.*

Agility 4 All (A4A) was developed to promote the growth of agility with thought for the safety and fun for every dog. In addition, A4A encourages advancement in training using reward-based training methods. This not only helps to foster a better connection between pet and handler, but also supports a relaxed and friendly environment for dogs, family and spectators.

### **1.2 Dog and Handler Eligibility**

Any dog, whether pedigree or of mixed breeding, that is healthy, trained and over 16 months of age and registered with A4A, is eligible to participate in A4A competitions.

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

If a dog reaches a new age category during a show it can be entered for the whole show in the new category. For example, if a dog turns 18 months of age on the Sunday of a show, it may enter all classes on the Saturday at the new age.

A4A prohibits puppies under the age of 6 weeks on show ground sites but encourages those who wish to begin early socialisation of puppies, who are 6 weeks and older, the opportunity to do so. A4A stresses that the puppy's physical health must not be put at risk. Puppies must not be brought to show grounds for trade or sale.

Dogs ineligible to compete include:

- dogs not registered with A4A
- dogs younger than the requirements
  - under 18 months of age competing in Performance classes
  - under 16 months of age competing in Casual and Steeplechase classes only
- dogs whose aggression is uncontrolled towards people or other dogs
- dogs suffering from illness, injury, or disability that affects the dog in regard to its welfare or the welfare of others.

Dogs that are not competing do not need to be entered, nor registered; however, owners are solely responsible for them.

Bitches in season are eligible to compete with A4A, provided that:

1. the handler informs the Show Secretary upon their arrival
2. the BIS starts courses on a mat
3. the handler keeps the BIS away from the rings as much as possible.

A4A accepts no responsibility for any incidents relating to bitches in season and their attendance at shows, the handler is solely responsible.

All A4A events are open to anyone, without discrimination, who is registered with A4A and acknowledges and agrees to abide by all rules and regulations set forth by A4A. A4A reserves the right to refuse membership, licensing, entries or registration to anyone failing to abide by the agreed rules and regulations.

Exhibitors and all attendees at Agility 4 All events are expected to behave in a civilised and sportsmanlike manner towards other people and towards their dogs. Failure to do so may lead to disciplinary procedures. (See appendix A-3.)

No one (whether owner, handler or spectator) or any dog may enter an agility ring which is currently not in use. If anyone is found within a ring they may be formally warned or excluded from the rest of the event without refund.

Parents and guardians are solely responsible for their children's actions at all A4A events.

Smoking and Vaping are not allowed within 5 metres of a ring.

Any judge has the authority to dismiss a dog or handler from the ring. Any Show Manager has the authority to dismiss a dog or person from the show ground. All decisions from the judge or Show Manager are final.

*All dogs are entered in A4A events at their owner's risk, and whilst every care will be taken, A4A and the show management will not accept responsibility for loss, damage or injury however caused to dogs, persons or property whilst at the event. 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*

### **1.3 Registration**

All dogs and owners/handlers must be registered with A4A in order to compete at any event. Registration is taken online at <https://compete.agility4all.co.uk>, or may be processed at an A4A event for an additional administration charge. A lifetime registration fee will apply for each dog registered and a 5-year membership fee will apply for all owners and handlers. Whilst registration/membership is valid for the above stated time scales, this does not bring any guarantee that events will run.

Handler's can request for their account to be deleted at any time.

Junior handler's membership registration is free for those under 18 years of age on the day of registration. Membership fees become due upon turning 18.

Each dog registered will receive an A4A number under which the dog's competition results will be recorded. Results will only be recorded for progression classes in the Levels in both Performance and Steeplechase Programmes. The official results are recorded and held electronically by Agility 4 All and these will be used in any case of dispute.

On registration, the dog's breed, or mixed breed type, must be stated.

### 1.3a Registering dogs at the correct level.

When you first register as a handler with A4A, if you have been competing at Kennel Club agility events with the dog you are also registering, you must transfer them into the equivalent Agility 4 All Level. Otherwise you will begin in Beginners. Refer to the transfer table below to find the corresponding Level for each Programme.

Dogs Kennel Club Grade at Time of Registration	A4A Performance Programme	A4A Steeplechase Programme
Grade 1 & 2	Beginners	SC Beginners
Grade 3, 4 & 5	Novice	SC Novice
Grade 6, 7	Senior	SC Senior
KC CC or RC Winner	Champion	SC Champion

While a dog is registered with Agility 4 All, results from other organisations do not count towards progression through the Levels in Agility 4 All with the exception of:

1. winning into Grade 7
  - a. transfer to A4A Senior in Performance and Steeplechase
2. winning a Champion Certificate or Reserve Championship Certificate under Kennel Club rules
  - a. transfer to A4A Champion in Performance and Steeplechase
3. if there has been 1 year without competing with A4A and next time competing in which time the dog has moved up the Kennel Club grades
  - a. transfer to KC equivalent A4A level per the transfer table above (if applicable)

This is to allow those whose dogs have progressed through the grades at KC but have been unable to attend A4A shows to compete at a level suitable for their dog without having to win through. The owner must let A4A know so that the dog starts in the correct corresponding level at A4A. It is the handler's responsibility to inform A4A of the changes required to their dog's level before their next A4A competition so that they may be moved into the corresponding level. Once transferred up to the new level, the dog will start at that level with 0 points. There will be no fee for this but it is the owners/handler's responsibility to contact A4A to complete this transfer before their next A4A show.

Once a dog is registered with Agility 4 All, it cannot be registered again with a different name or number or under a different handler/owner. A dog transfer to a new owner can be requested to Agility 4 All. If the dog is already registered with A4A and an owner transfer takes place, the dog will remain in its current A4A Level with all A4A results standing.

### 1.4 Club and Private Training Affiliation

Any club, private training centre or individual can apply to run a show. By doing this the club, private training centre, or individual must agree to uphold the standards of agility set by A4A. They will be given appropriate information, support, and assistance through the A4A office to prepare and hold the event.

## 1.5 Payment of Fees

Registration and show entries may be submitted online. By clicking the 'I agree' button when registering and entering shows you agree to pay the full amount to Agility 4 All. If payment is not received by the specified time, then A4A may take appropriate sanctions up to and including, deleting your account. Entries cannot be cancelled for any reason after the closing date, or the capping level is reached.

When entering capped shows it should be noted that payment of fees will be due when the show caps. If payment is not received by the specified time then your entries will be deleted. Once a show has capped, entries can also not be deleted or amended. While payment is due when the show caps, it will not be taken until the closing date.

A4A offers a 90 day money back guarantee. If after 90 days from registration a handler is not happy with A4A they can apply for their account to be deleted and a full refund of handler and dog registration fees. Entries to A4A events will not be refunded.

## 1.6 Junior Handlers and Classes

For 2026, a Junior Handler is anyone who was born on or after **31<sup>st</sup> August 2007**. They can compete in any Junior events held in 2026.

For Junior classes, course times will be the same as Novice unless specified differently in the class rules.

## 2.0 PROGRAMMES, LEVELS AND TITLES

A4A supports two Programmes, the Performance Programme and the Steeplechase Programme. These enable dogs to progress upwards by gathering the required total of points set per Level. Points are awarded on the basis of wins, class places and unplaced clear rounds as long as they are qualifying/clear rounds. No points will be received for a place with time or course faults.

A clear round or qualifying round ("Q") is obtained either by completing the course without course or time faults, or, in games classes, achieving the qualifying score set as per the games individual rules.

The following table shows the class places and points awarded in the Performance and Steeplechase Programmes based upon the number of entries in the class:

### Class Places and Points

Class Place	10 and below entered	11 to 100 entered	101 and above
1 <sup>st</sup>	6 points	12 points	Refer to following table
2 <sup>nd</sup>	4	8	
3 <sup>rd</sup>	3	6	
4 <sup>th</sup>	2	4	
Clear Round	2	2	

### **Points for classes of 101 and above**

Class Placement	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	5 <sup>th</sup>	6 <sup>th</sup>	7 <sup>th</sup>	8 <sup>th</sup>	9 <sup>th</sup>	10 <sup>th</sup>	Clear
Points	12	11	10	9	8	7	6	5	4	3	2

The number of entries in a class is determined by the number who have pre-entered the class. However, if due to move ups and/or late entries, more dogs run than on the ring plan, this changes the points schedule and then the higher points will be achieved. The live ring overview for each class should be referred to for placement points.

Once a dog has become eligible for the next Level within a Programme, it is no longer eligible to compete in any lower class, for life. If a competitor is found to be competing a dog at a Level for which they are not eligible, either above or below, then all results falsely gained will be null and void and the handler/owner may be referred to the Agility 4 All disciplinary committee.

In the case of a dog being awarded points that take him/her to a new Level, the show competitor must notify the show secretary and move up. If this Level is not available at the show the dog must run at the pre-entered Level not for competition (NFC). At an A4A event where the dog is competing for more than one day and the dog completes the requirements for a Level, they must move up the following day. This is handled automatically and the handler will be informed by automated email. It is the competitor's responsibility to be aware of this change.

Any dispute on a score must be made within 5 minutes of the handler's run. Paperless systems must provide a display that is easily accessible to competitors so that they can check their score immediately on exiting the ring.

#### **2.1 Performance Programme**

The Performance Programme consists of Agility, Jumping and Games classes. The Programme allows dogs to progress through the Levels by gathering the required number of points in the aforementioned classes.

## 2.1a Performance Levels

Each time the dog moves up to the next Level, the collection of points begins again. Each dog will start the new Level with 0 points.

**Beginners** – This is for dogs that are not eligible for Novice, Senior and Champion Levels in the Performance Programme.

Once a dog moves up from Beginners, earning 24 points (12 being in Agility) in the Performance Programme, they can no longer enter that dog in Beginners in the Performance Programme for life. (Please note that the Steeplechase Programme is separate from the Performance Programme.)

**Novice** – For dogs that have gained a minimum of 24 points in the Beginners classes, 12 of which must be obtained in Agility classes and the remainder in Agility, Jumping or Games.

**Senior** – For dogs that have gained a minimum of 36 points in the Novice classes, 12 of which must be obtained in Agility classes, 6 points in Jumping classes and 6 points in Games classes. An alternative way to progress to Senior will be if 48 points are accrued, 24 of which are in agility.

**Champion** – For dogs that have gained a minimum of 48 points in the Senior classes, 12 of which must be obtained in Agility classes, 12 points in Jumping classes and 12 points in Games classes. An alternative way to progress to Champion will be if 60 points are accrued, 30 of which are in agility.

## 2.1b Performance Titles

Champion of Agility Performance (CAP) – A dog will be awarded a CAP once it achieves 60 points in the Performance Champion Level, 12 of which must be obtained in Agility classes, 12 points in Jumping classes, and 12 points in Games classes. Dogs may repeat their CAP title by duplicating these requirements, thus adding to their title the number of times it is repeated (i.e. CAP2).

Win Champion of Agility Performance (WCAP) – A dog will be awarded a WCAP after it has gained a total of 60 points in wins in the Performance Champion Level, where 12 points of wins must be obtained from an Agility class, 12 points of wins from a Jumping class and 12 points of wins from a Games class. Any win a dog gains will count towards both its CAP and WCAP, so if it acquires the title WCAP, it will acquire the title CAP as well. Dogs may repeat their WCAP title by duplicating these requirements, thus adding to their title the number of times it is repeated (i.e. WCAP2).

## 2.1c Performance Awards

Once a dog has achieved CAP5 it will be awarded an *Outstanding Achievement Award - Performance (OAAP)* and A4A will arrange for a commemorative rosette to be sent to the handler.

## 2.2 Steeplechase Programme

The Steeplechase Programme consists of classes made up of only jumps (not including spread, long jump, tyre or wall jumps) and pipe tunnels. This Programme allows dogs to move up through the Levels by gathering the required number of points at each Level.

Each time the dog moves up to the next Level, point collection will start again. I.e. the dog will start each new Level with 0 points.

## 2.2a Steeplechase Levels

**SC Beginners** - For dogs that are not eligible for SC Novice, SC Senior and SC Champion Levels in the Steeplechase Programme. Once a dog moves up from Beginners by earning 24 points in the Steeplechase Programme, they can no longer enter that dog in Beginners in the Steeplechase Programme for life. (N.B. The Performance Programme is separate from the Steeplechase Programme.)

**SC Novice** – For dogs that have gained a total of 24 points in the SC Beginners classes.

**SC Senior** – For dogs that have gained a total of 36 points in the SC Novice classes.

**SC Champion** – For dogs that have gained a total of 48 points in the SC Senior classes.

## 2.2b Steeplechase Titles

**Champion of Steeplechase (CSC)** – A dog will be awarded a CSC once it achieves 60 points in the SC Champion Level. Dogs may repeat their CSC by duplicating these requirements thus adding to their title the number of times it is repeated (i.e. CSC2).

**Win Champion of Steeplechase (WCSC)** – A dog will be awarded a WCSC once it gains 60 points of wins in the SC Champion Level. Any win a dog gains will count towards both their CSC and WCSC, so if a dog acquires the title WCSC, it also acquires the title CSC as well. Dogs may repeat their WCSC title by duplicating these requirements, thus adding to their title the number of times it is repeated (i.e. WCSC2).

## 2.2c Steeplechase Awards

Once a dog has achieved CSC5 it will be awarded an *Outstanding Achievement Award - Steeplechase (OAAS)* and A4A will arrange for a commemorative rosette to be sent to the handler.

## 2.3 Combined Title Awards

Both Programmes offer the opportunity for dogs to be awarded titles once they have progressed to the highest Level through either the process of collecting points or through winning classes: Champion of Agility Performance (CAP), Win Champion of Agility Performance (WCAP), Champion of Steeplechase (CSC) and Win Champion of Steeplechase (WCSC). In addition, once a dog has been awarded both a CAP and a CSC that dog will gain the title of Overall Agility Champion (OAC). If a dog gains both the titles WCAP and WCSC, that dog will gain the title of Ultimate Win Agility Champion (UWAC). It is the handlers/owner's responsibility to notify Agility 4 All of their dogs achieving these awards. Once these have been confirmed with the official Agility 4 All results, a PDF file containing their Certificate of Title will be emailed out, along with a paper certificate. Once a dog has gained the title of Overall Agility Champion or Ultimate Win Agility Champion, A4A will arrange for a commemorative rosette to be sent to the handler.

# Performance Progression

**Beginners** **24 Points**  
12 x Agility

**Novice** **36 Points** OR **48 Points**  
12 x Agility OR 24 x Agility  
6 x Jumping  
6 x Games

**Senior** **48 Points** OR **60 Points**  
12 x Agility OR 30 x Agility  
12 x Jumping  
12 x Games

 **Champion**   
**60 Points of Wins** **60 Points**  
12 x Agility 12 x Agility  
12 x Jumping 12 x Jumping  
12 x Games 12 x Games

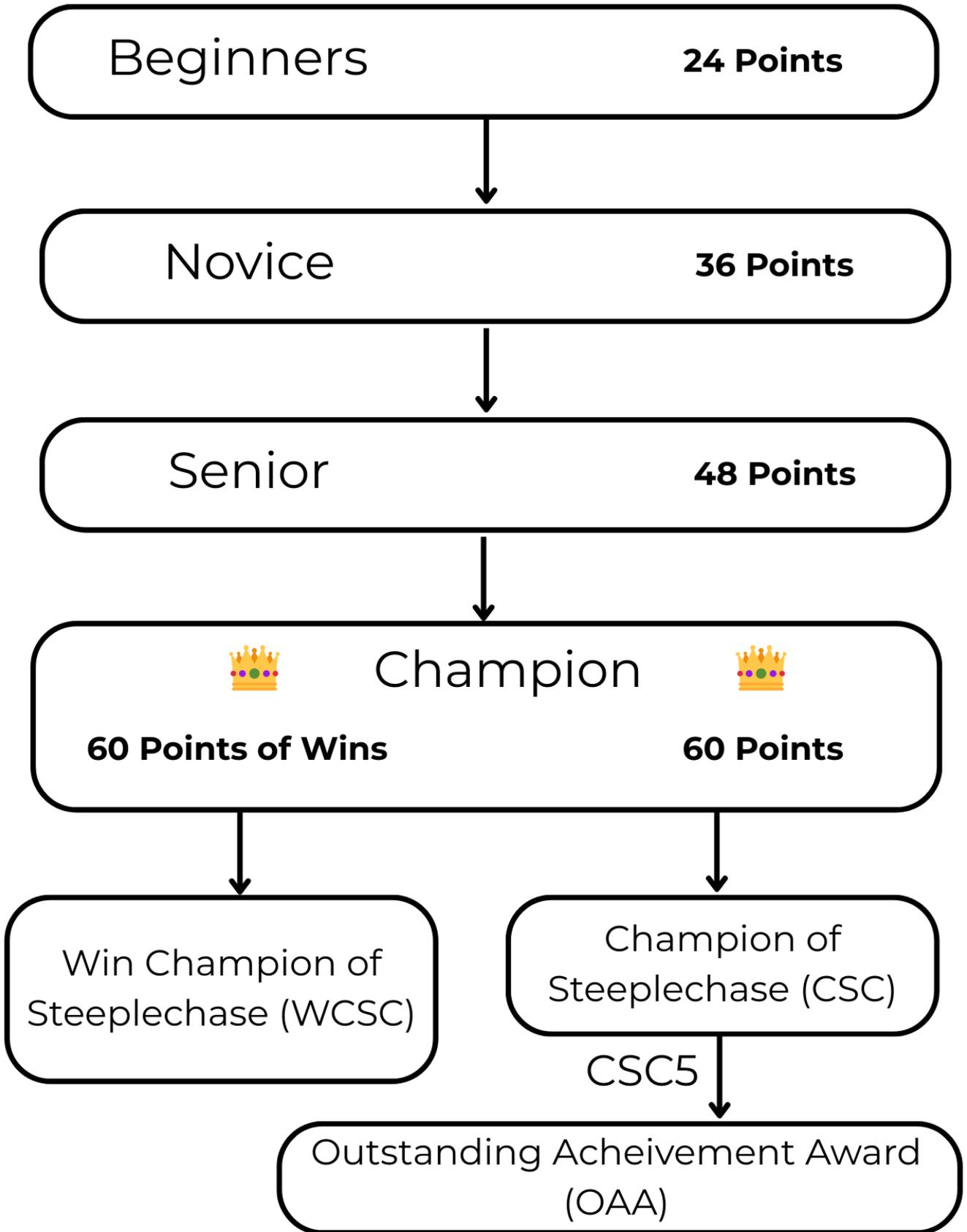
Win Champion of  
Agility Performance  
(WCAP)

Champion of Agility  
Performance (CAP)

CAP5

Outstanding Achievement Award  
(OAA)

# Steeplechase Progression



## 2.4 Jump Height Divisions

A4A has the following jump heights for the Performance and Steeplechase Programmes. (A dog's height is taken as a perpendicular line from the top of its withers to the ground.)

<b>DOG'S HEIGHT (mm)</b>	<b>REGULAR JUMP HEIGHT (mm)</b>	<b>SELECT JUMP HEIGHT</b>	<b>MAXIMUM LONG JUMP LENGTH (mm)</b>	<b>TYRE HEIGHT CENTRE (mm)</b>
320 and under	200	N/A	500	400
380 and under	300	200(s)	600	450
440 and under	400	300(s)	800	550
500 and under	500	400(s)	1000	650
Any	600	500(s)	1200	750

<b>Maximum Ascending Spread Lengths (mm)</b>				
<b>Height</b>	Beginners	Novice	Senior	Champ
200	160	180	200	200
300	240	270	300	300
400	320	360	400	400
500	400	450	500	500
600	480	540	600	600

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.

### Regular Heights

In the Regular jump heights dogs are allowed to jump higher than their measured height.

### Select Heights

A4A offers competitors the choice to jump their dogs one height lower than their measured height in the Select jump heights. The Select jump height follows identical rules to the Regular jump height with the exception of the spread & tyre being replaced by a single jump in 200 & 200 Select if they cannot comply with the A4A height requirements. In the Select jump heights dogs can only jump the height they are eligible for.

A handler may choose to jump their dog at their measured jump height division in one Programme and at a higher jump height division or their Select jump height in the other Programme. However, they must complete all their runs in a Programme at the same height on the same day e.g. they cannot do Jumping at 500 and Agility at 600 on the same day.

If a dog changes jump height within a Programme, including changing from Select to Regular or vice versa, then all their previous results will still stand.

A dog cannot jump lower than their measured Regular or Select height in the Performance and Steeplechase Programmes. This includes NFC runs.

A handler may also choose to jump their dog at their eligible height or higher in any relay class, special class, or fun class. This is regardless of what height division they have been competing at in the Performance Programme or Steeplechase Programme.

### **3.0 CLASSES**

#### **3.1 Standard Classes**

The following standard classes may not be run at a lower jump height than that for which the dog is measured into, even if it is 'not for competition' (NFC).

All obstacles must be performed in the order and in the direction as defined by the numbers. The numbers should be placed at the side of the obstacle to designate the direction the obstacle should be taken. If a number is placed in the middle of an obstacle, such as a curved tunnel, the obstacle may be taken in either direction.

In order to receive a clear round and therefore a qualifying score (Q), the dog must run the course within the standard course time (SCT) and must not have been faulted.

#### **3.1a Agility**

The object of this class is to negotiate a full course of agility equipment with a minimum of 15 obstacles to a maximum of 21 obstacles. Masters courses may have a maximum of 22 obstacles.

The class must include the dogwalk, A-frame, seesaw, and a set of weave poles, unless unsatisfactory conditions cause the use of any obstacle to be unsafe. In Champion Level there must be a set of 12 weave poles which can only be negotiated once. Beginners, Novice and Senior must have a set of six or a set of 12 weave poles. Course design is to have a maximum of 12 weaves to be negotiated, so either one set of 12 or up to two sets of 6.

#### **3.1b Jumping**

The object of this class is to negotiate a course, without contact equipment, with a minimum of 15 obstacles and a maximum of 21 obstacles. Masters courses may have a maximum of 22 obstacles.

The class can include all equipment except the three contacts, dogwalk, A-frame and seesaw. A set of weave poles must be included unless unsatisfactory conditions prevail and it is deemed unsafe. In Champion Level there must be a set of 12 weave poles which can only be negotiated once. Beginners, Novice and Senior must have a set of six or a set of 12 weave poles. The course is designed to have a maximum of 12 weaves to be negotiated, so either one set of 12 or up to two sets of 6.

#### **3.1c Steeplechase**

Dogs must be at least 16 calendar months of age to compete in this class.

The object of this class is to negotiate a course made up of jumps (excluding the tyre, spreads, walls and long jump) and tunnels, with a minimum of 15 obstacles and a maximum of 21 obstacles. The course should be a fast and straightforward set up.

### 3.2 Games Classes

A4A competitions may contain one or more of the following games. Games are designed to test the handler and dog in dealing with the different elements of course strategy, distance control, and versatility.

Qualifying rounds from the following games will meet the necessary Games requirements to achieve points in the Performance Programme: Gamblers, Snooker, Power and Speed, Snakes and Ladders and Time Fault and Out.

#### 3.2a Gamblers

The goal of the game is to accumulate as many points as possible within the time allotted and then to make a decision to perform one of the two short closing sequences.

The Gamblers course is set up with a maximum of 20 obstacles (including gamble obstacles) placed randomly throughout the ring without specific flow. The dog is awarded points for successfully completing obstacles. Points can only be awarded twice for each obstacle.

The game consists of two parts. The first is the opening period that has a designated time of 25, 30, 35 or 40 seconds. This is the time to gather as many points as possible by successfully completing obstacles before the period ends i.e. when the whistle blows or horn sounds. This is followed by the selected 10 or 15-point Gamble which is only awarded if the dog crosses the finish within the total course time without fault.

Points	Obstacle
1 point	Jumps
2 points	Tunnels Tyre Spread jumps Long jump Wall
3 points	Seesaw Weave poles (6 poles)
4 points	A-frame
5 points	Dogwalk Weave poles (12 poles)

Obstacles that are 1 directional, e.g. seesaw, spread, long jump, will only score points when taken in the correct direction.

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).

At Senior and Champion Level, dogs may not score beyond the first successful contact while taking consecutive contacts (e.g., see-saw then dog walk, or A-frame and then A-frame) or contact to weaves or weaves to contact. They must take another piece of equipment in between. This must not be a piece of equipment that they have already negotiated correctly twice. If this is done then the dog will be deemed to have completed consecutive contact/contact, contact/weave or weave/weave, and the score for the second obstacle will not count. If the dog takes a jump between contact and contact or contact and weaves but knocks the pole, that will still count and the dog will not be deemed to have taken those pieces of equipment consecutively.

Negotiating a piece of equipment that has already been used to score/correctly twice will not score.

If an obstacle is attempted but not completed successfully (e.g., missed contact) a dog may attempt the obstacle again as many times as necessary until it is completed successfully. They may attempt the obstacle again immediately providing it is still able to be completed fully. A judge should signify an obstacle has not been completed successfully by shouting "NO" or "FAULT".

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 4.16). 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 the game is over. Once the judge deems the gamble sequence is started then they can award faults. For example, the dog refuses gamble obstacle 1 and then takes another obstacle, the judge may award a refusal - this is no gamble and the game is over. If the dog takes the finish jump at any other point than at the end of the gamble, this will be game over.

The Gamble:

The judge will present two options (2 gambles), one of which will be more challenging and therefore earn more points. It is up to the handler to choose which option to attempt.

Option 1 Gamble (less difficult) = 10 points

Option 2 Gamble (more difficult) = 15 points

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.

Refusals will not be marked during the gamble for Beginners and Novice but will be marked in Senior and Champion classes.

The gamble points will only be awarded if the dog completes the chosen sequence within the specified time. The timing gates must be positioned at the last obstacle of the gamble.

Once a dog has taken the first obstacle of a gamble it cannot change to the other gamble e.g. if it takes obstacle number 1 of gamble 1, it cannot then swap to gamble 2 if it has a different sequence. This applies from the time the whistle blows therefore if a dog takes the first jump of gamble 1 on the way to gamble 2, they must then continue with gamble 1. This does not apply to gambles where the only difference is a distance line in place.

If the judge chooses to restrict the handler's distance while directing the dog through a gamble, the sequence will be designated by a line on the ground. The dog must complete the gamble while the handler remains on the other side of the line.

The dog *will not* be given the gamble points if any of the following occur:

The dog fails to complete the sequence within the allotted course time and/or incurs faults.

The handler steps on or over the line when a distance restriction is in effect.

The dog, in the opening period, has already knocked down a gamble bar in the gamble they attempt. A judge may choose to have a "No Loitering" rule at Champion Level only. A handler will be called for loitering if they do not attempt any equipment that has not already been successfully taken twice whilst waiting for the whistle to blow. In this case "no gamble" will be scored.

The dog must be awarded enough points to qualify in the Game and successfully complete either the 10-point or 15-point gamble. The points required depend on the time allocated for the opening sequence and are shown below (based on 0.6 points per second + 10).

Opening times (s)	Qualifying Score (must include either successful gamble)
25	<b>25 points</b>
30	<b>28 points</b>
35	<b>31 points</b>
40	<b>34 points</b>

If a dog acquires more points than a dog that has qualified by either of the methods detailed above, but does not make the gamble, the dog still does not qualify and therefore is not placed higher than the qualifying dog with lesser points.

If a handler were to obtain 28 points or more from the opening period of 30 seconds but fails to complete one of the two gamble options within the gamble time, the dog will not qualify. Time is a tiebreaker only. Time ends as the dog crosses the finish line. Points will determine the placement of dogs. If a dog does not stop the clock (barring timing failure) then elimination will be scored. If the dog stops the clock at any point during the run the Game is over.

The places of the dogs will be determined by points, with time being the tiebreaker.

### **3.2b Snooker**

The object of Snooker is to score as many points as possible within the maximum course time as set by the judge. The scoring is similar to the game snooker. The judge may place the obstacles in the ring in any way.

The judge will design a course consisting of 3 or 4 red jumps and one of each of the other snooker colours. These will be scored the following way:

Red jumps                      1 point each

Coloured obstacles:

Yellow	2 points
Green	3 points
Brown	4 points
Blue	5 points
Pink	6 points
Black	7 points

Snooker consists of two sections. In the opening section the dog collects as many points as possible by completing each red jump followed by any coloured obstacle.

The second part, the closing sequence, requires the dog to complete the coloured obstacles from 2 to 7 in sequential order, before the course time has elapsed. Once the dog has completed the last obstacle, the handler must direct the dog to the finish line to stop the clock. If a dog does not stop the clock (barring timing failure) then an elimination will be scored.

A snooker course should be run as follows:

Red jump, any coloured obstacle

Red jump (different from first red), any coloured obstacle

Red jump (different from first and second red), any coloured obstacle

Yellow 2, green 3, brown 4, blue 5, pink 6, black 7

Finish line

### **General Snooker Rules**

The class should begin on a single jump that is used for time only and finish on a single jump that is used for time only. These jumps must be taken in the direction indicated by the placement of the timing equipment. If the start jump is taken after the dog has started the run, it is judged as an off-course and the Game is over. Point accumulation ends and the handler should go directly to the finish jump. If a dog refuses the start jump and takes any other obstacle the Game is over and the dog will be eliminated.

Course time is set at the judge's discretion and will usually range between 40 and 55 seconds. (The judge may add the specified percentage travel rate increase. (Refer to the Travel Rates for 200, 300, and 400 Dogs table.)

A red jump must be successfully taken in either direction in order to be able to attempt a coloured obstacle (2 – 7). Points are then awarded for successful completion of each obstacle.

The judge may choose to design a course with 4 red jumps. Only 3 of the 4 red jumps may be taken before moving onto the second part of the game.

Each of the three red jumps may only be completed once whether successful or not (knocked bar). Obstacles that are one directional, e.g., seesaw, spread, long jump, will only score points when taken in the correct direction.

The judge may choose to set up a combination of obstacles to make up one coloured obstacle. The judge will designate the order of the combination but may allow the combination to be taken in any direction or flow during the first part. However, the combination must be taken in the designated direction in the second section.

A judge may set a course where three 7's could be deemed difficult to achieve. This is to be encouraged in the higher Levels of the Game.

## Opening Scenarios

Taking another obstacle before start jump	Game over, go to finish line
Red jump followed by another red jump	Game over, go to finish line
Red jump faulted	Go directly to another red
If appropriate, not going directly to another red when a red jump has been faulted, or not going to closing sequence when the red jump faulted, was the last red jump.	Game over, go to finish line
3 <sup>rd</sup> red jump faulted when there are 4 red jumps	Go directly to 4 <sup>th</sup> red
3 <sup>rd</sup> red jump faulted when there are 3 red jumps	Begin closing (2-7)
All red jumps faulted	Begin closing (2-7)
Third red jump followed by yellow 2 point	Repeat yellow 2 to begin closing 2-7
Faulting a coloured obstacle in the opening (including leaving a coloured obstacle early or leaving a combination coloured obstacle before attempting all elements) (for refusals see below)	No points awarded, go to next red, or closing if appropriate
Starting any colour and then going onto a different colour (whether or not the first colour is completed correctly)	Game over, go to finish line
Refusal of any red in opening	Refusals are not judged in the opening of Snooker. Attempt red jump again and if completed correctly points will be awarded.
Any refusal other than getting on, going into or otherwise engaging any single coloured obstacle in opening	Refusals are not judged in the opening of Snooker. Attempt obstacle again and if completed correctly points will be awarded or you can choose to attempt another colour.
Any refusal other than getting on, going into or otherwise engaging any first obstacle of a combination	Refusals are not judged in the opening of Snooker. Attempt obstacle again and if completed correctly points will be awarded or you can choose to attempt another colour.
Refusing the second or subsequent part of a combination obstacle.	Refusals are not judged in the opening of Snooker. Repeat the refused obstacle successfully and the rest of the combination correctly to gain points. If you continue on the course you will not get the points but you may continue your run, either attempting the next red or beginning the closing.
Getting on, going into or otherwise engaging a coloured obstacle but not completing (refusing). The handler then chooses to go to next red or to closing rather than reattempting the obstacle.	No points awarded for refused obstacle. You may continue your run for zero points or correct the refusal for points
Getting on or going into a coloured obstacle but not completing (refusing). The handler then chooses to go to another coloured obstacle.	Game Over as attempted two coloured obstacles
If a jump pole is knocked on a colour obstacle on the opening but ring party cannot replace	Provided the dog goes through the uprights on the next attempt to do the coloured obstacle, points will be awarded

Failure to complete all parts of a multi combination obstacle	No points awarded, go to the next red or begin the closing sequence.
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### Closing Scenarios

Red jump taken during closing (2-7)	Game over, go to finish line
Any obstacle taken after black 7 on way to finish	Not faulted, no additional points received
Coloured obstacle taken out of order in closing	Game over, go to finish line
Refusal of obstacles in the closing	Game over, go to finish line
Any fault of an obstacle in the closing	Game over, go to finish line
Taking a combination obstacle out of judge's order	Game over, go to finish line

### Opening and Closing Scenarios

Whistle blown for time up while negotiating obstacle (individual or last part of combination)	Points awarded if completed correctly
Game over and the dog does not cross the finish line	Elimination. 0 points awarded
Attempting (running through uprights) a jump from a coloured obstacle (2-7) that had been previously displaced and had not been reset	Points awarded
Any obstacle taken after whistle blown on way to finish	Not faulted but no additional points
Taking the start jump during the course, including between opening and closing	Game over, go to finish line

See Appendix A-4

### Scoring:

The winner will have collected the most points in the fastest time.

To receive a qualifying/clear round, the dog must have collected a minimum of **37 points** and must have then crossed the finish line/jump to stop the clock.

The maximum amount of points that can be earned in the game is 51 points as shown below.

In the first section, a maximum of 24 points can be earned as follows:

red jump (1 point), black obstacle (7 points)

red jump (1 point), black obstacle (7 points)

red jump (1 point), black obstacle (7 points) = 24 points.

In the second half, 27 points are earned if coloured obstacles are successfully completed sequentially before maximum course time is up, as follows:

2 (yellow) + 3 (green) + 4 (brown) + 5 (blue) + 6 (pink) + 7 (black) = 27 points

See below for an example of a Snooker course. This is an example of a plan a competitor may choose to execute on this course:

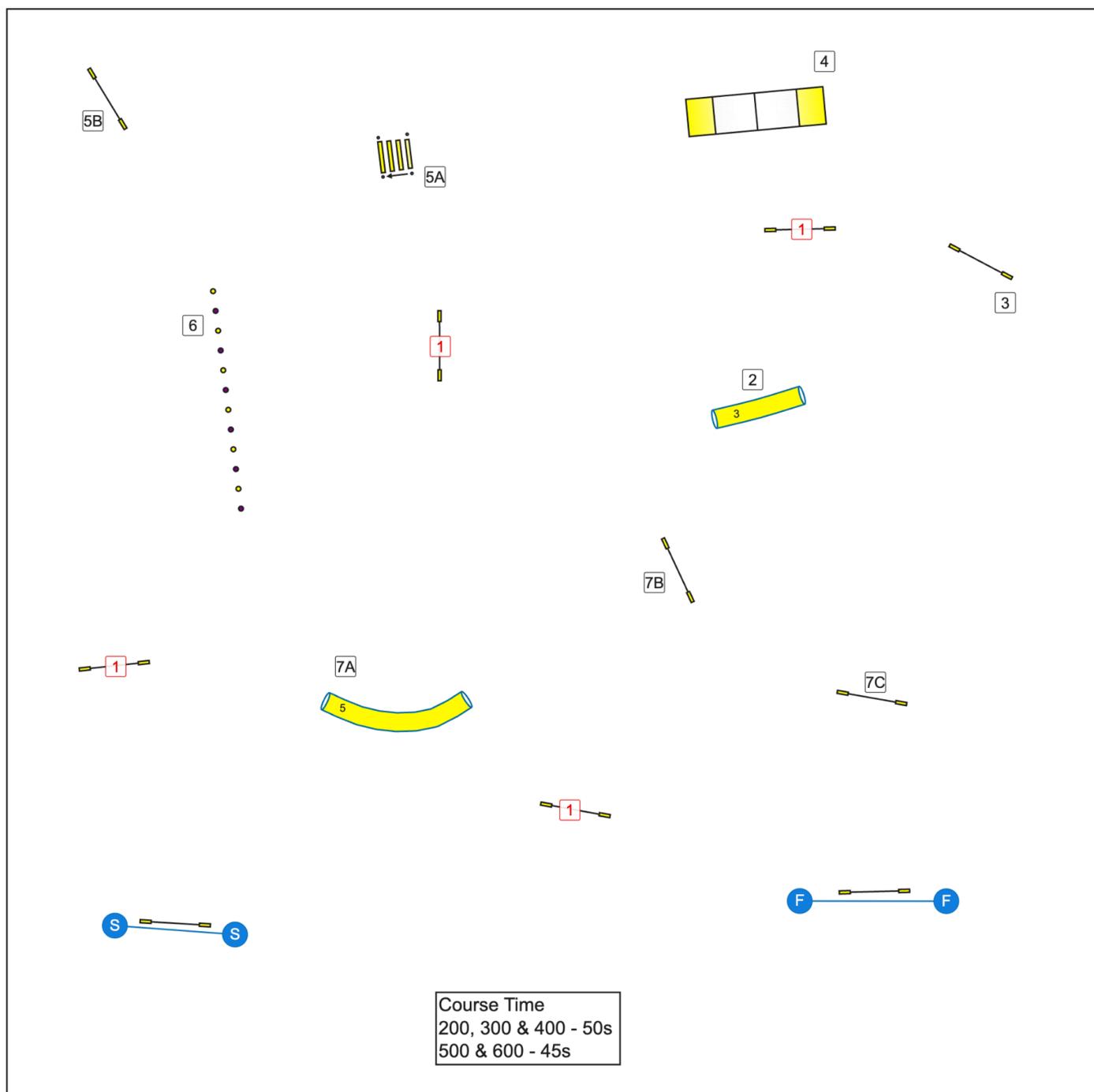
Red jump on left side of the page to 7a, 7b and 7c

Then red jump between start and finish to 7c, 7b and 7a

Then red jump at to right of weaves, into weave poles (6)

Start the closing running directly to tunnel No. 2 and then to 3 to 4 to 5 to 6 to weave poles (7), and run to the finish line.

Total points collected = 50 points



### **3.2c Power and Speed**

The goal of this game is to test the dog's versatility on a course designed in two parts. The first part is the Power section followed by the second part, the Speed section. The combined sections must have a minimum of 17 obstacles and a maximum of 20 obstacles.

The Power section is made up of the three pieces of contact equipment, one maximum long jump, one maximum spread jump (refer to A-6 for maximum jump height spreads for each Level) and one set of 12 weave poles.

All minimum and maximum distances will apply to Power and Speed as per the Performance Programme.

The Speed section may be made up with jumps, (excluding the tyre, wall, spread, and long jump) and tunnels. The course time for the Speed section will be determined using the standard course time rate for the Steeplechase class. To gain a qualifying score, the dog must be within the course time, without any faults.

The dog can be handled between the Power section and the Speed section but the dog must not be handled between the Power obstacles.

If dogs are faulted on the Power section this will be marked as an elimination and will be indicated by a whistle being blown or the judge shouting a clear direction, such as Game Over. The handler and dog may finish the Power section but cannot continue onto the Speed section.

Standard marking will apply for this class bar exceptions as specified in this section.

The relevant number of changes of side for a level must be adhered to in this class, save that it will apply to each separate section rather than the course as a whole.

### **3.2d Time Fault and Out**

The object of this game is to test agility skills against the clock with the goal of completing the greatest number of obstacles in the allocated time, without accumulating any faults.

A course is set using the same equipment and guidelines as for standard Agility classes. The judge will set a maximum course time. The handler and dog must negotiate the course without faults and within the course time. If the dog completes the course before the maximum course time is up they must immediately begin the course again. A whistle will be blown when the maximum course time has been reached. The dog must cross the finish line to stop the clock. If the whistle is blown for time up while negotiating an obstacle, that obstacle will be counted as completed, providing the obstacle is completed correctly.

If the dog faults any obstacle the judge will blow the whistle. At that time the dog's run ends and it must cross the finish line to stop the clock. If the dog fails to cross the finish line then an elimination will be incurred and there will be no score.

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.

In Time, Fault and Out, the distance between the highest numbered jump (e.g. 20) and jump 1, must not exceed the maximum distance specified so that if a dog needs to start the course again, they are not running over the maximum distance. The start jump to number 1 jump must not exceed the maximum distance specified. The highest numbered jump to the finish jump does not need to comply with maximum distance rules.

Time is a tiebreaker only. The highest number of obstacles completed successfully will determine the dogs' place.

To gain a clear round, the dog must complete the course set by the judge within the course time. The time is determined by using the Agility class travel rate for each Level.

The relevant number of changes of side for a level must be adhered to in this class, save that it will apply only to the numbered section and not to the start and finish jumps.

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

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.

Each obstacle can only be completed successfully once. All obstacles can be done in any order. There will be no refusals throughout the Game.

The Game will be deemed over (indicated by a long whistle or the judge may shout "game over")

- If a contact is taken the wrong way
- If a tunnel is taken the wrong way

In either case, the dog must go to the finish to get a time.

Faulted contacts or weaves may be attempted again during the Game. The judge must blow a whistle (a short blow) or shout "Fault" or "No" to notify the competitor they have been faulted. This does not signal that the game has finished. If the piece of equipment is completed correctly on the second attempt and/or in the case of the weave the dog is placed back in to complete the weave correctly points will then be scored. Knocked poles are not faulted and the Game can continue. The pole will not be re-set and the jump will not be able to be taken again. Retaking an obstacle that has already been completed successfully will not be faulted, but time will be wasted.

Once all of the equipment has been taken, the dog must take the finish jump. If the time runs out before all equipment is taken a whistle will blow (long blow) and the dog must take the finish jump as soon as possible. No other equipment will score after the whistle unless the judge deems the dog was in the process of taking it as the whistle was blown, in which case points will be awarded as long as the obstacle is negotiated correctly. If the whistle is blown and the dog does not complete the obstacle correctly, it will not score points if it is reattempted. Failure to take the finish jump in the correct direction will score the dog an elimination.

### **3.3 Heats, Qualifiers and Finals**

Each year Agility 4 All will run the A4A Grand Finals. This event will include individual Finals as well as team and pair events. Full rules and regulations for these events, including the heat dates, will be published by Agility 4 All at the end of December of the previous year.

### **3.4 Special Classes**

Results from these classes will not count towards Agility 4 All progression.

#### **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 tyres. For Casual Jumping, only standard jumps and tunnels will 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 & 200.

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

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

#### **3.4b Additional Classes**

A4A shows can obtain permission from Agility 4 All to hold special classes. These may include, but are

not limited to, Pairs, Teams, Knock-outs, Tunnelers and new games. The classes will not count towards A4A progression and the rules of each event must be clearly stated in the schedule.

### **3.4c A4A Baton Rules**

Classes such as Pairs and Teams include a relay, where one competitor will run immediately after another finishes. For these classes a baton will be used to control the change of active handler. The judge shall designate an area for a baton exchange between handlers. The next dog and handler to run for the team/pair will wait in this area for their turn to run. The baton exchange must happen with both handlers and their dogs within the boundaries of the designated exchange box. The baton must exchange hands without being dropped or thrown before the next handler and dog to run can move out of the exchange area to begin their course. Dogs and handlers do not need to remain in the exchange box once the baton has been passed. The baton must remain within the exchange box at all times and the returning handler must hold the baton for 5 (five) seconds to be considered a successful exchange. After this they no longer need to hold the baton. A faulted baton change is 10 faults. The handler waiting in the exchange area can hold or restrain his or her dog in any way, providing it is not deemed abusive or harsh by the judge. Dogs may be placed on leads before and after their runs while other team/pair members are running. However, a lead must not be on the dog at the time of the baton exchange. The handler waiting to run does not need to be holding the baton until the exchange needs to happen. An elimination will be incurred if another team/pair member's dog runs into the course area during another members' run. This includes taking any obstacles once they have finished their specific section of the course.

At the discretion of the judge they may appoint someone to judge the exchange box.

In view of Agility 4 All, being inclusive to all, the rules of the baton exchange can be amended at all shows to consider handlers with physical impairments.

Handlers who consider themselves to be physically impaired must present themselves to the ring manager, prior to the class briefing and course walking. Once the briefing has taken place, there can be no further adjustments to the rules. In this case an alteration is made to allow the baton to be considered to have been exchanged, and the second dog to be able to run, once the first dog has crossed the finish line. The first dog must stay within the boundary of the box at all times after this takes place. Leaving the box to return to their handler will incur an elimination. All handlers will be given the option to have the alternative baton exchange, regardless of physical status, but may use the baton if they wish. In this case, a baton judge **MUST** be appointed to judge all exchanges, to ensure the first dog does not leave the box at any time.

The second handler is still to hold the baton, and they must drop it on the floor prior to leaving the box.

When qualifying for the Grand Finals, handlers must declare on entry to the event if they consider themselves to have a physical impairment. Failure to do so, will mean the standard baton exchange rules apply. Consideration will be taken into account where illness, accident or other circumstances dictate that handlers have become impaired between qualification and finals, but this is taken on a case by case basis by A4A.

## **4.0 COMPETITIONS and SHOWS**

### **4.1 Holding A4A Competitions**

At any time, should circumstances dictate, the Show Manager, in consultation with the judges, may alter any arrangements as necessary. Such changes, and the circumstances surrounding them, must be reported to A4A and permission granted.

At every competition or show, the Show Manager shall provide or make provision for:

- Copy of the schedule
- Copy of the A4A Regulations
- A4A registration
- A4A Measuring Official
- Secretary's tent
- Suitable PA system
- Adequate toilet facilities
- Adequate exercise area for dogs
- Provisions for dog waste and its disposal
- Rubbish collection and disposal
- Direction signs to the venue
- Adequate car parking
- Adequate camping area (when camping is offered)
- Suitable ring surface
- Supply of drinking water
- Catering
- Electronic timing
- Measuring wheel
- Backup stop watches
- Whistles
- Equipment complying in full to A4A regulations
- Rosettes and prizes as stated in section 4.13.
- First Aider and supplies
- Adequate sign posts for show facilities
- Adequate firefighting equipment

In the event of cancellation of the show through circumstances beyond A4A's or show management's control, the show management may defray such expenses from the entry fees to cover the cost of the show preparation. These accounts must then be made available to the public.

### **4.2 Entries and Schedules**

All competition schedules will be available for online entry.

The following items must be included on all schedules, online or paper copies:

- A4A logo
- Dates and announcement that the show is being held under Agility 4 All Regulations
- Opening and closing date of entry
- Capping level
- Schedule of classes and fees
- Name of training centre, individual, club

- Directions to show site
- Name of Show Manager and Secretary
- Statement on venue and surface
- Description of each class offered
- Jump heights
- Names of Judges and Reserves (or "To be announced" stated if judges not confirmed)

### **4.3 Capping Level**

To ensure maximum number of runs are provided per dog, A4A shows may have a capping level applied depending on the show space and other conditions that may affect the number of runs per dog. Unlimited capping can be stated.

All entries will be accepted from the posted opening date and time until the limit (cap) has been reached or at the time of the closing date (23:59 on the closing date), whichever occurs first. Entries will not be accepted before the opening date and time.

If a show reaches its capping level no late entries will be accepted.

Entries cannot be deleted or amended after a show has capped, unless a dog has moved into a higher level in either the Performance or Steeplechase Programme or has changed height.

### **4.4 Measuring Dogs**

All registered dogs are measured for free. All dogs must be measured by an approved A4A measurer to determine the dog's jump height at or before their first show, unless they are competing at the 600 or 500(s) height. To receive a permanent jump height measurement, dogs must be two years of age. If a first measure occurs before the dog is two, the permanent measure must take place at the first show following the dog's second birthday. If the dog is aged two or over, it will only need one measurement. Dogs will be measured using official measuring devices while the dog is placed in a standing position on a flat surface such as a table. The measurement is taken from the perpendicular line from the top of the dog's withers to the flat surface. At the time of measuring, the measurement will be recorded and sent to the A4A office.

If there is controversy over a dog's permanent measurement, then the owner/handler may ask for an appointed A4A official to re-measure the dog's height and this will be the determining measurement. Handlers must tell the measurer at the time that this is a dispute measure. If they do not do so the original measurement will stand. An owner/handler may only dispute the measurement once.

A third party may challenge a dog's measure. There will be a cost of £20 for this, which will be refunded if the challenge is correct. A dog's measure may only be challenged once by another competitor or judge.

Dogs must be a minimum of 15 months of age at their first measurement.

A4A reserves the right to request a re-measure of any dog where it is felt that there is a need to validate the dog's permanent height. This can only be requested once.

## 4.5 Judges

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.

Judges are responsible for the particular ring to which they are assigned and for everything that happens in the ring from first course walking to the close of the last class.

A judge's duties include:

- Designing a fair, yet challenging course based on the Level of class they are judging.
- Submitting their course design to the Show Manager at least 4 weeks prior to the show.
- Checking the course set up and inspecting the equipment to ensure safety.
- Measuring the course to calculate the standard and maximum course time. (See Appendix A-2.)
- Finalising the course before opening the course for walking.
- Instructing ring crew and stewards.
- Briefing competitors and answering questions prior to commencement of competition.
- Ensuring ring ropes/boundaries are kept in place.
- Identifying the area in which the lead should be placed at the end of the course

A judge may only judge a maximum of 450 dogs per day unless special permission has been granted by A4A.

The judge must fault any harsh or abusive handling with elimination and immediate dismissal from the ring. This incident must be reported to the Show Manager who in turn should report this to Agility 4 All. The judge may dismiss: any handler whom they feel cannot adequately control a dog who is showing aggression, a handler with a dog who is out of control, a handler with a dog who leaves the ring out of control, a handler with a dog who fouls the ring, or a handler who, in the judge's opinion has a dog who is unfit for competition.

Judges are not permitted to judge any dog they own, but the dog can be run 'not for competition' in their ring.

The judge's decision is final and may not be disputed. A competitor may ask for clarification on a decision and which rule applies to a decision. Video evidence will not be used to challenge a judge's decision.

If an event heat has been scheduled to run after all other classes on the day have finished, the competition judges from that day who have completed judging all their classes, may compete in this event. If a judge is judging a half day of classes, then they may compete on the other half day they are not judging, i.e. if a judge is judging in the morning then they may compete in the afternoon once all the classes they are judging have finished.

Judging of the course will begin once the judge or scime gives the competitor permission to start. If the competitor begins before this, they will be eliminated. If a dog refuses the first obstacle before they have started the time, the dog will still be faulted, unless specified otherwise in the specific rules for that class.

A competitor's sporting conduct, their behaviour towards their dog, and their dog's behaviour will be assessed by the judge the entire time they are within the boundaries of the competition ring. The judge should continue to watch the dog and handler whilst they are in the ring even if they have been eliminated or are running NFC.

The judge shall refrain from making any public comment whilst judging, whether to assist or critique the handler or dog.

Once a dog has negotiated the last piece of equipment, stopping the clock, judging of the course will cease unless the performance of this obstacle is faulted, e.g., bar knocked and falling.

#### **4.6 Show Committee and Stewards**

People with the following responsibilities are all allowed to compete at the A4A show at which they are working.

##### **Show Manager**

The Show Manager is the official contact person for complaints and infractions. Their responsibility is as the main organiser of the show. They are responsible for making all final decisions with the help of the Show Secretary and/or the judge.

##### **Show Secretary**

The Show Secretary is responsible for organising entries and running orders, answering entrants' questions regarding entries and all other show administration including recording incidents and sending results to A4A.

##### **Ring Manager**

The Ring Manager is responsible for organising and delegating the ring stewards and helpers. They are also responsible for assisting the judge in any matter. They are responsible for making sure the course times and course lengths are recorded. They are in charge of the correct use of the scoring system.

##### **Scribe/Timer**

A scribe/timer (scime) is required at each class. They should make sure the electronic timing is ready prior to each run. They should check that the correct handler and dog are next to run, and it is then the judge's discretion as to whether the judge starts the competitor or the scime does. Once the competitor has started, the scimer must observe the judge, not the handler and dog, marking any faults or points the judge signals during the performance. At the end of the run, the scimer shall note the dog's time. If there is a malfunction in timing, the scimer shall immediately notify the judge. The scimer is also responsible for blowing the whistle when required in any of the Games or when the maximum course time has been exceeded, following elimination of the dog. If manual timing has to be used the timer may not compete in that particular class and must be the same person for the duration of the height.

During all A4A Grand Final events, a secondary or backup timer using a stopwatch will be required for

each run in the case of timer malfunction.

### Checking in

One person will need to book people onto the system as they join the queue. They should then ensure that people do not change places in the queue. It is highly advisable that they check to ensure that the queue is in the right order for the next 2-3 dogs to enter the ring.

### Ring Stewards

Ring stewards are required for the following jobs. They may also work more than one job:

Lead runner

Pole picker

### 4.7 Ring Layout

A4A recommends that course size be 35 metres x 35 metres where possible. Other accepted ring sizes are 32 metres x 32 metres, 40 metres x 25 metres and 35 metres x 30 metres. Rings that do not comply with this must be approved by A4A. The surface should be suitable for the safe running of dogs and handlers and be free from rocks, trees, holes, and so on, and must allow for all obstacles to sit level where placed.

Ring surface may be made of sand, all weather, grass, or astroturf.

The course area shall be defined by ropes, ring tape, or fencing to prevent spectators from interfering with the dog and handler.

Shows may provide each ring enough space for a warm up area where one jump will be placed to be used by participants getting ready to enter that particular ring. Competitors should use this area briefly to warm the dogs up for jumping. They should spend no more than one minute per dog and must be ready to run when called to do so. No other obstacles are permitted in the warmup area.

Shows may provide competitors with a practice ring. Competitors use this at their own risk, and must abide by all rules of the practice area as set out by the show management.

Dogs should not be left unattended near the ringside, especially near the entrance/exit of a ring. Under no circumstances should they be tied to ring equipment or ring ropes.

### 4.8 Course Design, Difficulties and Approval

The following descriptions are given as guidance for judges to consider when designing courses and for handlers to understand the level that the course will be designed at. It should be noted that some of these are guidelines and some are rules. **Anything that is a rule for the levels, will be in bold and italic type.**

Judges should always take into account the level of course which they are judging and should ensure that as the level of course increases/decreases, the course challenges increase/decrease to reflect this.

Course design should always take into consideration the safety of the dogs in respect to approach angles, weather conditions and ground conditions.

Course approval will determine a side change as follows: In the opinion of the course approver the majority of handler's dogs will swap from one side of the handler's body to the other.

**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.**

**Beginners** – The purpose of beginner courses and the rationale behind course design should be to develop confidence in the competition ring for what are likely to be young or inexperienced dogs. It is also to introduce the different equipment in the competition environment. This should be a smooth flowing course with one or two minor course difficulties and minor handling challenges. There will be a **maximum of four easy changes of side**, for example in the tunnel or where there is no real elimination trap. The changes of side should allow for a nice, flowing course. The main challenge will be negotiating the equipment. All equipment is likely to be in a logical place with clear approaches to contacts, weaves, tyre, long jump, wall and spread. Turns and lines should be easy to negotiate. On the whole, distance is likely to be mid-range.

**Novice** – The majority of the course should be free flowing but, in a few places, the handler's ability and dog's control should be challenged. There will be a **maximum of four changes of side and up to one major elimination trap**. All equipment is likely to be in a logical place with clear approaches to contacts, weaves, tyre, long jump, wall and spread. Turns and lines should be easy to negotiate. Distances between obstacles may not be consistent throughout the course but will comply with minimum and maximum rules.

**Senior** – The course should test both handling skills and dog control. There may be many changes of sides and elimination traps, both minor and major. Equipment may be in non-logical sequences which require a higher degree of handler and dog ability to negotiate than would be required in lower levels. Distances between obstacles may not be consistent throughout the course but will comply with minimum and maximum rules.

**Champion** – This level of course must test the versatility of the dog and handler through a variety of challenges and difficulties. There may be many changes of side and significant elimination traps, both minor and major. Equipment may be in non-logical sequences which require the highest degree of handler and dog ability to negotiate. Distances between obstacles may not be consistent throughout the course but will comply with minimum and maximum rules.

**Masters** – These courses should be set at an international standard. They should test the ability of the dog and handler to negotiate multiple and significant challenges throughout the course. Challenges should incorporate those that test the ability of the dog at full speed and extension as well as those that test the ability to perform technical sequences and negotiate sequences incorporating off course traps. **A maximum of 22 obstacles** may be used in Masters courses.

**Steeplechase - (All Levels)** All steeplechase courses should be designed with the aim of being fast and flowing courses. To distinguish between levels, the majority of course challenges should entail changes of sides. There may also be elimination challenges of increasing difficulty as dogs progress through the Levels. Distances should all be between 7 and 10 metres.

**Beginners** – There is likely to be no major elimination trap on the course.

**Novice** - The course should be free flowing but, in a few places, the handler's ability and dog's control should be challenged. There will be a **maximum of four changes of side and up to one major elimination trap**.

**Senior** - The course should test both handling skills and dog control. There may be an increased number of changes of sides and elimination traps, both minor and major.

**Champion** - The course should test both handling skills and dog control at a higher level than the Senior course. There is likely to be an increased number of changes of sides and elimination traps, both minor and major.

When designing a course, judges are encouraged to include all the different equipment in their course design. **The tyre, the spread, the long jump, and the wall jump may only be negotiated once on a course.** The dog may also **only negotiate a maximum of twelve weaves, either by negotiating a set of twelve weaves once, or a set of six weaves up to two times. Each contact obstacle may only be negotiated once, unless a contact obstacle has to be removed due to weather conditions or malfunctioning equipment, in which case a total of 3 contact obstacles may be set in the course.** For example, the dog walk has to be removed, so the judge can now set the A frame twice and see saw once or vice versa. A **dog may only negotiate the same standard jump up to a maximum of three times. Pipe tunnels may be used without restriction.** These rules do not apply to relevant games classes, in which the handler decides which path to take.

Obstacles may be placed so that they are touching each other as long as this is safe to do, and minimum and maximum dogs path rules are adhered to.

Start and finish jumps in all classes must be placed a minimum of 5 metres, on the perceived dogs path, from the ring boundary. Start and finish jumps may be used more than once each in a course, but only where the ring size is limited. If doing so, judges must consider the use of wired vs wireless timers and keep the timer cables out of the dog and handler's path. It is preferable for wireless timers to be used in this instance. Consideration must also be made to the where the next competitor will be whilst the previous dog is still running. A single jump is the only obstacle that may be used as a start or finish obstacle. The exception to this rule is the Power and Speed class, at the start of the Power Section.

### **Course Approval**

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. A4A may refuse approval for courses or parts of courses that do not comply with A4A rules or significantly deviate from the guidelines above. They may also provide suggestions to judges about ways to enhance courses that already meet the rules but may benefit from slight changes. The Show Manager is then responsible for ensuring that any judge that must make changes is informed and that all final courses for the show are sent to Agility 4 All to be kept on file. It is the show manager's responsibility to ensure that courses are set up at the show as per the course plans submitted

to Agility 4 All. Approved courses may only be changed due to malfunctioning equipment or adverse weather/ground conditions. In these instances, the Show Manager must agree to the changes with the competition judge and inform A4A a change occurred.

#### **4.9 Minimum and Maximum Distances**

The minimum distance allowed between obstacles is 7 metres. This measurement is taken from the perceived dogs' line from the centre of each obstacle. If the obstacles are set in a straight line then this measurement is exactly the same measurement as a course is measured. If the perceived route of the dog is a curved line then the judge will assume the dog will land between 0.75 and 1 metre away from any jumping obstacle. If there is an option of going two ways to the next obstacle, then the shortest path must comply with minimum and maximum distances.

A maximum distance of 10m is also to be adhered to except for contact obstacles which must be placed a maximum of 8 metres from the previous obstacle.

In the gamble sequence in Gamblers or in the Snooker closing, these minimum and maximum distances must apply. In the Snooker opening, Gamblers opening, and Snakes and Ladders these minimum and maximum distances do not apply as handlers devise their own courses. In Time, Fault and Out, the distance between the highest numbered jump (e.g. 20) and jump 1, must not exceed the maximum distance specified so that if a dog needs to start the course again, they are not running over the maximum distance. The start jump to number 1 jump must not exceed the maximum distance specified. The highest numbered jump to the finish jump does not need to comply with maximum distance rules. All minimum and maximum distances will apply to Power and Speed as per the Performance Programme.

It is therefore strongly recommended that judges measure the course twice - once for the calculation of course time and once to ensure adherence to minimum and maximum distances.

The course map overleaf represents how minimum/maximum distances should be measured.



constitute a refusal. Once a dog touches the down plank and then leaves before touching the contact point, it is a missed contact, not a refusal. Ascending the wrong ramp constitutes a wrong course. A refusal will be called if the dog runs past the start of the up ramp and has to turn back 180 degrees on the ground before it can ascend. If the dog turns 180 degrees or more prior to touching the down ramp a refusal will be incurred. Turning 180 degrees or more once the down ramp has been touched will incur an elimination for taking the piece of equipment in the wrong direction. If a dog gets on the up contact facing the wrong way this will be deemed a refusal, not an elimination.

### **Dogwalk**

The dog must ascend up the plank designated by the judge by a straight on approach, climb over the horizontal middle plank and climb down the descending plank, touching with at least one paw the contact point before completing the obstacle. The performance of the obstacle will be considered completed when all four paws touch the ground. If the dog does not touch the down contact point a missed contact fault will be incurred. Leaving the obstacle prior to touching the down plank with at least one paw constitutes a refusal. Once a dog touches the down plank and then leaves before touching the contact point, it is a missed contact, not a refusal. Ascending the wrong plank constitutes a wrong course. A refusal will be called if the dog runs past the start of the up plank and has to turn back 180 degrees on the ground before it can ascend. If the dog turns 180 degrees or more prior to touching the down plank a refusal will be incurred. Turning 180 degrees or more once the down plank has been touched will incur an elimination for taking the piece of equipment in the wrong direction. If a dog gets on the up contact facing the wrong way this will be deemed a refusal, not an elimination.

### **Seesaw**

The dog must ascend up the plank designated by the judge by a straight on approach, cross past the pivot point and descend the plank. The plank must touch the ground before the dog leaves the obstacle (at least one paw must remain on the plank). Leaving the obstacle without touching the descending contact point with at least one paw, constitutes a missed contact. If the dog leaves the obstacle before the pivot point a refusal will be incurred. Leaving the obstacle on descent, with all four paws, before the plank has reached the ground, constitutes a fly-off. If the dog is deemed to leave the plank before it reaches the ground, and misses the contact, this will only constitute one fault. A refusal will be called if the dog runs past the start of the up plank and has to turn back 180 degrees on the ground before it can ascend. If the dog turns 180 degrees or more prior to the pivot point a refusal will be incurred. Turning 180 degrees or more once the dog has passed the pivot point will incur an elimination for taking the piece of equipment in the wrong direction. If a dog gets on the up contact facing the wrong way this will be deemed a refusal, not an elimination.

### **Pipe Tunnel**

The dog must enter the end of the tunnel designated by the judge and exit the other end of the tunnel. Backing out of the tunnel, exiting the entrance (one foot must touch the ground to be considered exited) or jumping over or on the tunnel shall constitute a refusal. If the dog enters the exit of the tunnel, or touches the exit, an elimination will be incurred for taking the wrong course. If the dog turns around in the tunnel but does not exit from the entrance end no fault will be assessed. Tunnels must not be curved unless they have a length of over 4.8m. S-shape tunnels may not be used.

### **Jumps**

The dog must jump over the bar(s) of the jump in the direction designated by the judge. If any bar is displaced a fault will be incurred. Jumping over the jumps wings/standards or running under the bar will

constitute a refusal. Jumping from the wrong direction or running under the bar from the wrong direction will constitute a wrong course.

### Spread Jumps

The dog must jump over the bars of the jumps in the direction designated by the judge, without displacing any of the bars. The back bar is set at the jump height. The lower bar is to be set 10cm below this. The approach angle should not be greater than 45 degrees. Jumping over the jump wings/standards, running under the bars, failure to jump the front and back obstacles as one unit will all constitute a refusal. Jumping from the wrong direction or running under the bars from the wrong direction will constitute a wrong course.

### Wall Jump

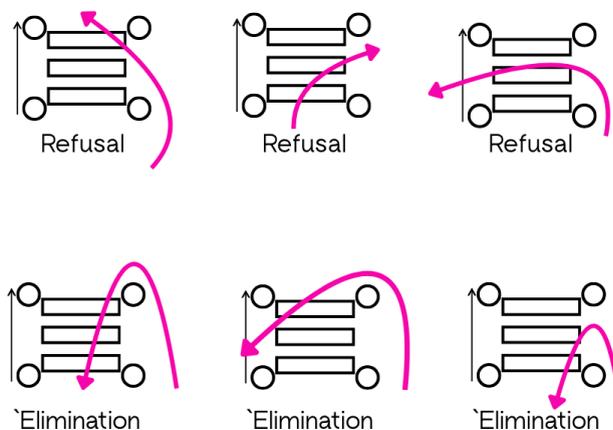
The dog must jump over the wall in the direction designated by the judge, without displacing any of the bricks. Displacing a brick or knocking over a pillar will constitute 5 faults. Jumping over the pillars will constitute a refusal. Jumping the wall from the wrong direction will constitute a wrong course.

### Tyre Jump

The dog must jump through the tyre in the direction designated by the judge by a straight on approach. Jumping between the frame and the tyre or jumping over or under the tyre constitutes a refusal. Jumping through the tyre in the wrong direction constitutes a wrong course. Breaking the tyre, so that the two halves do not touch either temporarily or permanently, in the course of attempting to jump it will constitute 5 faults. Breaking the tyre as a result of a refusal will gain an elimination as the tyre is then unable to be completed correctly.

### Long Jump

The dog must jump over the elements of the long jump without any of the elements falling over. The dog will incur a fault if it walks on, paddles on, or steps between or on the elements. Casual contact will not be faulted. If the marker poles are knocked over this will not be faulted. The dog must cross between the front marker poles in the direction of the lowest element, clear the span of the elements and exit between the back of the marker poles. If the dog enters and exits the jump sideways or begins the jump in the correct direction, but then exits the side of the jump, a refusal will be incurred. Jumping the obstacle from the wrong direction will constitute a wrong course. Walking between the planks with no attempt to jump will constitute a refusal.



Long Jump judging scenarios

## Weave Poles

The dog must manoeuvre in and out of the line of poles entering with the first pole adjacent to the dogs left side. Each incorrect entry will be classed as a refusal. After entering the weaves correctly, the dog can only be faulted once, (one standard fault) for a mistake during the negotiating of the weave poles. These faults include coming out of the weaves while no longer focused on performing the piece of equipment, skipping one section or pole during the duration of the weaves, a significant pause of action, the dog wrapping around a pole one full rotation. The dog is considered to have missed a section if the dog has to turn back to manoeuvre between the correct poles.

Failure to complete the obstacle correctly before proceeding to any further obstacles will constitute a wrong course. If the dog back weaves (turning and passing a shoulder through one pole followed by the other shoulder passing another pole in the wrong direction (weaving)), a wrong course will be incurred. If the dog comes out of the poles, the dog must either re-enter the poles exactly where they came out or must start the weaves again.

## 4.11 Scoring

Starting the dog from outside the ring.	Elimination
Negotiating an obstacle before the judge or scime has granted permission to begin	Elimination
Excessive time on start line (over 45 seconds) after permission has been granted to begin	5 faults
Excessive time on start line (over 45 seconds) after permission has been granted to begin in Games	-5 points
After the above excessive time on start line has been faulted, a further 45 seconds on start line	Elimination and dismissal
Toys going past the plane of the first jump, provided they are not held by the handler or visible to the dog	No fault
Training aids going past the plane of the first jump, including training/bum bags or anything else which the judge deems can be used as a training aid	Elimination
Missed contact points on seesaw, A-frame, dogwalk	5 faults
Fly off on seesaw	5 faults
Fly off on seesaw and missed contact	5 faults
Turning 180 degrees or more on a contact before the refusal point	5 faults (refusal)
Turning 180 degrees or more on a contact after the refusal point	Elimination
Any bar knocked from jump	5 faults
Knocked plank from long jump	5 faults
Knocked wall brick or pillar	5 faults
Breaking tyre while attempting to jump it	5 faults
A bar, long jump plank, wall brick or pillar falling after the dog has started the next obstacle	No fault
Failure to go through the uprights of a jump where the pole has already been knocked down. If the equipment has fallen in a way that makes this impossible for the dog, the judge must deem whether the handler has	Elimination

made the best attempt possible to go through the area where the obstacle was	
Dog stepping on or through long jump planks	5 faults
Refusal - A refusal is a significant hesitation in front of an obstacle, turning back from an obstacle after beginning an approach, running past an obstacle to be performed, or improperly performing an obstacle as described in obstacle performance standards. The refusal line shall be defined as crossing the line of the front plane of an obstacle except where described differently under the Obstacle Standards section above. Specific examples are given in the refusal guidelines at Appendix A6	5 faults (refusal)
3 refusals	Elimination
Refusal of first obstacle (excluding significant hesitation)	5 faults (refusal)
Handler stops the dog while on approach to the first obstacle	5 faults (refusal)
If a dog refuses an obstacle but in doing so alters the equipment so it can no longer be completed correctly (e.g. runs under jump and knocks pole with back, runs into wing demolishing jump, runs under tyre and breaks it)	5 faults (refusal) and then Elimination
Dog touching the wrong side of an obstacle on an around the back sequence	Elimination
Failure to complete an obstacle	Elimination
Casual contact with handler that aids performance	5 faults
Handling the dog	Elimination
Deliberate contact with the dog preventing a fault	Elimination
Casual contact of equipment by handler that does not aid performance	5 faults
Handler touching equipment that displaces a pole, wall brick or long jump element after the dog has completed it. (This does not include the long jump marker pole which will not be faulted, as long as this does not aid performance)	5 faults
Handler or dog touching or disturbing equipment and altering it so dog cannot complete it	Elimination
Touching equipment by handler that aids performance	Elimination
Handler going through weave poles, jumping or moving over or going under any part of any obstacle, moving through any obstacle or traversing over a piece of equipment.	Elimination
Handler putting hand or arm through weaves or over contact equipment	No fault
Handler stopping timing either deliberately or accidentally	Elimination
Wrong course The dog will be assessed as running a wrong course if it in any way touches or jumps over an obstacle out of sequence with the course design or begins to take an obstacle in the wrong direction. Running under a contact obstacle will not constitute a wrong course.	Elimination
Dog fouling the ring	Elimination and dismissal
Dog out of control	Elimination and dismissal
Dog leaving the ring out of control	Elimination and dismissal
Food in the ring, provided it is in a zipped pocket and not to be given anywhere within the boundary of the ring	No fault
Food being given anywhere within the boundary of the ring	Elimination and Dismissal

Training in the ring	Elimination
Repeating equipment for the purpose of training (when NFC not stated)	Elimination and dismissal
Signs of aggression in the dog, including biting handler	Elimination and dismissal
Any abusive or harsh handling - <b>Must be reported to show management.</b>	Elimination and dismissal
Dog being walked into the ring on two legs	Elimination and dismissal
Dog unfit for competition	Elimination and dismissal
Dog wearing illegal collar	Elimination and dismissal
Outside assistance Outside assistance is any assistance from any other person who helps a competitor gain an unfair advantage (with the exception of guide handlers, rule 4.11b)	Elimination
Over standard course time Any fraction of a second over course time will be added to the total number of faults as that fraction of time, e.g., 1.49 seconds = 1.49 faults.	1 to 1 ratio
Relay (e.g., Pairs/Team) elimination	50 faults
Baton fault	10 faults
Elimination for dog or handler conduct in Games classes	0 points scored
Any Elimination in a games class	0 points scored
Eliminated dogs going over maximum time	Dismissal
Dog running in wrong Level	Elimination and not permitted to run in correct Level in that class

Judging of the dog and handler, in relation to behaviour and conduct, will begin as soon as the dog or handler enters the ring, and continue until the dog and handler have left the ring. Judging of course faults will begin once the judge gives the competitor permission to start. Once a dog has negotiated the last piece of equipment, stopping the clock, judging of course faults will cease unless the performance of this obstacle is faulted. All standard course faults are marked in 5 units. Scoring on a course shall determine the winner, who will have the fewest faults with time used as a tiebreaker.

#### 4.11b Guide Handlers

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.

#### 4.12 Not For Competition

A handler may choose to run "not for competition" (NFC) **only** in any class in which they are eligible to compete. This must be stated in advance of the run and noted on the scribe sheet with NFC. All NFC runs in all classes will be given 60 seconds or the standard course time, whichever is greater, to train and practice on the course. Time starts as soon as the dog takes an obstacle or as soon as the handler returns to the dog on the start line.

Handlers running not for competition may use a toy or other similar training device for rewarding their dog's performance. They may also choose to have another person assist them in the ring during their course time. However, no food or audible training aids/toys are allowed. In addition, handlers may not

alter the equipment in any way by putting something on, in, under, or over it, with the exception of stride regulators or RC mats. If using stride regulators or RC mats, the handler must place these before the NFC run starts, if the judge deems the handler to be using excessive time to do so, the handler and dog will be dismissed from the ring.

Handlers are not allowed to run their dogs in Performance or Steeplechase classes at a lower jump height than their measured or select height but may elect to do so in Casual Classes.

The judge shall not judge the dog running not for competition, but shall continue to watch the handler to ensure safety, good judgement and fair treatment of the dog. If a handler does not state NFC prior to their run and the judge deems them to be training they will be eliminated. If they repeat a piece of equipment for the purpose of training they will then be dismissed from the ring.

Please note that NFC runs are **not** permitted in Masters classes.

#### **4.13 Prizes and Awards**

Placement rosettes for qualifying rounds will be awarded to the top four of each class. For non-qualifying rounds, rosettes will be awarded for the following

- 5 or less dogs in a class – 1<sup>st</sup>
- 6-10 dogs in a class – 1<sup>st</sup> and 2<sup>nd</sup>
- 11-15 dogs in a class – 1<sup>st</sup> to 3<sup>rd</sup>
- Over 15 dogs in a class – 1<sup>st</sup> to 4<sup>th</sup>

Prizes or trophies shall be provided in the following way:

- 5 or less dogs in a class – no prize/trophy
- 6 to 49 dogs in a class – 1<sup>st</sup>
- 50 to 100 dogs in a class – 1<sup>st</sup> and 2<sup>nd</sup>
- More than 100 dogs in a class – 1<sup>st</sup> to 3<sup>rd</sup>

A4A encourages shows to provide high quality prizes or trophies.

There is no longer a requirement for qualifying and non-qualifying rounds to have different rosettes, however, whilst shows still have stock of both Q and non-Q rosettes, these will be awarded to competitors accordingly.

In the event of a tie for any place where there are progression points, there will be a runoff over the course the tie was obtained on, to determine which handler/dog gains the higher award and progression points.

The number of rosettes, prizes and trophies is to be calculated on the pre-entered numbers .

#### **4.14 Timing, Equipment Failure and Interference on course procedures**

If during a competitor's run the electronic timing fails, either having not started or stopping for any reason, the timer must immediately announce "timing failure", notifying the judge of the malfunction. The competitor should continue on course until the judge stops them. When the judge stops the run, the dog will then re-run for time, but will keep the faults incurred before the failure. If no faults were given

and the dog faults an obstacle on the rerun before the place of the notification of failure, no faults will be given.

If at any time during a class, the electronic timing fails and cannot be repaired or replaced with another unit, manual timing will be used for the remainder of the class.

In the event that equipment breaks and cannot be replaced or repaired, any dog which is currently lying in a placed position that scores more than 2 progression points may rerun the course. If they do not want to re-run or are no longer available to run e.g. have left the site, then they will get Clear Round points only. No new faults will be incurred, but new times will be given. During this time if the judge feels that the individual did not make a genuine effort to run clear in a sportsmanlike manner, it is in the judge's right to eliminate that competitor. Those who ran clear prior to the failure but who do not currently have a placed position that scores more than 2 progression points are still considered clear and do not need to rerun. Those who had not yet run the original course will run the new course as normal.

In the event that equipment is set incorrectly, such as a jump or A-Frame set at the wrong height, these procedures should be followed:

For jumps (including long jump, wall, spread) set too low/short – The jump will be left as it is for the remainder of the class.

For a tyre or A-Frame set at the wrong height, or any jump or obstacle set too high - The obstacle will be reset to the correct height. Anyone who has already run clear and received no course or time faults, will be offered the opportunity to rerun for time and may only incur faults on the previously incorrect obstacle and the obstacle immediately after it. If the handler does not wish to rerun, then they will only be able to gain clear round progression points and will be removed from the placings.

A rerun will also be offered to any dog that previously ran and incurred a fault either at the incorrectly set piece of equipment, while proceeding to the next obstacle or at the next obstacle itself e.g. The A-frame was set incorrectly and the dog either faulted the A-frame, got eliminated on the way to the next obstacle or refused/faulted the next obstacle. However, all faults incurred before the faulty obstacle and all faults scored after the next obstacle immediately following the faulty obstacle will stand, e.g. The A-Frame (obstacle 13) was incorrect, the dog was marked on the A-frame contact and went on to fault the seesaw contact (obstacle 17). The faults for the seesaw will still stand on the rerun.

If a weather condition causes a jump pole to fall, a long jump element to fall over, a brick to fall out of the wall or the tyre to open, the dog should proceed through the piece of equipment in the correct direction and continue on the course. If the judge deems the piece of equipment has become dangerous or the altered state of the equipment has caused a significant disadvantage or advantage they should ask the handler to stop. If a handler chooses to abort the run and the judge does not agree it was dangerous or was disadvantageous, then the handler will be eliminated.

If a spectator, animal, or something in the environment interferes with the dog on course in a manner that is not considered normal for an agility event, and the judge deems that interference to have had a detrimental effect on the dog's run, the judge may offer a re-run. The judge will try to stop the

handler as soon as the interference occurs.

If a competitor is stopped by the judge, the competitor should then leave the ring, without performing any additional obstacles, and the re-run should occur within 5 minutes.

All faults or points from the first run will count up to the point of the interference. The judge must deem that the handler has made a true and sportsman-like effort in the re run, to complete the course correctly (e.g., work the contacts as the handler did in the first run) or additional faults can be added. If no faults were given and the dog faults an obstacle on the rerun before the place of the notification of the need to stop, no faults will be given.

#### **4.15 Collars and Leads**

Dogs must not wear any type of slip or half-slip lead, head collar, muzzle, harness or any collar not described below while under judge's orders. A flat, none slip, close fitting collar is permitted providing the only attachment is a plain identification panel as a part of the collar but not attached by a ring - no tags that hang or dangle are allowed. Handlers with a visual impairment may run a dog wearing a collar with bells sewn into it. The bells must not dangle free on the collar. This is done at the risk of the owner and they must make the ring manager aware before they run the dog, so the judge can be informed. Agility 4 All encourages proper identification of each dog in case of escape or any other mishap and, if running without a collar, a collar with identification should be immediately placed on the dog once the run is complete. A dog may wear a maximum of two collars providing the second collar is used for veterinary treatment, such as a flea collar, magnetic collar etc. These second collars must conform with the above description of permitted collars.

Stop pad protectors may be worn by a dog. Handlers that run dogs with collars and/or stop pad protectors do so at their own risk. Handlers that run dogs without identification do so at their own risk. These rules also apply to NFC dogs.

Leads are permitted to be placed at the end of the course either on the ground after the finish line or in a container or hook designated for leads. Leads may not be thrown at the finish by any person before the dog has crossed the finish nor can leads be used to lure or enhance a dog's performance by anyone outside the ring. If it is deemed by the judge that this has taken place the dog will be eliminated.

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.

#### **4.16 Start and Finish Line Scenarios**

Timing gates should be placed before the first obstacle and after the last obstacle. With the exception of Power and Speed, the only obstacle that may be used at the start and at the finish of a course is a single jump.

Toys, non-food training aids and bum bags may be carried to the start line prior to a run starting. Toys can stay with the handler but must not be carried in the hand during the run and must be placed in a pocket. Once the dog is no longer under test, the handler is then permitted to get the toy out and reward the dog. Non-food training aids and bum bags must be left at the start line before the run commences. Bum bags or non-food training aids going past the plane of the first jump, or anything

which the judge deems can be used as a training aid, will incur an elimination. They may not be carried, either in the hand, about the person or by the dog, during the run. They may not be left in a position that aids performance at the finish.

A dog must be inside the ring boundaries before the handler commences the run. Starting the dog from outside the ring will be deemed an elimination. A handler may choose to start their dog from the other side of the first obstacle, which will not be faulted.

It is the judge's discretion as to whether the judge or the scribe will give permission directly to the competitor to start the run. This will be confirmed in the briefing before classes. Scribes should confirm the handler's name before the handler starts.

Refusals on the start jump can be called once the dog is deemed to have started its approach. However, a significant hesitation refusal cannot be faulted on the start jump if a dog moves forward and stops itself prior to this.

Prior to the dog taking number one, the handler may return to the dog without incurring a fault. However, if the dog has moved forward, with the judge deeming the dog was on approach and the handler stops the dog, turns the dog away, or moves the dog backwards from the first obstacle to reset the dog, a refusal will be called. If a dog refuses the first obstacle, then it will be deemed to have started the course and normal judging rules will then apply as the handler corrects the mistake.

For example, after a refusal is called on obstacle number one, if the handler touches the dog they will be eliminated for handling. If the handler sets the dog up and leaves it in a stationary position this will now be deemed a refusal for significant hesitation. If the dog moves forward now and stops in front of the jump it can be called for a significant hesitation.

Refusal of the last obstacle will be judged as for any other piece of equipment.

A refusal of the first obstacle by passing the plane, a significant hesitation that does not start the timing, or a refusal at the finish obstacle where the dog stops the timing will incur a 3 second penalty that will be added to the dog's time. At events where the electronic timing system is able to time these events correctly, this additional time will not be added. If an event has manual timing then the manual timing should begin as the dog passes the plane of the first jump and end as the last obstacle is negotiated in the correct manner.

Excessive time on the start line (over 45 seconds) after permission has been given to begin will be given 5 faults or minus 5 points in Games. If the handler does not begin within a further 45 seconds they will be eliminated and dismissed from the ring.

#### **4.17 Rules of Conduct**

A4A promotes dog agility pursuant to regulations consistent with international standards as a competitive, spectator sport. All competitors shall conduct themselves in a professional and sportsmanlike manner consistent with the foregoing statement of purpose and seek to uphold, and enhance where possible, the image of the sport and A4A through such conduct and actions. Handlers also promise to keep their own and their dog's welfare and best interests in mind when training and competing.

Each competitor acknowledges through their membership and entry to the A4A event that their participation is a privilege and not a right.

If a competitor wishes to raise any concerns with a judge's course or equipment, they must first speak with the Show Manager or Show Secretary and not the judge directly. The Show Manager and/or Show Secretary will then deal with any concerns, accordingly, including speaking to the judge if necessary.

Should a competitor display any behaviour that is deemed inappropriate to any members of A4A staff, including but not limited to the Show Manager, Show Secretary, Judges, Ring Managers or Ring Parties they will be asked to leave the show immediately, with no refund for entries or camping. 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.

The following is a partial list of infractions which A4A officials may take action for:

Abuse of a dog on the grounds · Actions that may have the appearance of abuse of a dog · Wilful misconduct or interference with a competitor's right to show · Any acts of poor sportsmanship · Violation of procedural rules · Compulsive, correctional training on the grounds · Wilful misrepresentation on entry forms · Wilful misrepresentation of animals · Dog aggression · Failure to exercise diligence in the control of the behaviour of their dog · Intimidation and/or impolite confrontation of anyone involved in any A4A event.

#### **4.17a Social Media Conduct**

Cyber bullying of any kind towards A4A, competitors, judges, helpers or volunteers will not be tolerated. Examples of cyber bullying include but are not limited to, communications that seek to intimidate, manipulate, falsely discredit, put down, try to control, rudely confront, demand, and comments that try to incite further issues. Furthermore, A4A is committed to maintaining an environment that is built on mutual respect and is free from racism, discrimination, and harassment. In keeping with this goal, any behaviour that is hateful towards race, colour, religion, creed, national origin or ancestry, ethnicity, sex and gender will not be tolerated. Any of these cases may sanction removal from all associated social media pages and even lead to expulsion from A4A events and even further, expulsion of organisation membership.

## **A-1 Equipment Specifications**

The following obstacles meet with the approval of Agility 4 All. A 1.5cm variable on measurements except for jump height cups and weave pole distances will be accepted. Agility 4 All encourages equipment suppliers or providers to contact the Agility 4 All office if in doubt.

### **Jumps**

Width of wings: 400mm minimum.

Length of poles: 1.20m minimum 1.60m maximum.

Plank length: 1.20m minimum 1.60 maximum.

The heights available must be: 200mm, 300mm, 400mm, 500mm, 600mm.

The top bar or plank must be easily displaced by the dog.

200mm jump height may be a minimum of 175mm.

Additional cups may be left on the wings as long as they are securely fitted and rotate 180 degrees from the "in use" direction. If this is not possible, they must be removed.

### **Wall Jump**

A wall should have displaceable units on the top.

The wall should be made of soft, impact absorbing materials.

The width of the central jumping area is a minimum of 1200mm and a maximum of 1600mm, excluding pillars.

Depth of wall is a minimum of 200mm at base and a minimum of 135mm at highest point.

Pillar height should be a minimum of 1100mm and a minimum of 300mm square width.

Displaceable blocks and tiles on top no greater than 200mm wide.

The heights available must be: 200mm, 300mm, 400mm, 500mm, 600mm

It is at the judges' discretion whether to peg/secure/weight the wall pillars, however they should be pegged/secured/weighted if weather conditions create the need for this.

### **Spread Jump**

Two jumps placed together with the poles set at ascending heights. The lowest pole must be set at least one jump height below the highest pole. Length of spread is defined in A4A Rules and Regulations table Maximum Ascending Spread Lengths (mm).

The distance between the two poles should be measured from the front of the first pole to the back of the second pole on a flat trajectory.

Collapsible poles are permitted for use in spread jumps, only on the back pole.

### **Tyre**

Aperture diameter: 500mm minimum.

The heights from the centre must be 400mm, 450mm, 550mm, 650mm, 750mm. If the correct height is not available for the 200 height then the tyre will be removed. If the correct height is not available for the 200 height then it will not be used.

The height of the hoop should be adjustable.

Measurements are taken from the centre of the hoop in a straight line to the ground.

The frame must not exceed the top of the hoop when set at maximum height and must be close coupled to the frame (i.e., not suspended by chain or other mechanism). Fixtures must be substantial or secured in such a way that dogs cannot knock the obstacle over from either direction.

The hoop must be of a consistent shape and constructed using an impact-absorbing material. The

hoop should swing open in a saloon doors fashion, thereby having no pieces fall to the ground. Both sides must have an ability to swing open 100 degrees or more from the closed hoop position. The hoop must not be self-return but manually reset. The two halves should be held in place at the top and bottom of the hoop using magnets.

The Tyre should be pegged down where it is possible to do this.

### **Long Jump**

To comprise 1 to 5 units. 200mm – 1 unit, 300mm – 2 units, 400mm – 3 units, 500mm – 4 units, 600mm – maximum 5 units.

Unit length: 1000mm minimum.

Maximum length of jump: as per A4A Rules and Regulations table Jump/A-frame Heights.

*First unit height: 150mm*

*Fifth unit height: 280mm*

*Depth of each unit is 150mm*

*The second, third and fourth unit heights should be evenly distributed between the first and fifth.*

The long jump should be made of a soft, impact absorbing material.

Marker poles height: 1.200mm minimum.

These should be placed at each corner and should not be attached to any part of the obstacle. They must be placed tight to elements. Elements should still be able to fall but marker poles should be close enough to prevent a dog going between a pole and any element.

### **Pipe Tunnel**

Diameter: 600mm minimum.

Length: 3m minimum.

Distance between metal supports: between 150mm to 200mm with a mean of 175mm.

Material made of PVC must at least be 500gsm.

Tunnels must have at least one tunnel holder per metre plus one extra holder. Tunnel holders must be sited and adjusted correctly, to ensure the tunnel is held in place. They must not reduce the diameter of the tunnel.

Show Managers and equipment suppliers are encouraged to use tunnels made from light colours.

### **Weaving Poles**

Pole height: Minimum 760mm.

Pole diameter: between 30mm to 40mm. Distance between poles: 600mm.

The number of poles should be 6 or 12.

The poles must be of rigid construction.

The base must have support bars at the bottom of each pole and they must be positioned away from the side a dog would normally travel to negotiate each pole.

### **A-Frame**

Constructed of two ramps wide-hinged at the apex.

Length of ramp: 2.75m.

Width of ramp: a minimum of 900mm. The base of the ramp can be 1.2m.

The heights available must be: 1.7m and 1.6m.

Slat depth: between 9mm and 15 mm.

The last 1.067m from the bottom of each ramp should be in a different colour. Each ramp is to have a non-slip rubber surface approved by Agility 4 All, and anti-slip slats at intervals of approximately 280mm

but not within 100mm of the start of the contact area.

### **Seesaw**

This obstacle will consist of a plank firmly mounted on a central bracket.

Length of plank: a minimum of 3.66m

Width of plank: a minimum of 300mm.

Height of the central bracket (measured from ground to top of plank): between 600mm - 610mm.

The last 914mm from each end should be a different colour.

The plank should be a non-slip rubber surface approved by Agility 4 All but must not have anti-slip slats.

The seesaw must start to tip and then touch the ground between 2-3 seconds after a weight of 1kg has been placed in the middle of the down contact.

### **Dogwalk**

This obstacle will consist of a central plank with firmly fixed planks at either end.

Length of plank: a minimum of 3.66m

Width of plank: a minimum of 300mm

Central plank height: 1.20m

Slat depth: between 9mm and 15 mm.

The last 914mm from the bottom of each ramp should be a different colour. Each ramp is to have a non-slip rubber surface approved by Agility 4 All, and anti-slip slats at intervals of approximately 280mm but not within 100mm of the start of the contact area.

## A-2 Course Measuring, Rates of Travel and Standard Course Time Formulas

### Measuring the Course

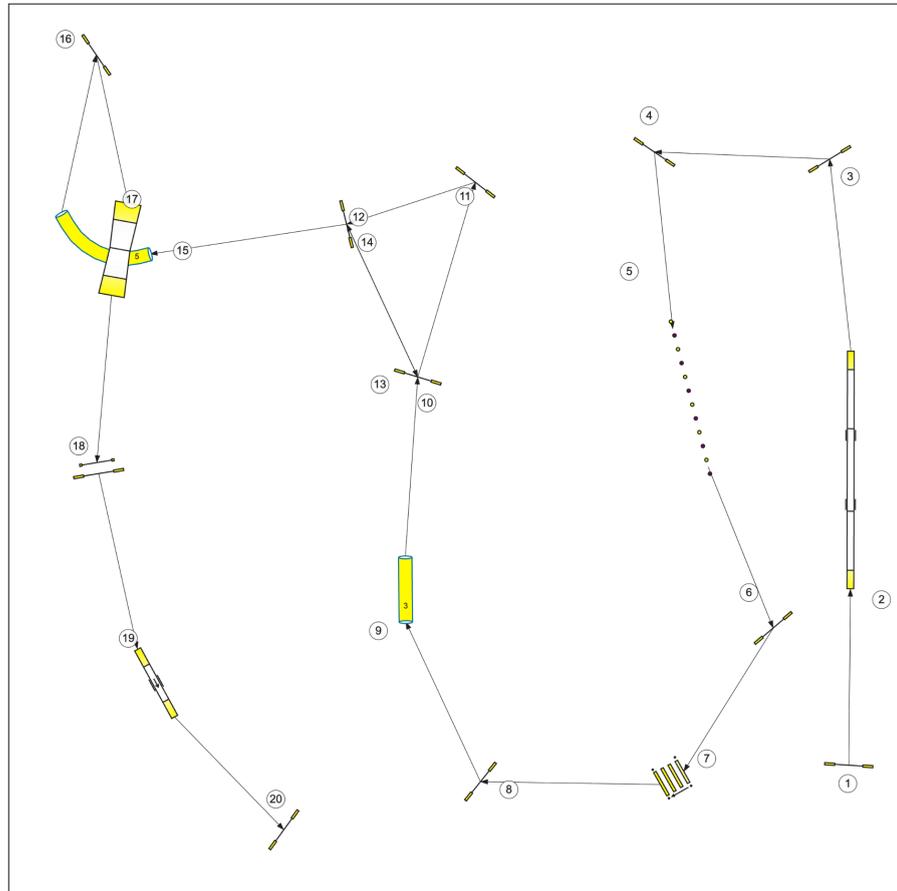
A4A has set a standard of measuring which will result in uniform measuring regardless of the individual dog. Judges are required to measure their courses to determine the standard course time for their class under the clear round system.

The course will be measured using a surveyor's wheel and shall be measured in units of metres. The course shall be wheeled from centre to centre of each obstacle in a straight line, measuring the shortest possible line.

When wheeling a course where a decision to turn left or right occurs, regardless of the angle/direction of the previous line, the measuring shall take place in the direction of the shortest line to the next obstacle.

Measuring shall take place prior to the setting of the poles on the jumps. The wheel should be placed at the start of the first obstacle and wheeled accordingly.

Following is a sample course with wheeled lines and a description of the lines from obstacle to obstacle.



**1 to 2** - Wheel is placed at the centre of the jump and wheeled in a straight line to centre of the front plane of the ascending ramp. The wheel is picked up and placed laterally of the point where it was stopped and wheeled along the length of the dogwalk, stopping where the dogwalk ends.

**2 to 3** - Wheel is placed at centre of the descending plane of the dogwalk and wheeled in a straight

line to the centre of the jump.

**3 to 4** – Wheel starts at a point where a parallel line can be measured laterally from the centre of the jump and wheeled parallel on the landing side of the jumps, stopping at the point laterally centre of jump 4.

**4 to 5** - Wheel is placed at the centre of the jump and wheeled in a straight line to the first pole of the weave poles. The wheel is picked up and placed laterally at the point where the wheel met the first pole and wheeled laterally in a straight line to the end of the last pole.

**5 to 6** - Wheel is placed at the last weave pole and wheeled in a straight line to the centre of the next jump.

**6 to 7** - Wheel is placed at the closest/logical plane to the next obstacle and wheeled in a straight line to the centre of the first element of the long jump.

**7 to 8** – The wheel is picked up and placed laterally at the point where the wheel was stopped and wheeled along the length of the long jump stopping where the long jump ends. The wheel is placed at the centre of the last element of the long jump and wheeled in a straight line to the centre of the next jump.

**8 to 9** – Wheel starts at the centre of the jump and wheeled on the landing side of the jump parallel as close to the jump as possible to achieve a straight line to the end of the wing towards the next obstacle (pipe tunnel). From that point, wheeling continues in a straight line to the centre of the entrance of the pipe tunnel. The wheel is picked up and taken to the centre of the exit of the tunnel. NO measuring is carried out along the tunnel. The tunnel length must be added to your course length at the end of the course.

**9 to 10** – Wheel is placed at the centre of the exit of the tunnel and wheeled in a straight line to the centre of the jump.

**10 to 11** – Wheel starts at the centre of the jump and wheeled in a straight line to the centre of the next jump.

**11 to 12** – **(Example of pull through.)** The wheel starts at the centre of the jump and wheeled on the landing side of the jump parallel as close to the jump as possible to achieve a straight line to the end of the wing towards jump 12. It is then wheeled from the end of the wing to the centre of jump

**12 to 13** – **(Example of 270 degree jump setup.)** The wheel starts at the centre of the jump and wheeled on the landing side of the jump parallel as close to the jump as possible to achieve a straight line to the end of the wing towards jump 13. It is then wheeled in a straight line to the closest wing of the take-off side of jump 13. Then wheeled parallel to the jump to the centre.

**13 to 14** - Wheel starts at the centre of the jump and wheeled in a straight line to the centre of the next jump.

**14 to 15** – Wheel starts at the centre of the jump and wheeled in a straight line to the centre of the entrance of the tunnel. The wheel is picked up and taken to the centre of the exit of the tunnel. NO measuring is carried out along the tunnel. The tunnel length must be added to your course length at the end of the course.

**15 to 16** – Wheel is placed at the centre of the exit of the tunnel and wheeled in a straight line to the centre of the jump.

**16 to 17** – Wheel starts at a point parallel to the centre of the jump and wheeled in a straight line on the landing side of the jump to the end of the wing in the direction that will give the shortest distance to the next obstacle. (The shortest distance in this example is left). From the end of the wing it is wheeled in a straight line to the centre of the ascending plank of the A-frame. The wheel is picked up and placed laterally to the point where the wheel was stopped and wheeled along the length of the A-frame stopping where the A-frame ends.

**17 to 18** – Wheel is placed at the centre of the descending plank and wheeled in a straight line to the

centre of the next jump.

**18 to 19** – Wheel starts at the centre on the jump and wheeled in a straight line to the centre of the start of the seesaw. The wheel is picked up and placed laterally at the point where the wheel was stopped and wheeled along the length of the seesaw.

**19 to 20** – Wheel is placed at the centre of the end of the seesaw and wheeled in a straight line to the centre of the last jump.

### Calculating Course Times

Once the course has been measured and the result is rounded up to the nearest whole number including the length of the tunnels, the standard course time (SCT) can then be calculated using the following formulas. Once calculated, the time is then also rounded up.

#### 600 and 500 jump heights:

Measured course (metres) / rate of travel (metres per second) = SCT (seconds)

#### 400, 300, and 200 jump heights:

Large SCT + Level percentage increase (see table below) = SCT

#### Casual Classes: (Use Beginners Agility rate of travel)

Large SCT + 3 seconds + Level percentage increase (see table below) = Casual course time.

### Rates of Travel

The following rates of travel are measured in units of metres per second. When calculating the SCT of a course the judge should divide by a rate that reflects the difficulty of the course. A general rule of thumb is that the more difficult a course, the lower the rate of the range should be used.

#### 600 and 500 Dogs Rates of Travel

Agility		Jumping and Steeplechase	
Level	metres/second	Level	metres/second
Beginners	2.5 – 2.9	Beginners	2.75 – 3.25
Novice and Junior	2.5 – 2.9	Novice and Junior	2.75 – 3.25
Senior	2.9 – 3.15	Senior	3.25 – 3.5
Champion	2.9 – 3.15	Champion	3.25 – 3.5

#### 400, 300 and 200 Rates of Travel

Agility		Jumping and Steeplechase	
Level	metres/second	Level	metres/second
Beginners	add 20%	Beginners	add 20%
Novice and Junior	add 15%	Novice and Junior	add 15%
Senior	add 10%	Senior	add 10%
Champion	add 10%	Champion	add 10%
Casual	2.5 – 2.9 + 3 seconds add 20%	Casual	2.5 – 2.9 + 3 seconds add 20%

## A-3 Disciplinary Procedure

### Clear Cut Infraction

A4A holds inherent rights with its business, which includes the manner in which its events are conducted and with all discretions on how and when to take actions, impose penalties or fines and sanctions on any individual who is deemed to display conduct that is contrary to the best interest of A4A, its events and its competitors. If a person or dog is in violation of the A4A rules and acts in an aggressive way towards another dog or person, the show manager has the right to dismiss the individual from the show. A formal complaint can be filed with the show manager at the event where the incident(s) have taken place for what appears to be serious infraction of the A4A rules, including the dismissal from the event.

Upon receiving a report of an incident, the show manager will determine if the complaint is ambiguous or likely a clear-cut infraction. If the show manager determines this to be an ambiguous complaint, a £50 fee must be paid and the procedure detailed below under the heading of Ambiguous Complaints, will be followed.

Complaints may be filed for any of the following reasons, and are not limited to - dog to person aggression, dog to dog aggression, person to person aggression, harsh or abusive handling of any dog, serious breach of A4A rules, disputing a judges' decision, unsportsmanlike conduct or provoking unsportsmanlike conduct, bringing the name of A4A into disrepute; including social media use.

Complaints must be filed on the day of the A4A event, and are encouraged to be reported immediately.

Once a complaint has been reported to the show manager based on a clear-cut rule infraction, the show manager will investigate the incident. Using the form provided below, the accused will be notified of the complaint and must fill in the witness statement. The show manager should also obtain any other evidence such as photographs or video footage if it is available and collect witness statements. If any of the forms returned to the show manager need further clarification, the show manager is to conduct an informal interview to establish further facts. Any such interview must be conducted in a manner consistent with and sensitive to the circumstances of the situation.

The interview of junior handlers (or minors) may proceed only with the presence of a parent or legal guardian or an adult authorised by a parent or legal guardian to accompany the minor. Any such interview must be conducted considering the age, understanding and intellectual capacity of the junior handler. UK law controls who is considered a minor.

If the show manager decides there is a case to answer, a formal complaint and report will be filed to A4A by the show manager within 24 hours of the ending of the event. This report must give all details of the incident including the date & time, description of the incident, all the witness statements including any video or photographic evidence and the infractions or A4A rules that were believed to have been violated.

At this time, the show manager may find it necessary to excuse the accused from the remainder of the event.

Once A4A receives the formal complaint, the accused will be contacted by A4A through email. The witness statements and any other evidence will be presented to them. The accused will have 7 days to reply from the date the email was sent, if they wish to add anything further to their statement taken at the event. Once this deadline has passed, A4A may continue to investigate the allegation further before making any decisions. A4A will strive to formalise a decision within 21 days of the actual incident. Parties will be notified if a decision is delayed due to complications with the evidence.

If the accused is found to be in breach of A4A regulations then A4A will inform the accused by email.

A4A may impose fines, written or verbal warnings, suspensions, bans, and any other costs associated with the complaint. At the date of this email, the accused party will then have 7 days to appeal to A4A in writing. A4A will respond within 72 hours of receiving the appeal. Once an appeal has been considered, all further decisions are final and no further discussions will be allowed. If fines or costs are not paid within 14 days of the decision, their A4A account will be frozen and the accused will not be allowed to compete. Following notification of suspension of dog or handler from A4A events, A4A will not be liable for any costs incurred by the competitor in conjunction with any A4A events and no refunds will be available.

An exception to the above initial complaint timings will be granted in extenuating circumstances that prevented the immediate reporting of the incident. Examples of this are complainants having to leave the event to seek emergency treatment. In such incidents, the complaint must be reported to the Show Manager within 24 hours accompanied by a statement from either a physician or veterinarian showing that they were receiving treatment during this time.

At any point, if a complainant chooses to drop the charges, A4A may still proceed with the case should they feel it is warranted.

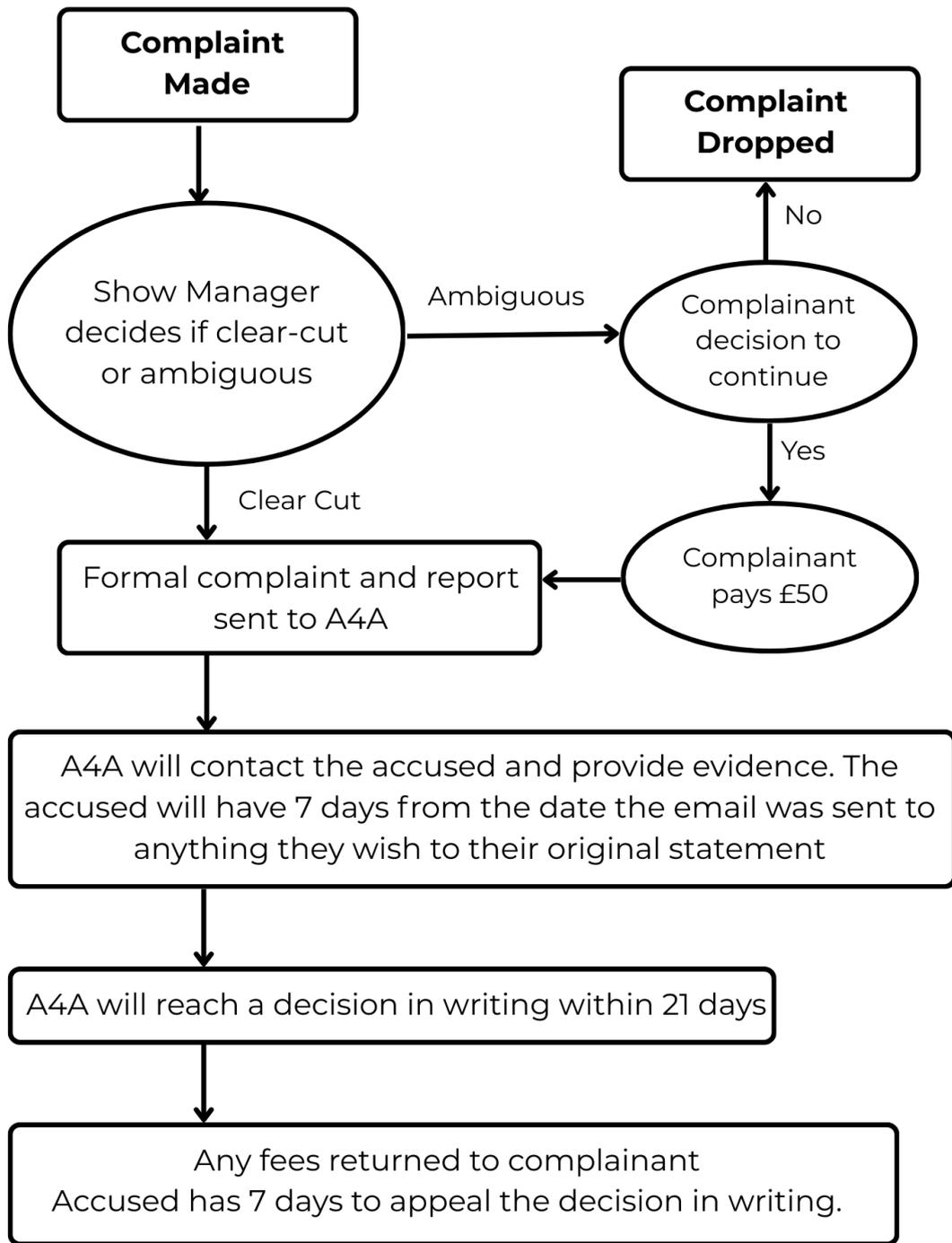
### **Ambiguous Complaints:**

Ambiguous complaints are for incidents that the show manager considers as a minor infraction or where there is a difference of opinion or hearsay or unconfirmed report.

If a show manager considers that it is an ambiguous complaint, for it to proceed, the complainant must pay a £50 complaint fee. At this point, the show manager will follow the formal complaint procedure; collecting witness statements and evidence from all those involved.

Once the witness statements are collected, the show manager must forward the evidence to A4A along with £30. If the complaint is upheld, the show manager and A4A will return the fee to the complainant and this cost will be passed to the defendant.

If the complainant drops the case, the £50 fee will not be returned regardless of A4A continuing with the case.



Please follow the procedure on A-3 Disciplinary Procedure of the A4A Rules and Regulations.

These forms should be made available to all involved parties to gather statements and evidence for the Show Committee and A4A.

*A4A would strongly urge that all parties refrain from posting on social media regarding the incident as this can only exacerbate the issue as well likely taint the reports.*

<b>SECTION 1 – Person Filling in this Statement</b>
Name _____ A4A# _____
Please tick 1 of the following <input type="checkbox"/> Show Manager <input type="checkbox"/> Judge <input type="checkbox"/> Competitor <input type="checkbox"/> Attending Show
Please tick 1 of the following <input type="checkbox"/> Official Complainant <input type="checkbox"/> Violated Party <input type="checkbox"/> Accused <input type="checkbox"/> Witness
<small>The official complainant does not have to be the violated party</small>
Signature: _____ Date: _____
<small>By signing this form, I confirm that the details I have included are true to the best of my knowledge. I understand this form will be seen by officials of Agility 4 All Ltd and may be seen by all parties involved in this incident.</small>

<b>SECTION 2 – General Information</b>
Show Name: _____ Date of Incident: _____
Please state a brief description of the Incident: (Fill in detailed description on page 2)
Please tick 1 of the following in relation to the complaint <input type="checkbox"/> Dog aggression <input type="checkbox"/> Misconduct against a Judge <input type="checkbox"/> Violation of A4A rules <input type="checkbox"/> Inappropriate treatment of dog <input type="checkbox"/> Inappropriate Treatment of another person <input type="checkbox"/> Bringing the sport into disrepute <input type="checkbox"/> Inappropriate content on Social Media <input type="checkbox"/> Other <small>(If other please specify) _____</small>

<b>SECTION 3 – Payment – Only required for Ambiguous complaints. See A3 in A4A Rules</b>
Please only fill in this Section if you are the Official Complainant
Please tick 1 of the following in relation to the complaint <input type="checkbox"/> The Show Manager has agreed this is not an ambiguous complaint. <input type="checkbox"/> I have paid £50 disciplinary procedure fee to the show manager <input type="checkbox"/> As a Judge on this day I do not need to pay the fee <input type="checkbox"/> As Show Manager I do not need to pay the fee



**Agility 4 All  
Incident Report**  
(Used to file an official Complaint)

A4A Case ID #

SECTION 5 – Detailed Description of Incident. One to be filled out by all parties involved

Please write as much detail as possible concerning the incident. Please state if you are including photographic or video evidence along with this written description.

Please use back side or another sheet of paper if needed and tick the PTO box **PTO**

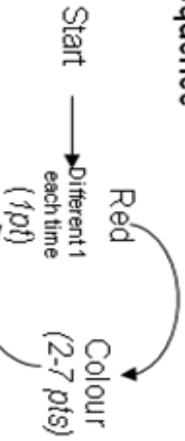
SECTION 4 – Show Official to complete  
Form & details above received by  
Name: \_\_\_\_\_ Signature: \_\_\_\_\_  
Date: \_\_\_\_\_

# SNOOKER

## The Planis

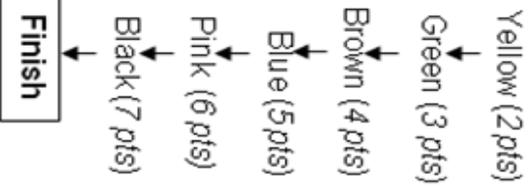
To score 37 pts for a qualifying round

### Opening Sequence



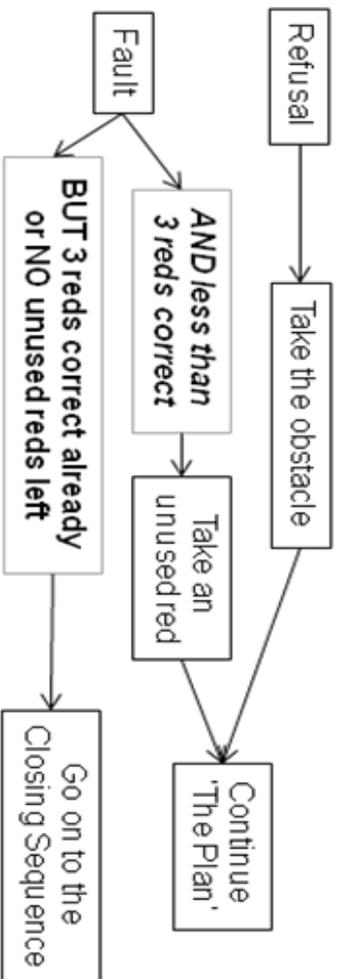
3 Reds completed or all reds attempted

### Closing Sequence (27 points)



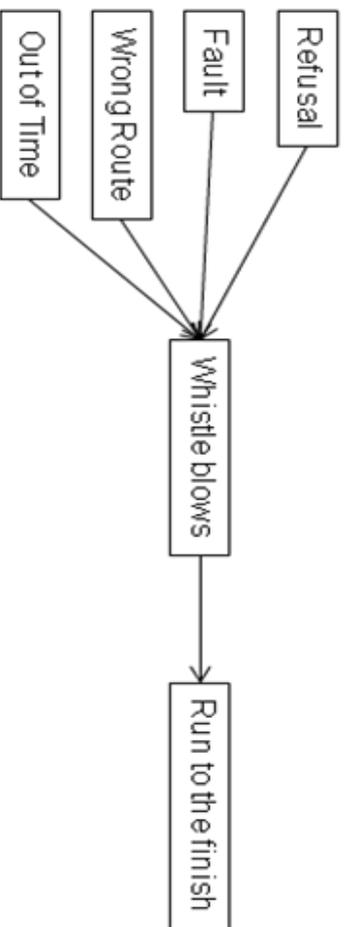
## When the Plan goes wrong

### Opening Sequence



Do anything else or run out of time and you will hear a whistle blow then you must run for the finish for the possibility of a non qualifying place

### Closing Sequence



If necessary to correctly complete the closing sequence the dog must run between the wings of any jump that is down to score those points.

## A – 5 Refusal Guidelines

A refusal is defined as:

- Improperly performing an obstacle, as described in the “Obstacle Performance Standards”
- Running past the obstacle to be performed
- Significant hesitation in front of an obstacle
- Turning back from an obstacle after beginning an approach

**Approach is defined as “the dog is actively moving directly towards the obstacle”.**

### **Improperly performing an obstacle, as described in the “Obstacle Performance Standards”**

Once on a contact with all four feet, the dog may stop or walk backwards (providing it does not turn 180 degrees) without penalty as long as it exits the obstacle correctly. If, however, the dog dismounts the obstacle before the defined refusal point he will be given a refusal fault and is then subject to additional refusals on the re-approach to the obstacle. If the dog turns 180 degrees or more prior to the defined refusal point, a refusal will be incurred. Turning 180 degrees or more once the dog has passed the defined refusal point, will incur an elimination for taking the piece of equipment in the wrong direction. If a dog gets on the up contact facing the wrong way this will be deemed a refusal, not an elimination.

Once in a tunnel with all four feet, the dog may stop or reverse direction without penalty as long as it exits the obstacle correctly. If, however, the dog backs out of a tunnel, (comes back out of the entrance end of the tunnel and one foot touches the ground), he will be given a refusal fault and is then subject to additional refusals on the re-approach to the obstacle.

### **Missed Contacts versus Refusals**

For the A-frame and Dogwalk:

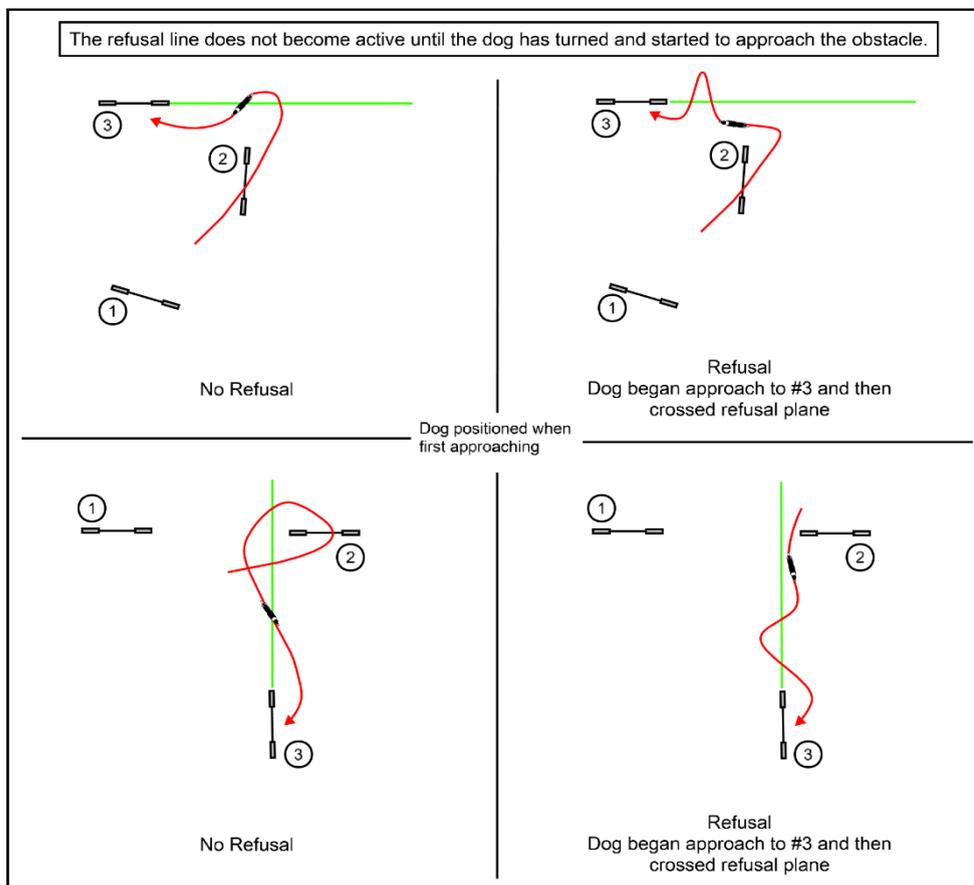
Leaving the obstacle prior to beginning descent of the down ramp - defined as the dog touching the down ramp with any portion of his body - shall constitute a refusal. If the dog touches the down ramp and then leaves before touching the contact point, it is a missed contact, not a refusal.

For the Seesaw

If the dog leaves the obstacle before the pivot point, a refusal will be incurred. Once the dog passes the pivot point with any portion of his body and then leaves before touching the contact point, it is a missed contact, not a refusal. Leaving the obstacle on descent with all four paws, before the plank has reached the ground, constitutes a fly-off. If the dog is deemed to leave the plank before it reaches the ground, and misses the contact, this will only constitute one fault.

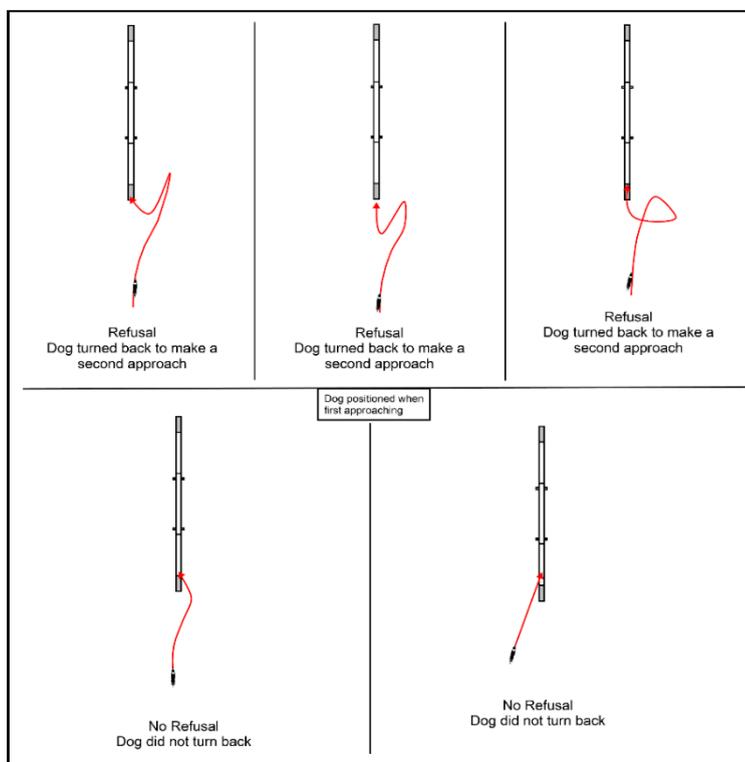
### **Running past the obstacle to be performed**

The refusal line is defined as the front plane of an obstacle, except in the case of contacts and weaves described below. The refusal line only becomes active when the judge deems that the dog has started to approach the obstacle. A refusal cannot be called until the dog is on the take-off side of a jump or the entrance side of a tunnel entrance, and on approach.



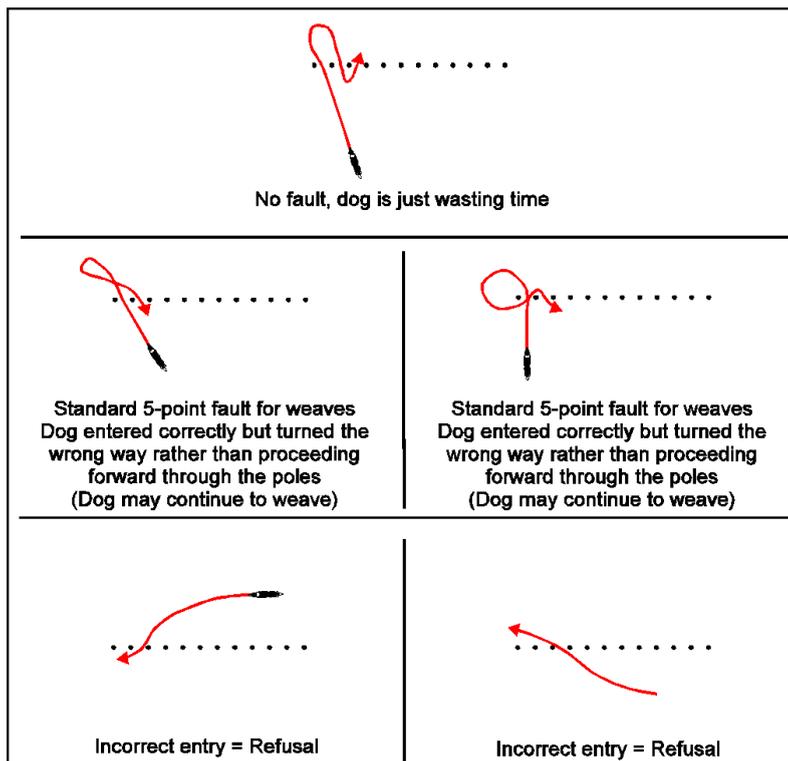
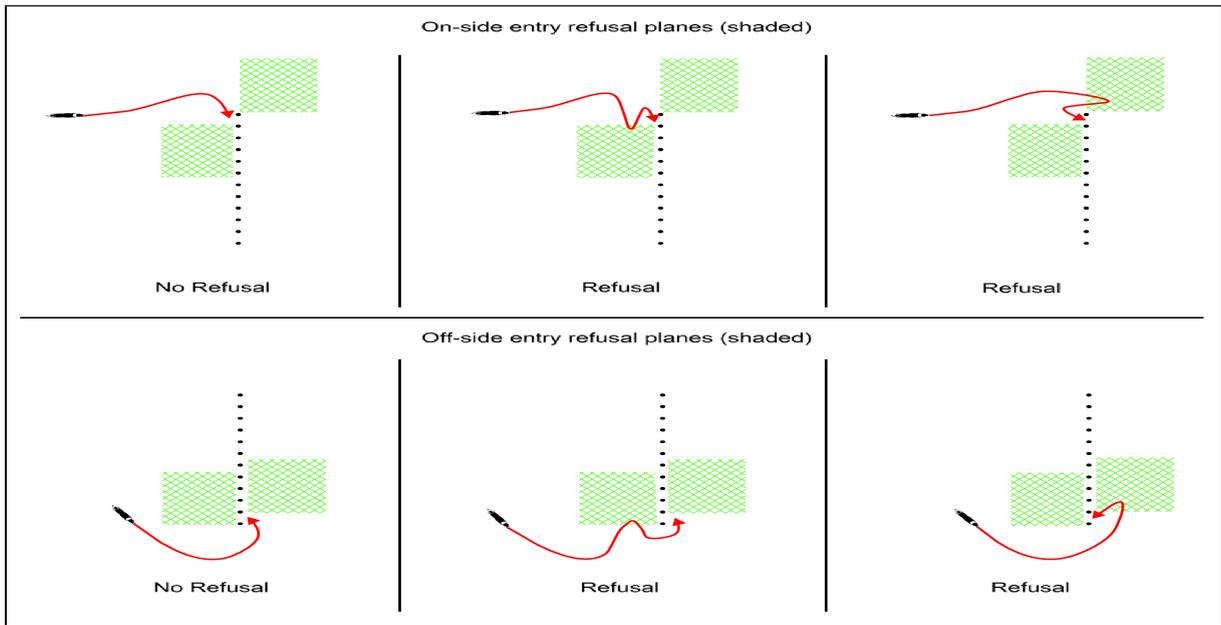
### Refusal Line for Contacts

In regard to contacts, a refusal for running past is defined as the dog having to turn back and approach a 2<sup>nd</sup> time.



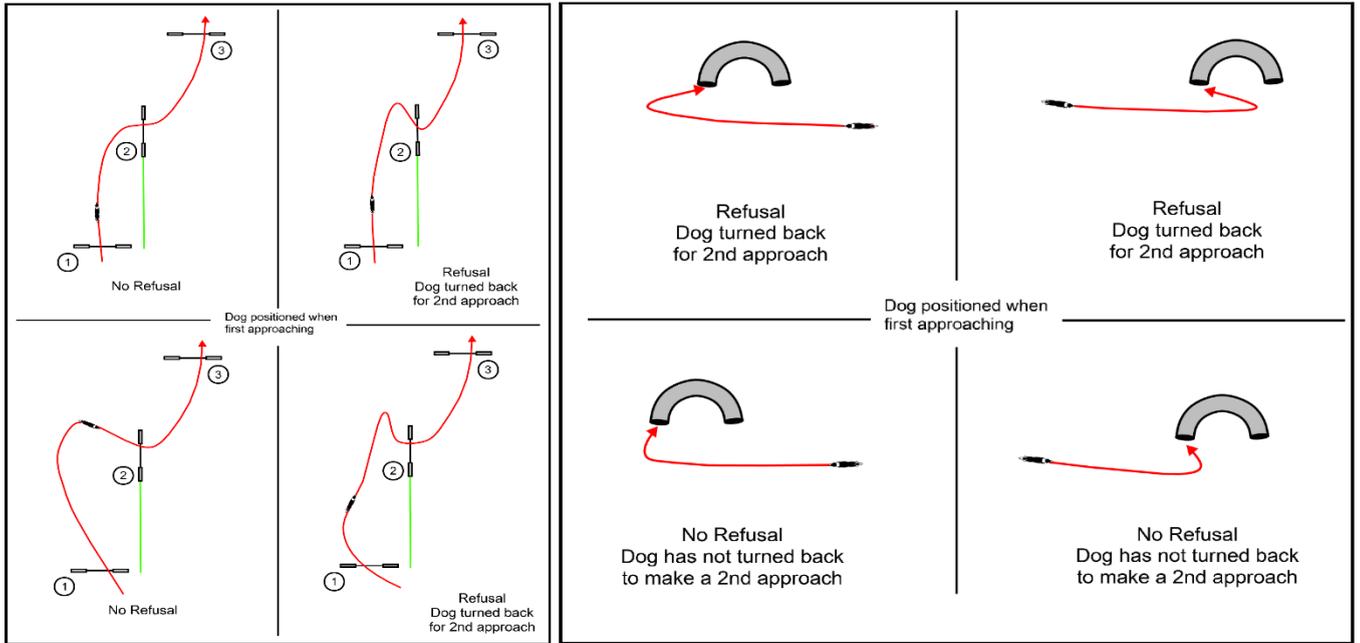
## Refusal Line for Weave Poles

The weave pole refusal plane varies based on which side of the weaves the dog is approaching: "on-side" or "off-side." The dog must make the entry by pole #2. A refusal for running past is defined if the dog has to turn back and approach a 2<sup>nd</sup> time.



**Run by of obstacle where they do not cross the front plane.**

Where a dog has approached an obstacle on an angle, such as a slice jump, then the dog is deemed to have run past and will incur a refusal if the dog has to turn back and approach a 2<sup>nd</sup> time.



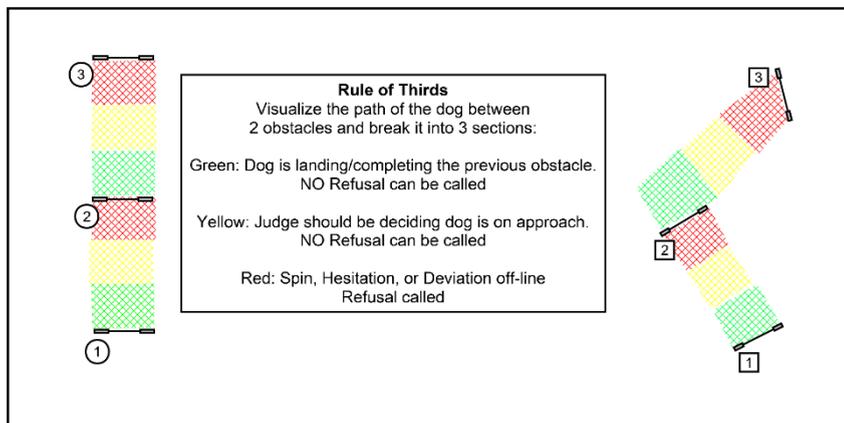
**Rule of Thirds**

To help judges determine when a spin, a hesitation, or a deviation off-line is considered a refusal, we use the refusal method of Rule of Thirds.

Only behaviours in the final third can be called for a refusal.

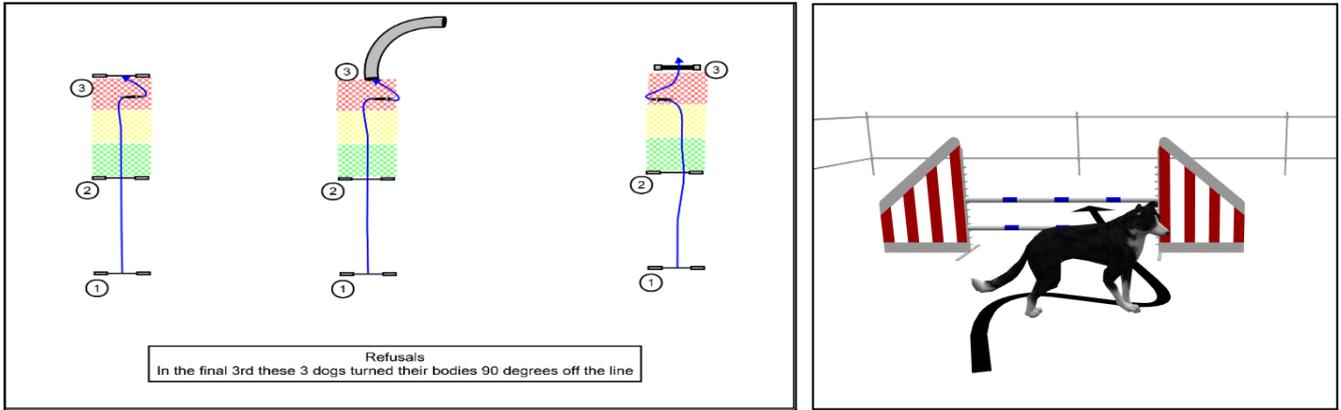
Visualize the path of the dog between 2 obstacles and break it into 3 sections:

1. In the first one-third the dog is landing or leaving the prior obstacle and orienting toward the next obstacle. A refusal cannot be called in this section
2. In the second one-third, the middle ground between two obstacles, a refusal cannot be called, and it is normally in this area that a judge defines a dog is "on approach"
3. In the final one-third, closest to the next obstacle and on the final approach, any spin, hesitation, or deviation off-line is a refusal.

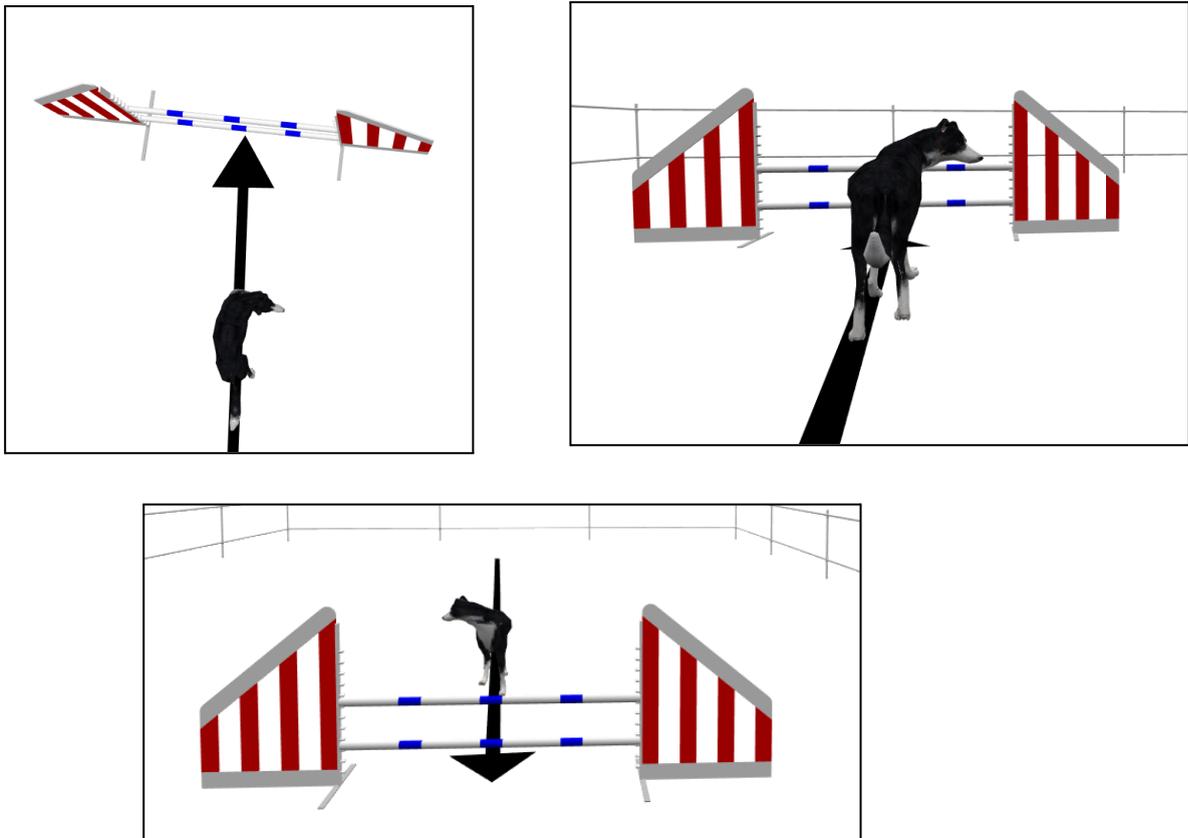


A significant hesitation is defined as a dog that “stops forward motion” for approximately 1 second as appraised by the judge. We recommend that a judge should be able to say the words, “significant hesitation” quickly to define this time. An exact time is not specified so that a judge can use this as a guideline and judge by watching the dog live and not on a played back video.

A deviation from their line is defined as the dog changing from their approach angle, to be at approximately 90 degrees or more of a turn away from the obstacle with their body, as ruled by the judge. A dog looking over their shoulder but continuing to move forward in the same direction should not be called a refusal.



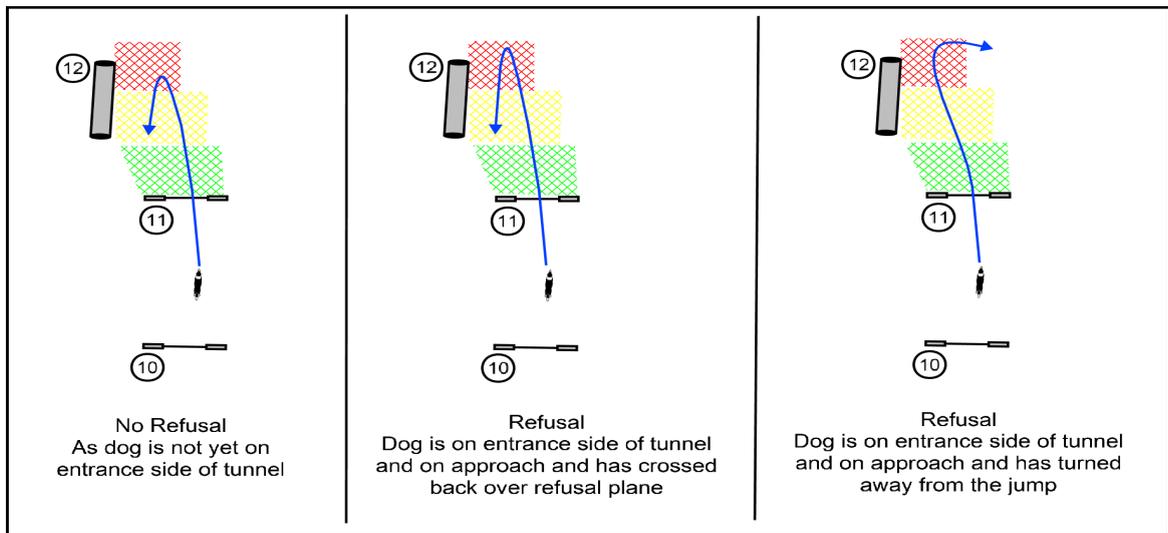
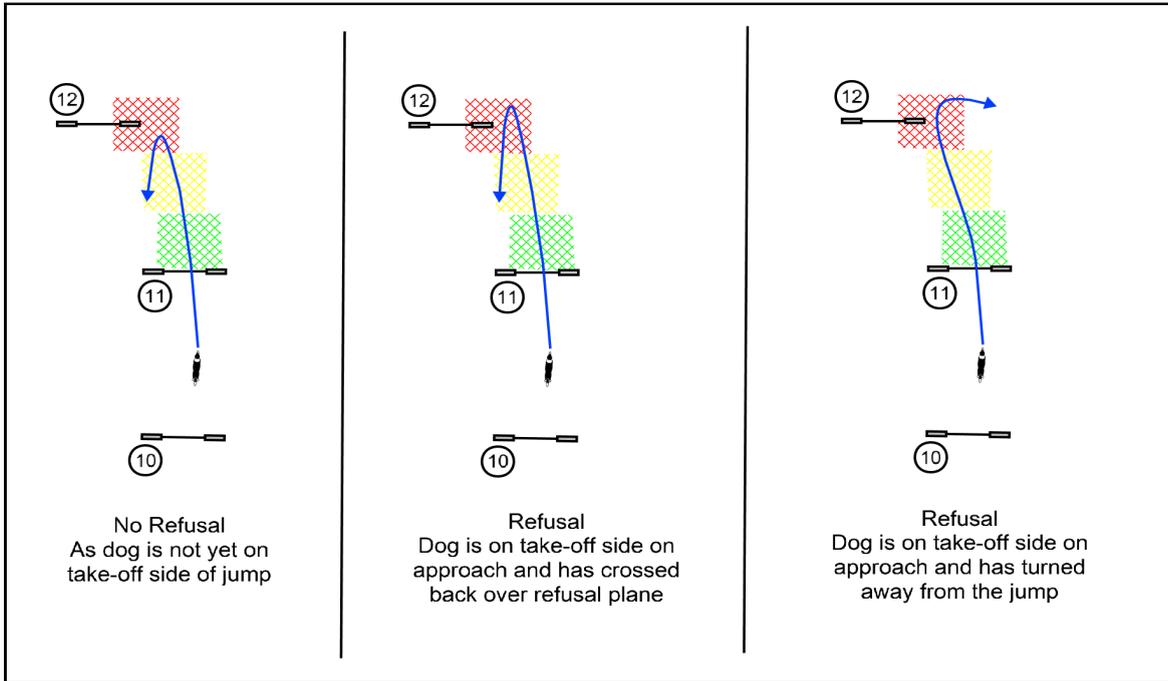
Diagrams above demonstrate Refusal due to a deviation in the final third as the dog has turned its body 90 degrees off the approach line.



The three diagrams above are not refusals as the dog has not turned its body 90 degrees off the line of approach and has just looked away.

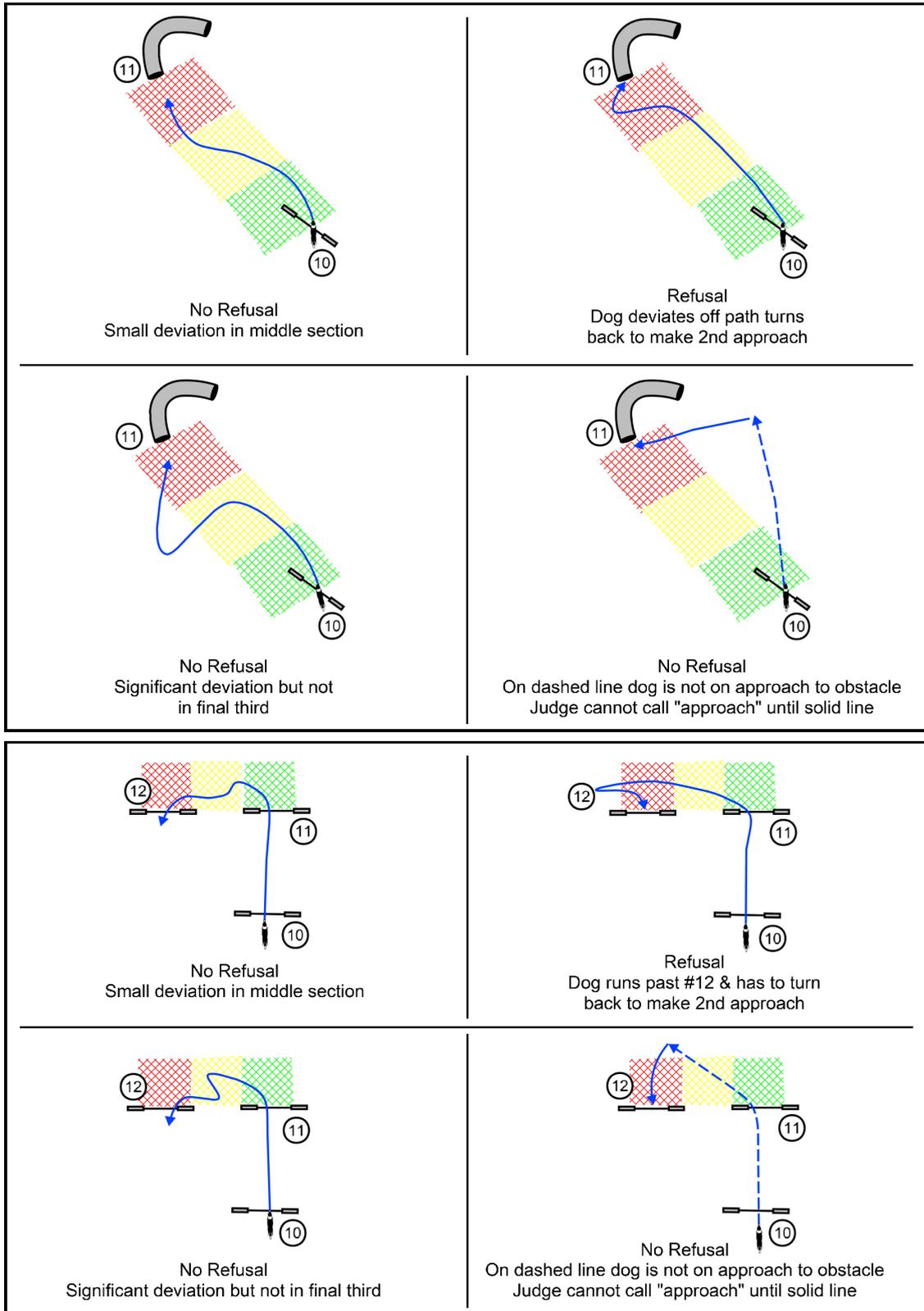
### Back Side or blind entrance approaches

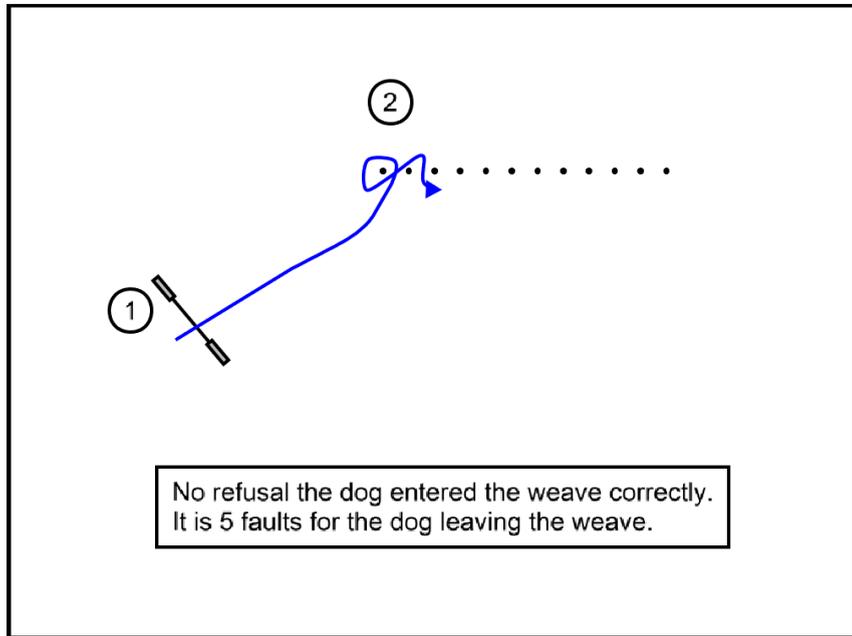
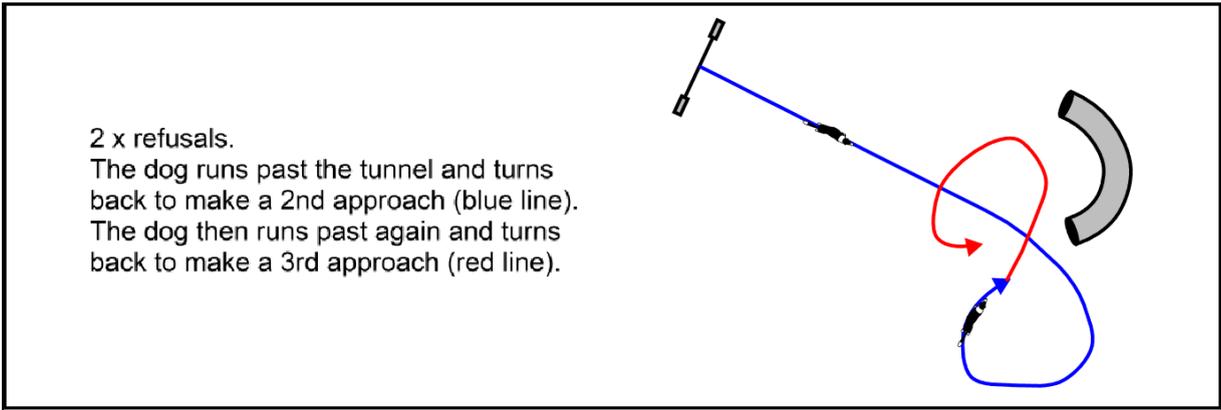
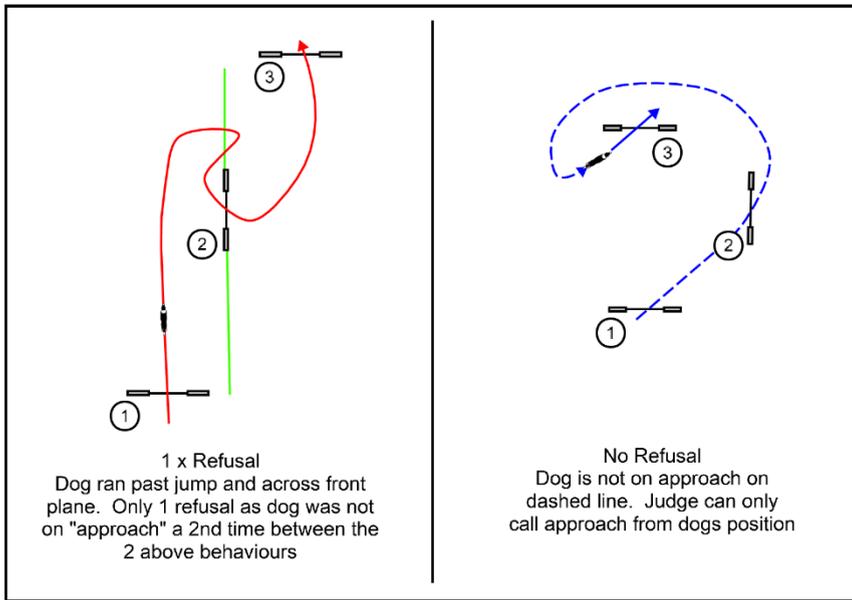
For a refusal to be called, the dog must be on the take-off side or entrance side of a piece of equipment. Once a dog has passed the line of the obstacle with any part of his body and then performs a behaviour that constitutes a refusal, a fault should be called. (For the weaves please refer to the above diagram due to the multiple sides that can be considered the entry side)



If on a blind approach the dog makes contact with the tunnel side or tunnel holders and then turns away or jumps over the tunnel, a refusal will be called.

Refusal examples





### Jump Heights

DOG'S HEIGHT (mm)	REGULAR JUMP HEIGHT (mm)	SELECT JUMP HEIGHT	MAXIMUM LONG JUMP LENGTH (mm)	TYRE HEIGHT CENTRE (mm)
320 and under	200	N/A	500	400
380 and under	300	200(s)	600	450
440 and under	400	300(s)	800	550
500 and under	500	400(s)	1000	650
Any	600	500(s)	1200	750

Maximum Ascending Spread Lengths (mm)				
Height	Beginners	Novice	Senior	Champ
200	160	180	200	200
300	240	270	300	300
400	320	360	400	400
500	400	450	500	500
600	480	540	600	600

### Gamblers Obstacle Points

Points	Obstacle
1 point	Jumps
2 points	Tunnels Tyre Spread jumps Long jump Wall
3 points	Seesaw Weave poles (6 poles)
4 points	A-frame
5 points	Dogwalk Weave poles (12 poles)

### 600 and 500 Dogs Rates of Travel

Agility		Jumping and Steeplechase	
Level	metres/second	Level	metres/second
Beginners	2.5 – 2.9	Beginners	2.75 – 3.25
Novice and Junior	2.5 – 2.9	Novice and Junior	2.75 – 3.25
Senior	2.9 – 3.15	Senior	3.25 – 3.5
Champion	2.9 – 3.15	Champion	3.25 – 3.5
Casual	2.5 – 2.9 + 3 seconds	Casual	2.5 – 2.9 + 3 seconds

### 400, 300 and 200 Rates of Travel

Agility		Jumping and Steeplechase	
Level	metres/second	Level	metres/second
Beginners	2.5 – 2.9 add 20%	Beginners	2.75 – 3.25 add 20%
Novice and Junior	2.5 – 2.9 add 15%	Novice and Junior	2.75 – 3.25 add 15%
Senior	2.9 – 3.15 add 10%	Senior	3.25 – 3.5 add 10%
Champion	2.9 – 3.15 add 10%	Champion	3.25 – 3.5 add 10%
Casual	2.5 – 2.9 + 3 seconds add 20%	Casual	2.5 – 2.9 + 3 seconds add 20%

### Class Places and Points

Class Place	10 and below entered	11 to 100 entered	101 and above
1 <sup>st</sup>	6 points	12 points	Refer to following table
2 <sup>nd</sup>	4	8	
3 <sup>rd</sup>	3	6	
4 <sup>th</sup>	2	4	
Clear round	2	2	

Class Placement	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	5 <sup>th</sup>	6 <sup>th</sup>	7 <sup>th</sup>	8 <sup>th</sup>	9 <sup>th</sup>	10 <sup>th</sup>	Clear
Points	12	11	10	9	8	7	6	5	4	3	2