

Agility 4 All

Rules and Regulations 2024

January 1st 2024

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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 Nursery and Steeplechase classes only.

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, those under 18 months of age competing in performance classes (those between 16 to 18 months can participate in Nursery and Steeplechase classes only), dogs whose aggression is uncontrolled towards people or other dogs, and dogs suffering from illness, injury, or disability that affects the dog in regard to its welfare. 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 the handler informs the Show Secretary upon their arrival, the BIS starts courses on a mat, and 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.

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.

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. However, A4A reserves the right to refuse membership, licensing, entries or registration.

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.

1.3 Registration

All dogs and owners/handlers must be registered with A4A in order to compete at any event. A registration form may be obtained from A4A, online, or at a show. A lifetime registration fee will apply for each dog registered and a 5-year membership fee will apply for all owners and handlers. Once an account has been expired for over two years, this will be deleted and data will no longer be stored due to GDPR. This will include all dog information on the account. If a dog's information is deleted because an account has expired, then the dog will need to be re-registered and will be subject to a new registration fee. The dog may start again in the level they were previously competing at, or transfer at their current KC level but will have 0 points at whichever level they transfer in at. Junior handler's membership registration is free for those under 16 years of age on the day of registration.

Each dog registered will receive a A4A number under which the dog's competition results will be recorded. Results will only be recorded for qualifying rounds where points are awarded towards progression up the Levels in both Performance and Steeplechase Programmes. Handlers/owners may purchase a record book. This will allow the handler/owner to keep track of the individual dog's scores and titles. 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 for entry into any league tables.

If entering a show before receiving an official A4A number, the letters "NAF" (Name Applied For) must be written on the entry form in the space provided for the dog's registration number.

Registration/Membership entitles you to enter any show that has been sanctioned by Agility 4 All Ltd in the United Kingdom (providing you are not in breach of any other rules preventing you from competing as per the current Agility 4 All rule book). Whilst registration/membership is valid for the above stated time scales, this does not bring any guarantee that events will run.

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. 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

Once 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 winning into Grade & winning a Champion Certificate or Reserve Championship Certificate under Kennel Club rules and if there has been 1 year between Agility 4 All registration and 1st time competing, and the dog has subsequently moved up the Kennel Club grades, the owner must let A4A know so that the dog starts in the correct corresponding level at A4A. For example, if the owner registers the dog with A4A on 1st January 2023 as 'Beginners' but doesn't compete until 1st January 2024, and in which time the dog has won up to Grade 5 at KC, the dog will then start in Novice, not Beginners. 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. This cannot be done at the show, and therefore if not completed beforehand, the dog will be deemed to have competed at the wrong level.

Dogs with **no competition history** or that are under competition age at the time of registration will start in Beginners. If more than 12 months has passed between registration and first competition, the dog must move into the correct level as per above.

1.3b Registering dogs at a later date

All new dogs registered with A4A with a new or existing member will transfer across from the Kennel Club grade they were eligible for at the time of the DOG registration, as per the table above.

Dogs with no competition history with an existing member or that are under competition age at the time of the dog's registration will start in Beginners.

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.

If a handler/dog has been absent from A4A competitions for 1 year, they must transfer their dogs up the levels to match that of their current KC competing level. 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. Dogs however can only be moved up to the Senior level in the Performance and Steeplechase Programme, the Champion level must be won into. The exception to this is if the dog wins into Grade 7 under Kennel Club rules, the owner/handler must apply to the Agility 4 All office for them to be moved up to Senior level in both Programmes or if the dog wins a Champion Certificate or Reserve Championship Certificate under Kennel Club rules the owner/handler must apply to the Agility 4 All office for them to be moved up to Champion Level in both Programmes. 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. This cannot be done at the show, and therefore if not completed beforehand, the dog will be deemed to have competed at the wrong level.

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, and not when the show closes. 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.

A fee of £20 will apply for all cheques returned by the bank to cover A4A administration costs and bank charges.

1.6 Junior Handlers and Classes

For 2024, a Junior Handler is anyone who was born on or after 20th May 2006. They can compete in any Junior events held in 2023.

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 and class place as long as they are qualifying rounds. Points are also awarded for clear rounds. No points will be received for a place with time or course faults.

A clear round or qualifying round ("Q") is obtained by achieving a clear round without course or time faults.

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 st	6 points	12 points	Refer to following table
2 nd	4	8	
3 rd	3	6	
4 th	2	4	
Clear Round	2	2	

Points for classes of 101 and above

Class Placement	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	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. The ring plan for each show should be referred to for placement points. 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.

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.

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 will 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 a 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. It is the competitor's responsibility to complete a move-up and make any other necessary changes to advance to the new Level. Where handlers do not know their current points, and are therefore unsure if they should move up the following day at a show, they should remain in the lower Level but must compete NFC.

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 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

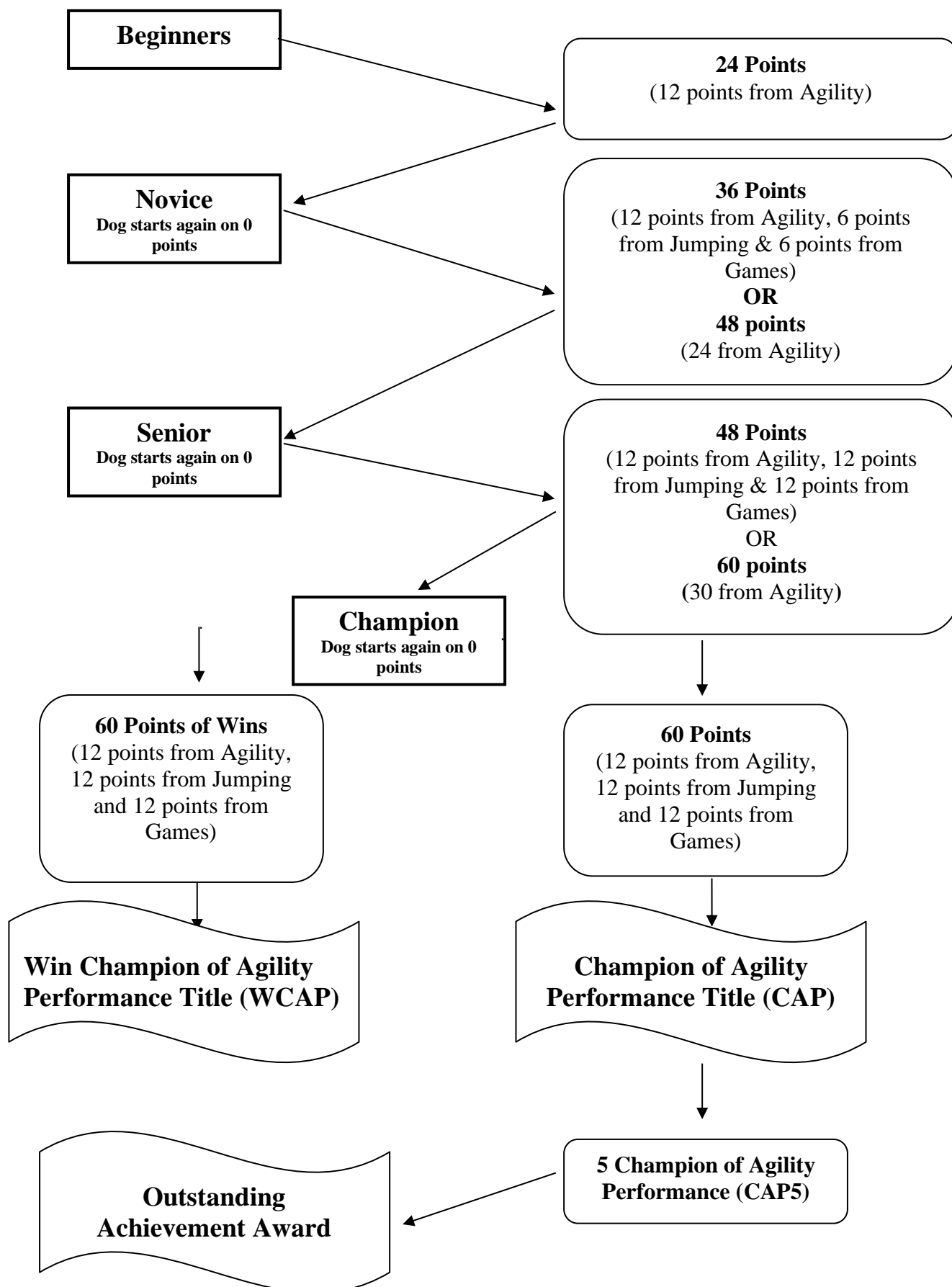
Champion of Steeplechase (CSC) – A dog will be awarded a CSC once it achieves 60 points in the SC Champion Level. Dogs may repeat their CSC by duplicating these requirements thus adding to their title the number of times it is repeated (i.e. CSC2).

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).

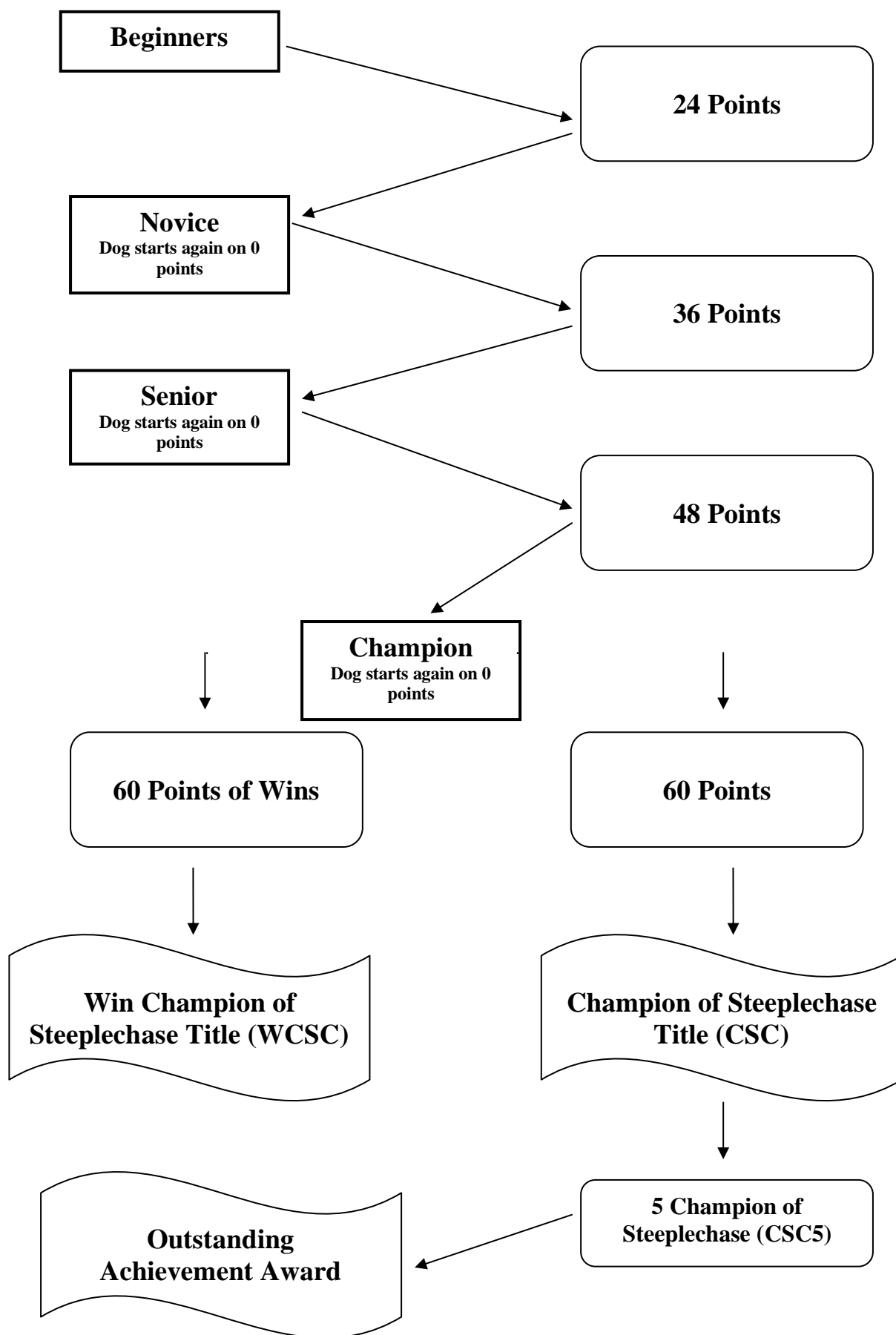
2.2c Steeplechase Awards

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

The Performance Programme



The Steeplechase Programme



2.3 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.)

Regular Heights

JUMP HEIGHT NAME	DOG'S HEIGHT	JUMP HEIGHT	A-FRAME HEIGHT	ASCENDING SPREAD LENGTH	MAXIMUM LONG JUMP LENGTH	TYRE HEIGHT CENTRE
250	320mm and under	250mm	1.7m	See Spread Table below	500mm (Not allowed in casual)	400mm
300	380mm and under	300mm	1.7m	See Spread Table below	600mm	450mm
400	440mm and under	400mm	1.7m	See Spread Table below	800mm	550mm
500	500mm and under	500mm	1.7m	See Spread Table below	1000mm	650mm
600	Any	600mm	1.7m	See Spread Table below	1200mm	750mm

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 being replaced by a single jump in 200 Select. In the Select jump heights dogs can only jump the height they are eligible for.

JUMP HEIGHT NAME	DOG'S HEIGHT	JUMP HEIGHT	A-FRAME HEIGHT	ASCENDING SPREAD LENGTH	MAXIMUM LONG JUMP LENGTH	TYRE HEIGHT CENTRE
200(s)	320mm and under	200mm	1.7m	Not allowed	Under 200mm	400mm
250(s)	380mm and under	250mm	1.7m	See Spread Table below	500mm	400mm
300(s)	440mm and under	300mm	1.7m	See Spread Table below	600mm	450mm
400(s)	500mm and under	400mm	1.7m	See Spread Table below	800mm	550mm
500(s)	501mm and over	500mm	1.7m	See Spread Table below	1000mm	650mm

Maximum Ascending Spread Lengths (mm)				
Height	Beginners	Novice	Senior	Champ
200(s)	Not allowed			
250	200	225	250	250
300	240	270	300	300
400	320	360	400	400
500	400	450	500	500
600	480	540	600	600

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).

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.

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.

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.

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.

3.1b 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.

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.

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. Course design to have a maximum of 12 weaves to be negotiated, so either one set of 12 or up to two sets of 6.

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.

3.1c 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.

All obstacles must be performed in the order and in the direction as defined by the numbers. The numbers should be placed on 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, it 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 not been faulted.

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.

At Senior and Champion Level, dogs may not take 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 twice will not count as an additional piece of equipment and the third obstacle will not score.

General Gamblers Rules

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. A judge should signify an obstacle has not been completed successfully by shouting "NO" or "FAULT".

If the dog is unsuccessful on the first attempt at a contact or weave when there is a consecutive rule in place, then they may attempt it again immediately.

The class should begin on a single jump. The judge can choose if this jump scores points or not. The jump must be taken in the direction indicated by the placement of timing equipment, (See rule 4.17). If a dog refuses the start jump and takes any other obstacle the Game is over and the dog will be eliminated.

The opening period ends when the whistle is blown. This also designates the beginning of the second half of the game where the time begins for the gambles. If the whistle is blown for time up while negotiating an obstacle points will be awarded, as long as the obstacle is completed successfully. Once the whistle has blown, taking another obstacle on the way to the gamble is not faulted and is just time wasting, unless this obstacle is in the gamble in which case this is no gamble and game is over. Once the judge deems the gamble sequence is started then they can fault. For example, the dog refuses gamble obstacle 1 and then takes another obstacle.

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 common sense, typically between 12 to 18 seconds and no more than 20 seconds maximum.

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 as per rule 4.17.

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 opening points to qualify in the Game. In order to calculate the minimum required opening points, multiply the opening time by 6 and drop the zero.

(e.g., opening time: 30 seconds x 6 = 180. 18 points needed to qualify in the opening.)

There are two ways to qualify:

1. Minimum opening points must be earned in the opening and one of the gambles must be completed successfully within the allotted course time. For example, a minimum of 18 points must be accumulated in the opening period of a 30 second opening time; however, the dog must then at least obtain the 10-point Option A gamble, thus giving a total of 28 points.

2. If a dog isn't able to accumulate the required opening points and needs 5 points or less, they can make up the missing points by successfully completing the 15-point gamble. For example, a minimum of 21 points must be accumulated in the opening of a 35 second opening time. If a dog only accumulates 16 points in the opening but completes the Option 2 gamble receiving an additional 15 points, the dog will receive a qualifying round.

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.

If there are no qualifying rounds, 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 (see rule 4.17). The start jump is "live" at all times during the run. This means that if the start jump is taken after the dog has started the run, it is judged as an off-course. 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, 250, 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 rd red jump faulted when there are 4 red jumps	Go directly to 4 th red
3 rd 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
Taking a combination obstacle out of judge's order	No points awarded, go to next red
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
---	--

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 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 highest points with 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.

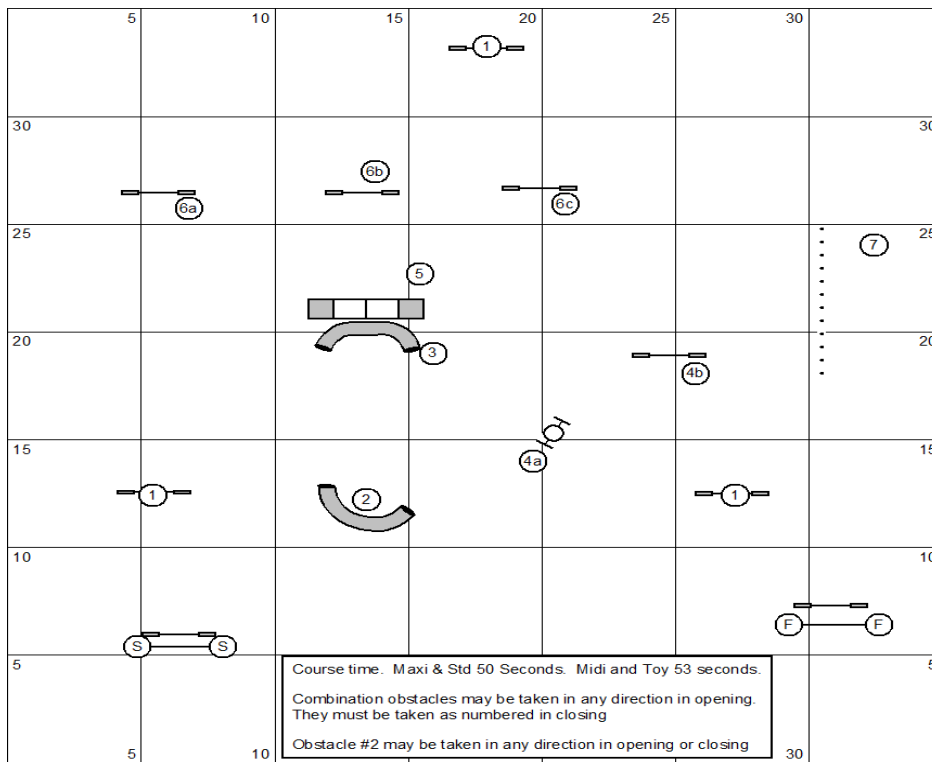
In the first section, a maximum of 24 points can be earned as follows:

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 Figure 1 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 at bottom left to line of 3 jumps (6a, 6b,6c)

Then red jump at top of page to weave poles (7)

Then red jump at bottom right, back to weave poles (7)

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

Figure 1

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 the table below for maximum jump height spreads for each Level) and one set of 12 weave poles.

Maximum Ascending Spread Lengths (mm)				
Height	Beginners	Novice	Senior	Champ
200(s)	Not allowed			
250	200	225	250	250
300	240	270	300	300
400	320	360	400	400
500	400	450	500	500
600	480	540	600	600

The judge may decrease the maximum spread length due to unsatisfactory weather and ground conditions.

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

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

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: four tunnels. (Can only be taken in the direction DOWN the course.)

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

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

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

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 Nursery

Dogs entered in the Nursery class can only enter the Nursery class and Steeplechase class and not any other class on that day. For the beginner handler and/or beginner dog needing experience this class offers a smooth, flowing course (without the seesaw, tyre, spread jump, wall or weave poles.) Dogs can be entered at any of the following heights regardless of their size: 500, 400, 300, 250, 200. This class will include a dog walk and an A-frame. The A-frame will be set at 1.60m for all heights. Clear round rosettes will be awarded but no places.

Dogs must be at least 16 months of age to enter this class.

The standard course time will be calculated using the Beginners Agility travel rates.

3.4b 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. This class will offer heights of 300 and 200 only with dogs entered at either height. For Casual Agility the A-frame will be set at 1.60m (5'3") and the courses will not include spread jumps, long jumps, wall or tyres. Weave poles may or may not be included in the Casual Jumping class but must be included in Casual Agility.

Clear round rosettes will be awarded but no places.

3.4c 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.

3.4d A4A Baton Rules

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 anyway, 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 so 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 4.14.
- 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
- Official A4A show entry form
- Disclaimer
- 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 will all 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, at one second after midnight of the specified date onwards until the limit has been reached or at the time of the closing date, whichever occurs first.

Once the capping level has been reached, all paper entries received will have their cheques destroyed. The entrants will be notified by email or phone that their entry has not been accepted. It is the responsibility of all A4A members to make sure that their contact details are up to date on their membership page.

Entries will not be accepted before the opening date and time. If entries are received before the opening date and time, they will not be entered until the end of the first week after that date.

If a show reaches its capping level no late entries will be accepted unless the dog is already entered in other classes on that day. A handler whose entry with a first dog reaches the capping level and who has a second dog to enter, or a partner of the handler who has dogs to enter, will also be exceptions to this capping rule.

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

height. To receive a permanent jump height measurement, dogs must either be competing at the 600 jump height or must be two years of age. If a first measure is not a permanent measure because the dog is not yet two, then 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.

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.

Judges are not permitted to compete at the event the day they are assigned to judge unless special permission is granted by Agility 4 All, for instance, those judging evening Finals. 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 (scrimer) 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 scrimer 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 scrimer shall note the dog's time. If there is a malfunction in timing, the scrimer shall immediately notify the judge. The scrimer 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.

Gate Steward

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.

Where cement or any other hard surface occurs in the test area, a shock absorbing material such as carpet or horse matting must be used.

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

Shows should make the effort to 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.

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 for at least the completion of two pieces of equipment. A change of side will not be deemed as such if the dog enters a piece of equipment on one side of the handler and exits on the same side, without the handler having to do any significant handling manoeuvre as in Figure 1. If in this scenario it is deemed a significant handling manoeuvre will occur, one side change will be counted as in Figure 2. Figures 3 and 4 give other examples of side changes.

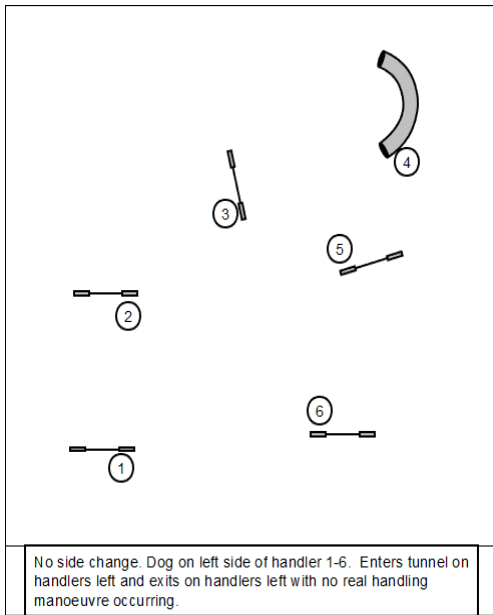


Figure 1

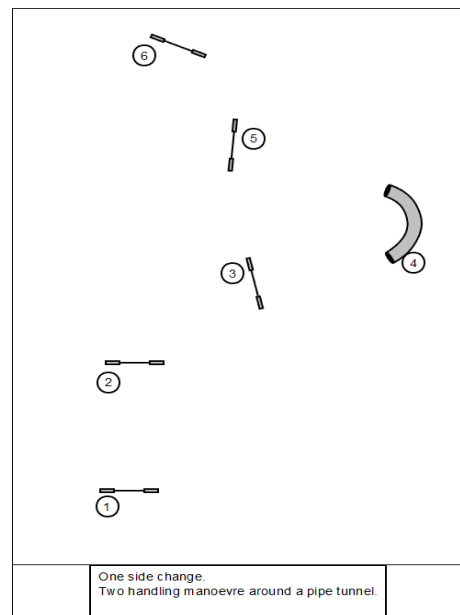


Figure 2

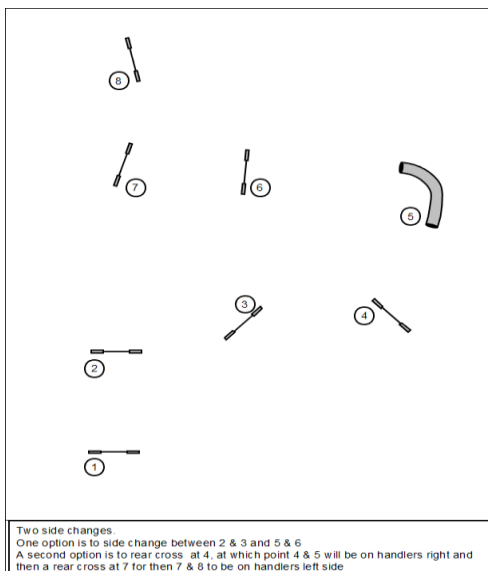


Figure 3

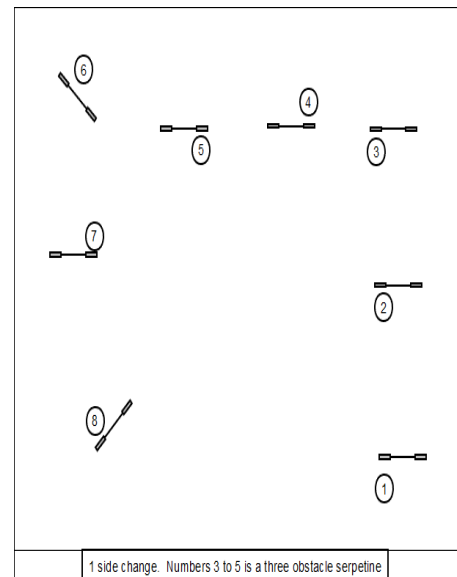


Figure 4

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

Casual – This may encompass a variety of minor course challenges bearing in mind the course is for dogs that are older or that may have just recovered from injury or illness.

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 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. Other than the previous rules, a dog may only negotiate the same piece of equipment up to a maximum of three times. Pipe tunnels are excluded from this rule. 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.

There must be a maximum of 20 scoring obstacles in a Gamblers course.

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 submitting the courses to A4A for course approval. A4A recommends that Show Managers check over the courses before submitting to A4A for formal approval. Courses should be submitted by the judge to the Show Manager no later than 28 days before the date of the show. Judges should include on their course plans, their name, the show name, the show date and the class name and level. The purpose of the approval is to ensure that the judge is approved, courses comply with Agility 4 All rules, and the course design is safe and sensible. 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. Competitors have the right to ask a Show Manager to see the course approval form and approved course at any show if they think a course is illegal under A4A rules and regulations. Approved courses may only be changed due to malfunctioning equipment or adverse weather/ground conditions. In these instances, the Show Manager must agree 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 5 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

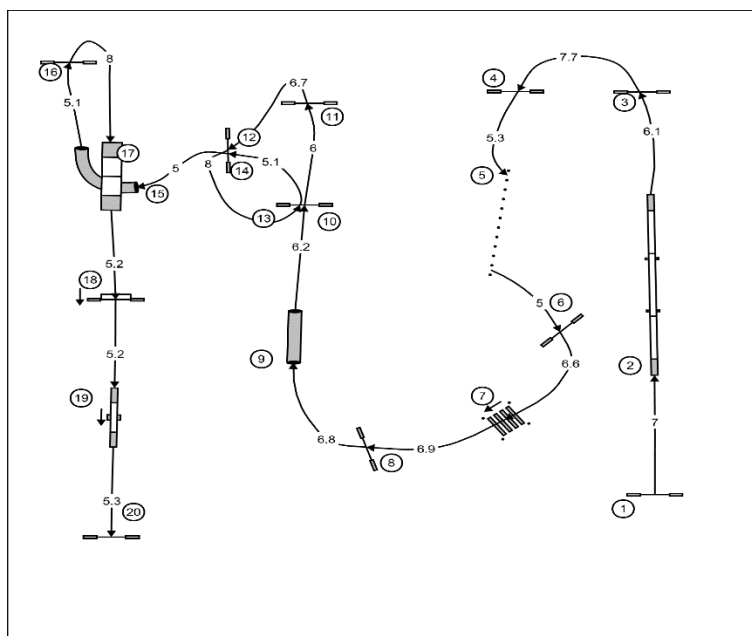
from any jumping obstacle. If there is an option of going two ways to the next obstacle, then the shortest path must comply with minimum and maximum distances as per the table below.

A maximum distance is also to be adhered to as per the table below.

Level	Distance between Obstacles	
	Performance Programme	Steeplechase Programme
Nursery	7m - 10m	N/A
Casual	7m - 10m	7m - 10m
Beginners	7m - 10m	7m - 10m
Novice	7m - 10m	7m - 10m
Senior	7m - 10m	7m - 10m
Champion	7m - 10m	7m - 10m

In the Performance programme, the 10-metre maximum distance will apply from the exit of a tunnel in all classes, except that Contact obstacles must be placed a maximum of 8 metres from tunnel exits. In the gamble sequence in Gamblers or in the Snooker closing, these minimum distances must apply and the maximum distance may increase to 10 metres, apart from approaches to contacts which must be no more than 8 metres from the previous obstacle. 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.



Course map represents how minimum/maximum distances should be measured.

If there are any disputes on distances, then the show manager will liaise with the judge to ensure all measurements are legal.

4.10 Obstacle Standards

All obstacles must meet the specification required by A4A, as described in Appendix A-1.

A-frame

The dog must ascend up the ramp designated by the judge by a straight on approach, climb over the apex and climb down the descending ramp, 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 ramp with at least one paw shall 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 run pasts 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 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.

Long Jump

The dog must jump over the planks of the long jump without any of the planks falling over. The dog will incur a fault if it walks on, paddles on, or steps between or on the planks. 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 plank, clear the span of the planks 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.

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.

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
Refusal of first obstacle	5 faults
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
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 made the best attempt possible to go through the area where the obstacle was	Elimination
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
3 refusals	Elimination
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 for the 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	5 faults

long jump marker pole which will not be faulted, as long as this does not aid performance)	
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	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 - Must be reported to show management.	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 any advantage	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 under standard course time.

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 course time, whichever is greater, to train and practice on the course. Time starts as soon as the dog starts the clock 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 and Nursery 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 – 1st
- 6-10 dogs in a class – 1st and 2nd
- 11-15 dogs in a class – 1st to 3rd
- Over 15 dogs in a class – 1st to 4th

Prizes or trophies shall be provided in the following way:

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

A4A encourages shows to provide high quality prizes or trophies.

Rosettes will be provided for the top 10% of each class. The following colours are encouraged to be used for placement rosettes:

1 st Place	Red	All other placements, 5 th and above, shall be clearly indicated on rosettes.
2 nd Place	Blue	
3 rd Place	Yellow	
4 th Place	Green	

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 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 refuse/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 plank 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 change in weather conditions means that a foam long jump or wall needs to be replaced with a PVC one then this is permissible. It is preferable that this is done at a height change where possible to ensure that all dogs are running over the same equipment. However the safety of the dog is the priority.

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 (five) 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, close fitting leather, nylon or other webbing collar is permitted providing the only attachment is a plain identification panel as a part of the collar but not attached by a ring, therefore no tags that hang or dangle are allowed. Rolled leather collars are permitted as long as they also fulfil these criteria. 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.

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

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 then be left at the start 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 handlers name before the handler starts.

Refusals on the start jump can be called for "running past" or "turning away" from the obstacle once the dog has started to approach. A significant hesitation cannot be faulted on the start jump if a dog moves forward and stops.

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 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 by running underneath will incur a 3 seconds 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.

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.

Pole thickness: 40mm minimum.

The heights available must be: 200mm, 250mm, 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.

There should be no additional cups on the wings other than those that are currently in use.

Wall Jump

A wall should have displaceable units on the top.

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

The width of 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 1100 and a minimum of 300mm square width.

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

The heights available must be: 200mm, 250mm, 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.

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.

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(s) height then the tyre will be removed. If the correct height is not available for the 250 height then the tyre will be set at the 300 height.

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. All Breakaway tyre designs to be used at A4A Agility shows must have been approved by A4A Agility.

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

Long Jump

To comprise 1 to 5 units. 200mm – 1 unit, 250mm and 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.

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.

Marker poles height: 1.200mm minimum.

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

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.

Any cradle used to support and hold the tunnel in place must not have any metal more than 30mm above the ground.

Tunnels must have at least one tunnel holder per metre plus one extra holder. A 3 metre tunnel must have a minimum of 4 tunnel holders on it. A 4 metre tunnel must have a minimum of 5 tunnel holders on it. A 5 metre tunnel must have a minimum of 6 tunnel holders on it. A 6 metre tunnel must have a minimum of 7 tunnel holders on it. Tunnel holders must be sited and adjusted correctly, to ensure 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: 2.75.

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 different colour. Each ramp 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 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.

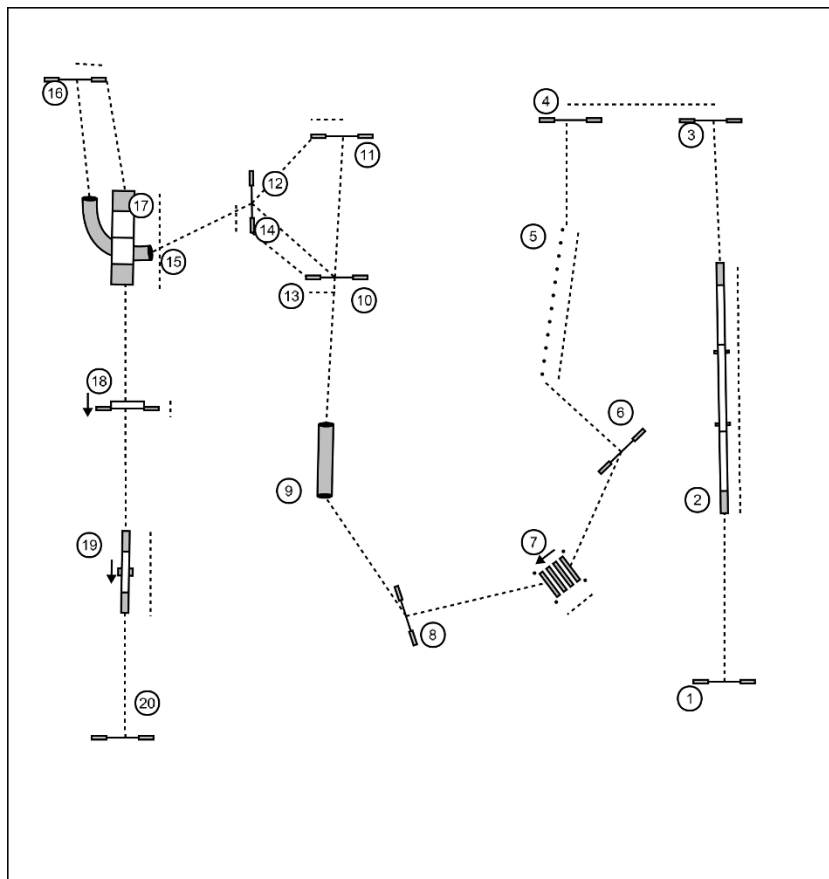
The course will be measured using a surveyor's wheel and shall be measured in units of metres. The course shall be wheeled from centre to centre of each obstacle in a straight line, measuring the shortest possible line.

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 (Figure 2) with wheeled lines and a description of the lines from obstacle to obstacle.

Figure 2



1 to 2 - Wheel is placed at the centre of the tyre 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 – (Example of 180 degree jump setup.) 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 board 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. Wheel is placed at the centre of the last board 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.) 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.) 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.

600 and 500 jump heights:

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

400 and 300 jump heights:

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

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

Casual and Nursery Classes: (Use Beginners rate of travel)

500 and 400 jump heights

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

SCT + 3 seconds = Casual/Nursery course time.

300, 250 and 200 jump heights – add 20% to above formula

Maximum Course Time

Course time multiplied by 1.5 (one and a half). For example, course time of 40 x 1.5 = 60 second maximum 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
Casual	2.5 – 2.9 + 3 seconds	Casual	2.5 – 2.9 + 3 seconds
Nursery	2.5 – 2.9		

400, 300, 250 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%
Nursery	2.5 – 2.9 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:

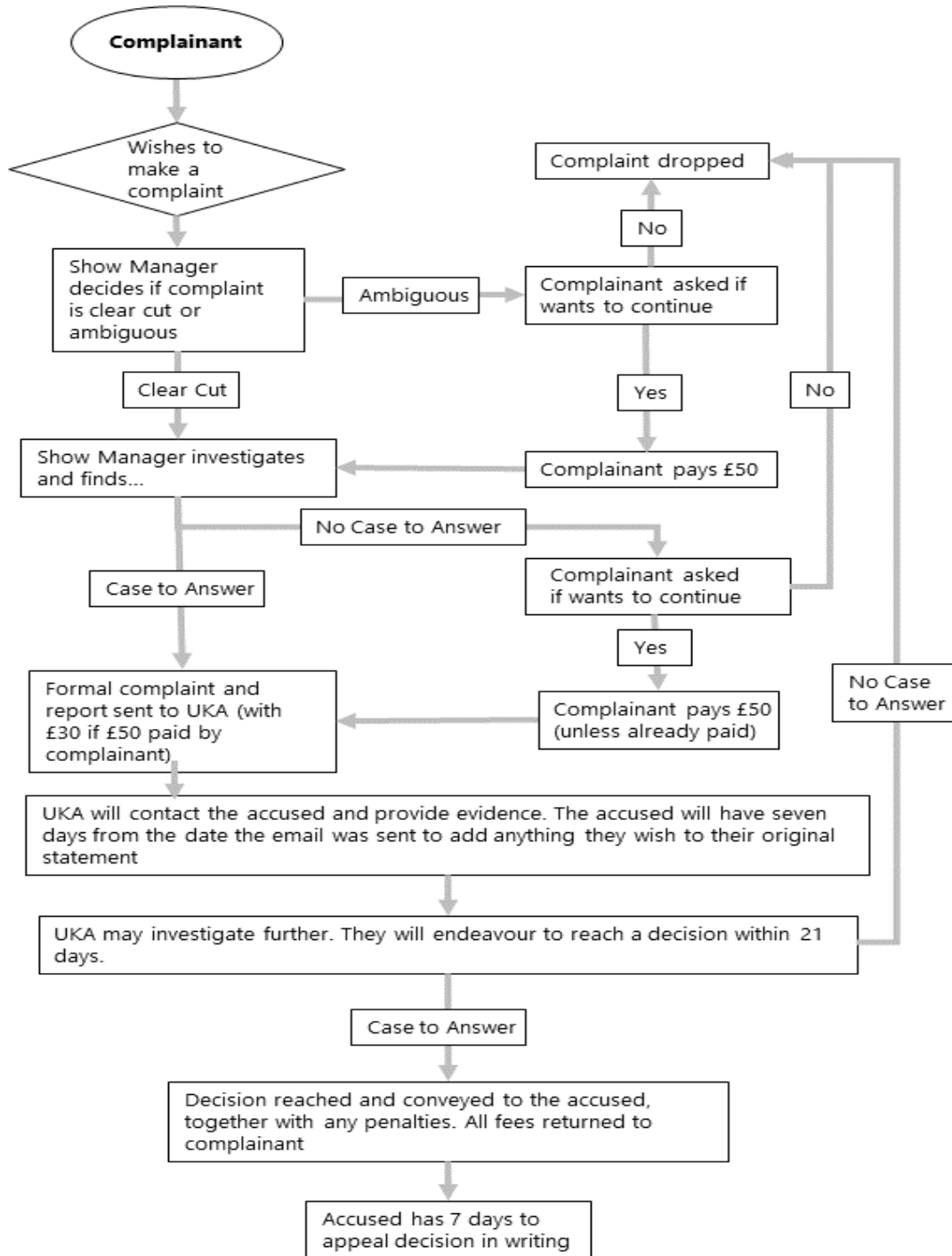
Ambiguous complaints are for incidents that the show manager considers as a minor infraction or where there is a difference of opinion or hearsay or unconfirmed report.

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.

UKA Disciplinary Process Procedure





Agility 4 All Incident Report

(Used to file an official Complaint)

A4A Case ID #

- 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.

SECTION 1 – Person Filling in this Statement

Name _____ A4A# _____

Please tick 1 of the following

- Show Manager • Judge • Competitor • Attending Show

Please tick 1 of the following

- Official Complainant • Violated Party • Accused • Witness

The official complainant does not have to be the violated party

Signature: _____ Date: _____

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.

SECTION 2 – General Information

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

- Dog aggression • Misconduct against a Judge • Violation of A4A rules
• Inappropriate treatment of dog • Inappropriate Treatment of another person
• Bringing the sport into disrepute • Inappropriate content on Social Media
• Other

(If other please specify) _____

SECTION 3 – Payment – Only required for Ambiguous complaints. See A3 in A4A Rules

Please only fill in this Section if you are the Official Complainant

Please tick 1 of the following in relation to the complaint

- The Show Manager has agreed this is not an ambiguous complaint.
• I have paid £50 disciplinary procedure fee to the show manager
• As a Judge on this day I do not need to pay the fee
• 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

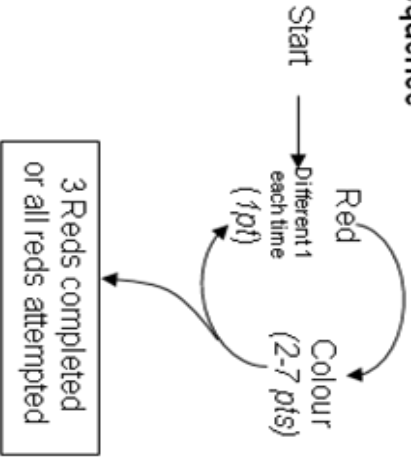
Name: _____ Signature: _____ Date: _____

SNOOKER

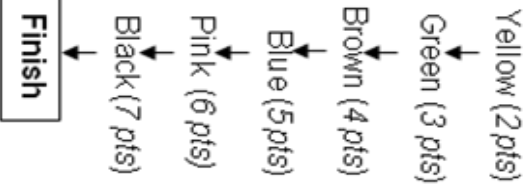
The Plan is

To score 37 pts for a qualifying round

Opening Sequence

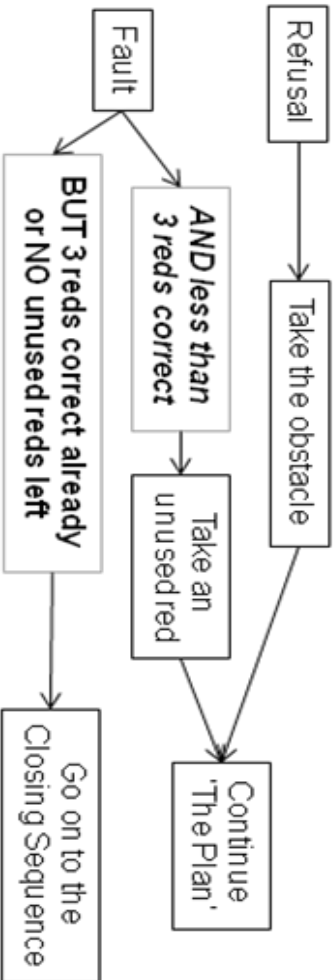


Closing Sequence (27 points)



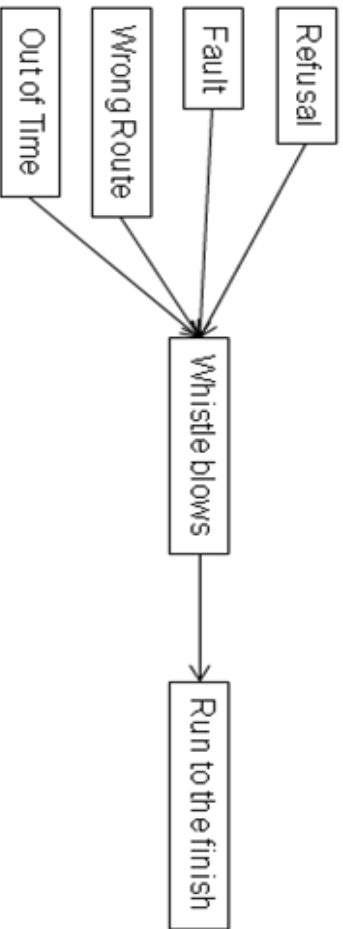
When the Plan goes wrong

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.

Agility 4 All Registration Form

Please Print

Register online at www.agility4all.co.uk for discounted registration fees.

HANDLER REGISTRATION £12 per handler, 5 year registration (16-year olds and under free)	
First Name:	Age if Junior:
Surname:	
Address:	
County:	Post Code:
Home Phone:	Other phone:
Email address:	
DOG REGISTRATION £12 per dog, lifetime registration	
Dog's A4A Registered (full) name:	
Pet name:	
List Breed or Mixed Breed:	
Date of Birth (estimate if unknown):	Estimated height at shoulders:
Other Organisations:	Level:
DOG REGISTRATION £12 per dog, lifetime registration	
Dog's A4A Registered (full) name:	
Pet name:	
List Breed or Mixed Breed:	
Date of Birth (estimate if unknown):	Estimated height at shoulders:
Other Organisations:	Level:
For additional dogs, please give the same information on the back of this form.	

By signing this form, I am agreeing that the information I have provided is correct to the best of my knowledge. I also agree to abide by and uphold the rules and regulations of Agility 4 All.

Signature: _____ **Date:** _____

Make cheques payable to Agility 4 All Ltd, 146 Lambertton Drive, Brymbo, Wrexham, LL11 5FW

A – 6 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”

A dog is subject to a refusal regarding obstacle performance standards once they are completely on or in an obstacle with all four feet, or all four feet have left the ground, for a jumping obstacle. A dog that enters the tunnel, steps onto a contact, or enters the weave poles and then stops with fewer than four paws on or in the obstacle, is subject to a refusal call as described in the points below.

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.

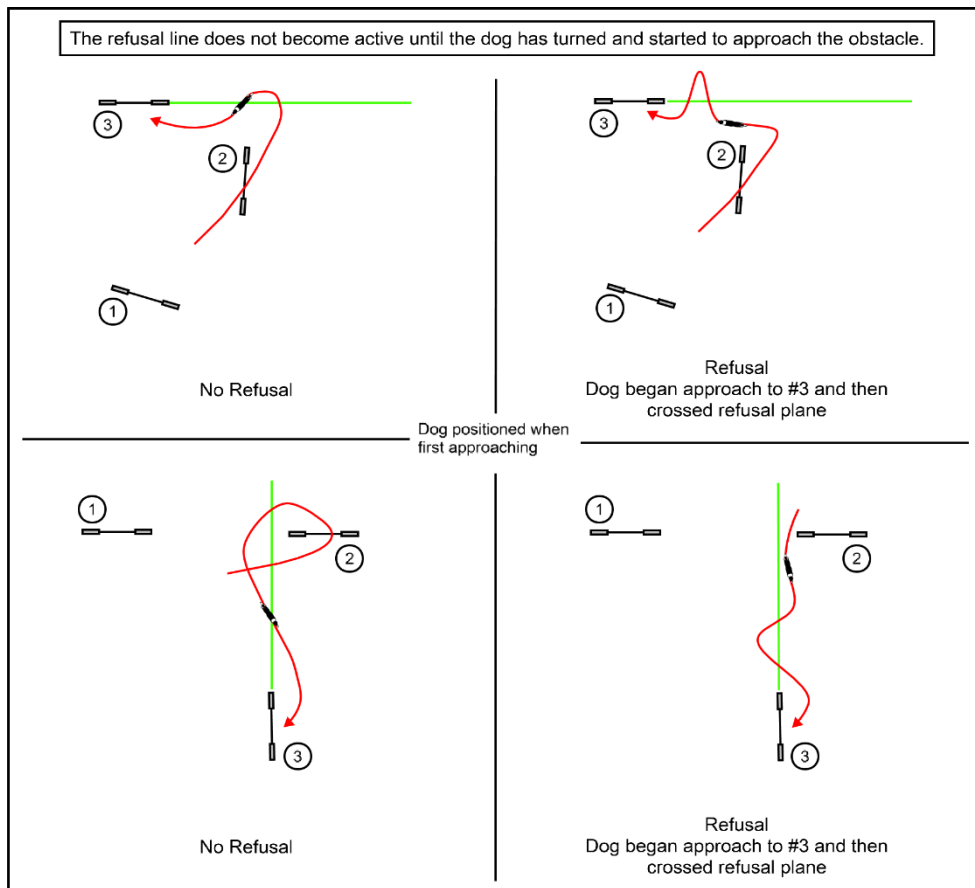
For the Seesaw

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

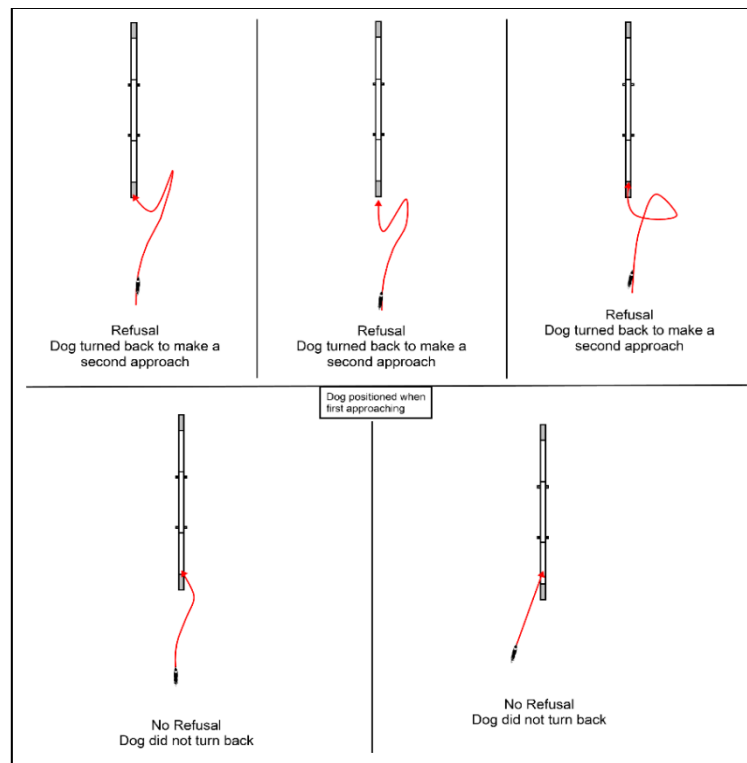
The refusal line is defined as the front plane of an obstacle, except in the case of contacts and weaves described below. The refusal line only becomes active when the judge deems that the dog has started to approach the obstacle. A refusal cannot be called until the dog is on the take-off side of a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

the entrance side of a tunnel entrance, and on approach.



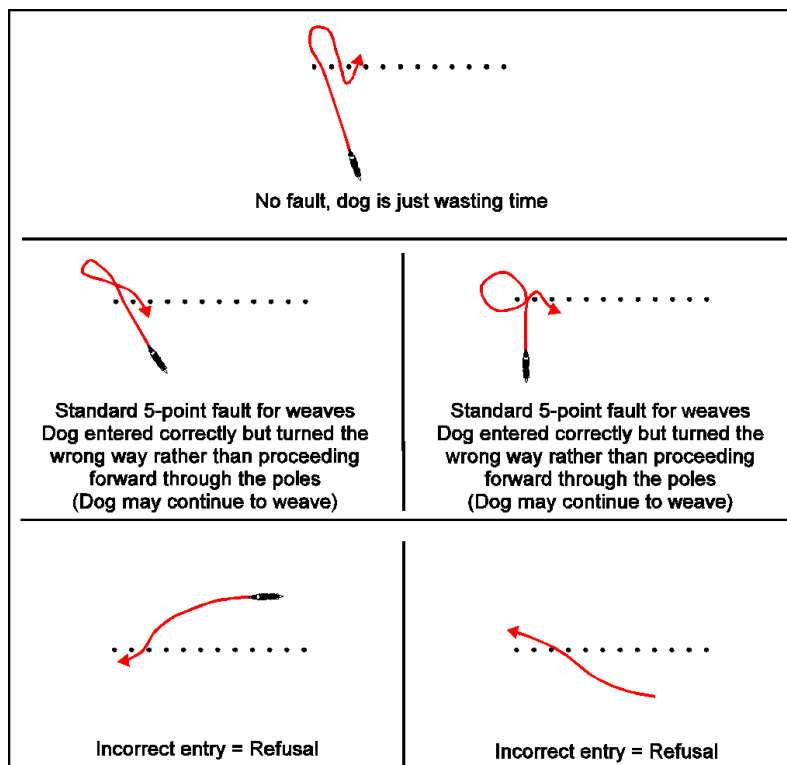
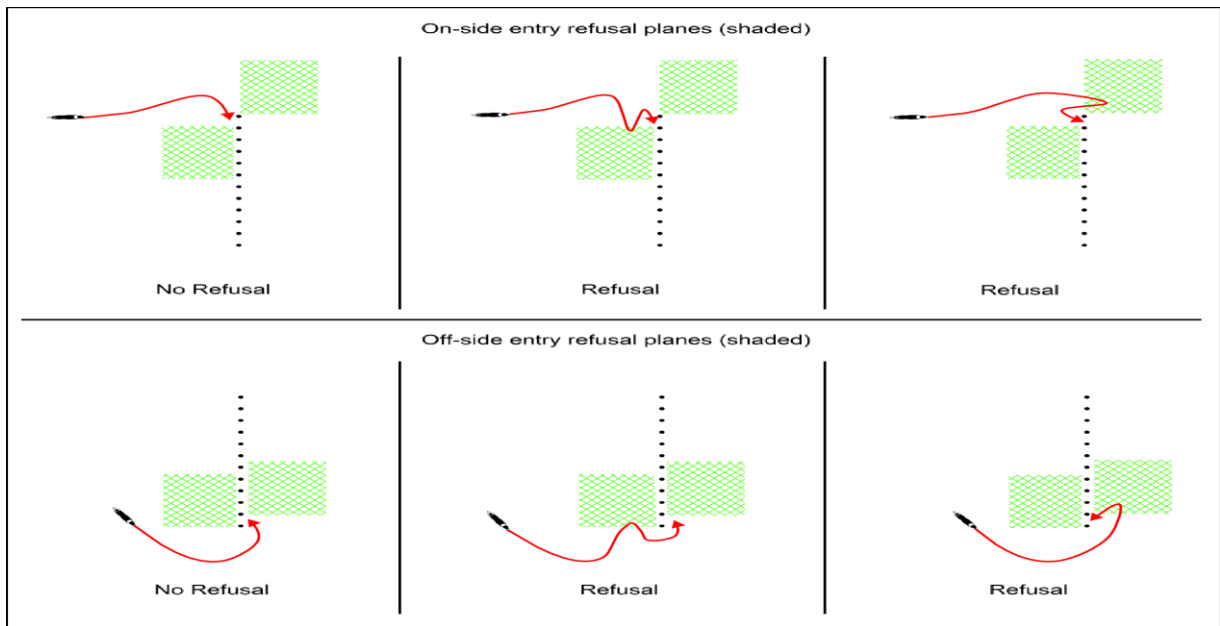
Refusal Line for Contacts

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



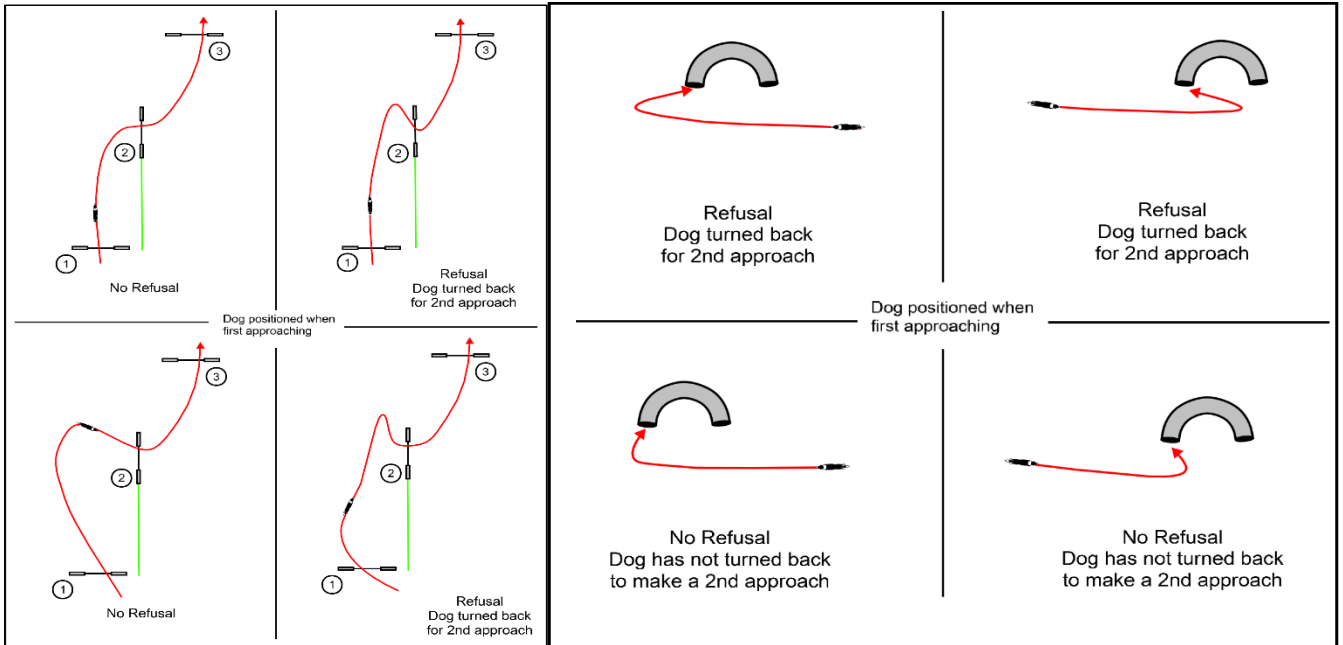
Refusal Line for Weave Poles

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 2nd 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 2nd time.



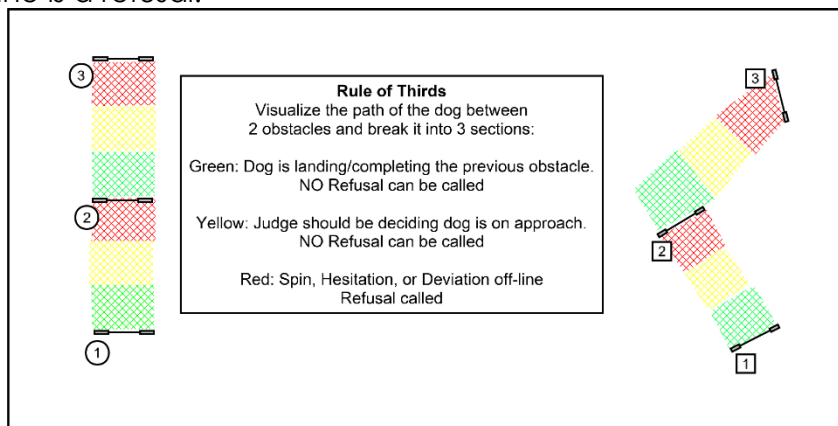
Rule of Thirds

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:

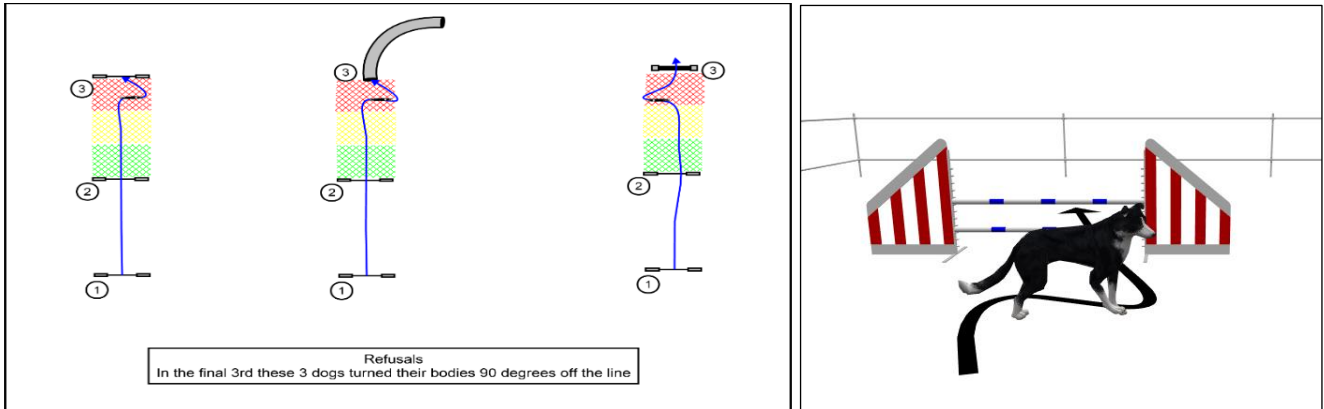
1. In the first one-third the dog is landing or leaving the prior obstacle and orienting toward the next obstacle. A refusal cannot be called in this section
2. In the second one-third, the middle ground between two obstacles, a refusal cannot be called, and it is normally in this area that a judge defines 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.



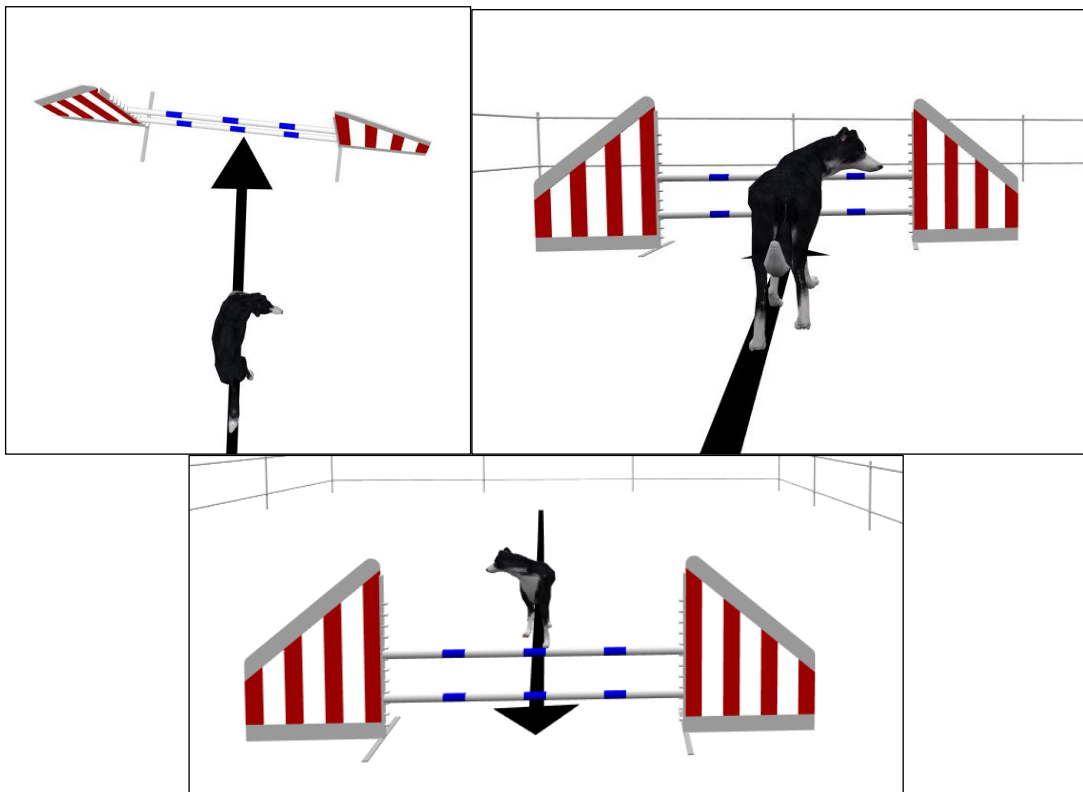
A significant hesitation is defined as a dog that "stops forward motion" for approximately 1 second as appraised by the judge. We recommend that a judge should be able to say the words, "significant

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.



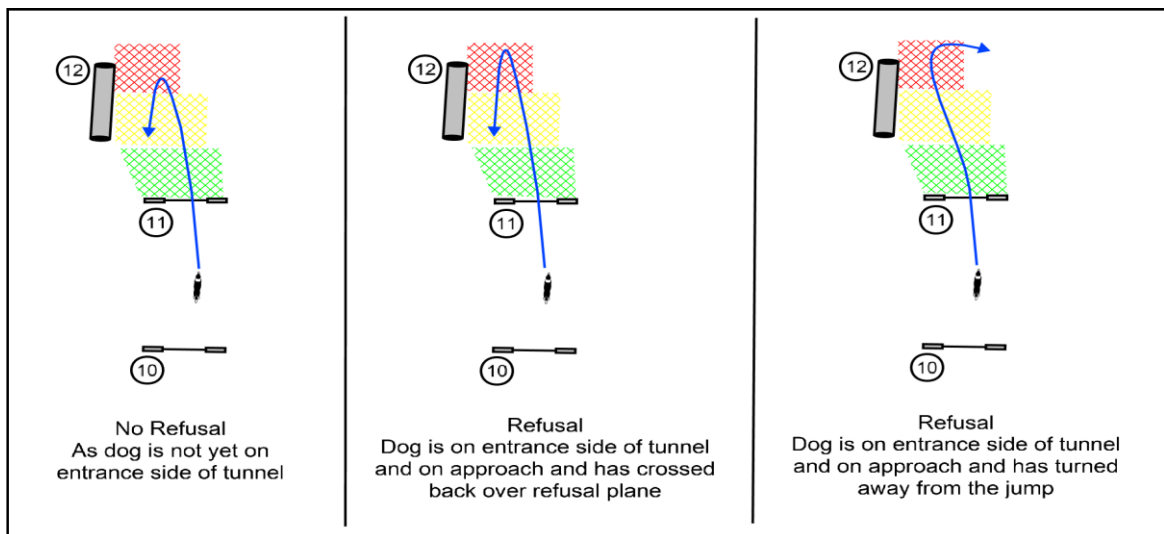
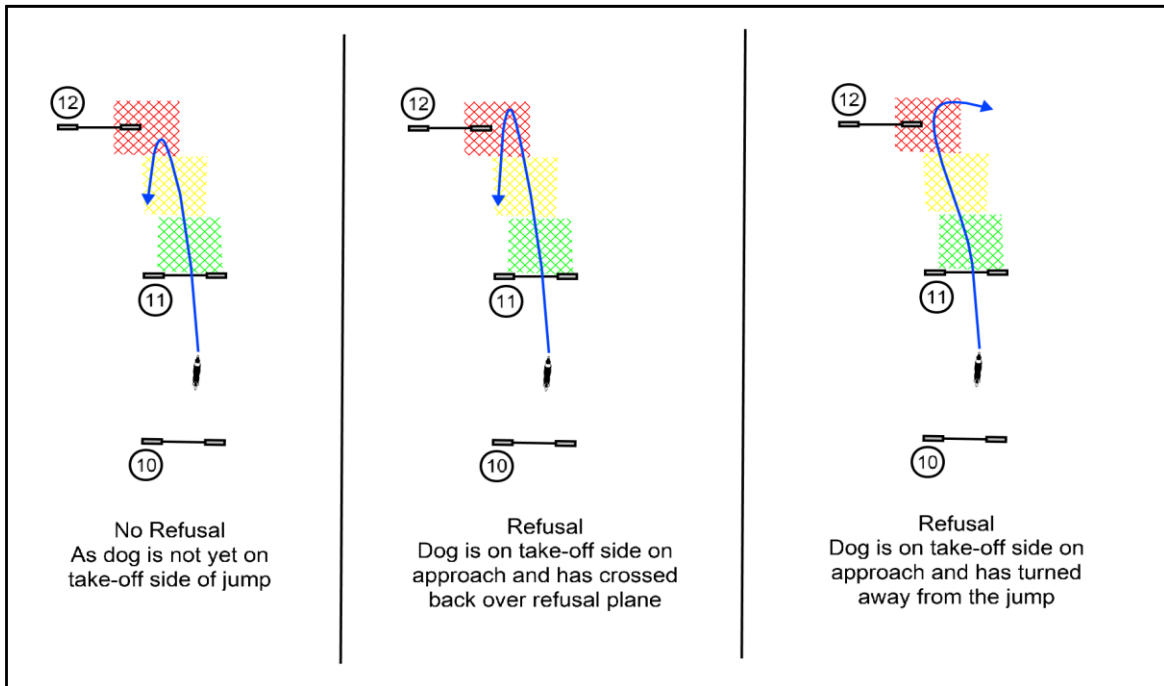
Diagrams above demonstrate Refusal due to a deviation in final third as the dog has turned its body 90 degrees off the approach line.



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.

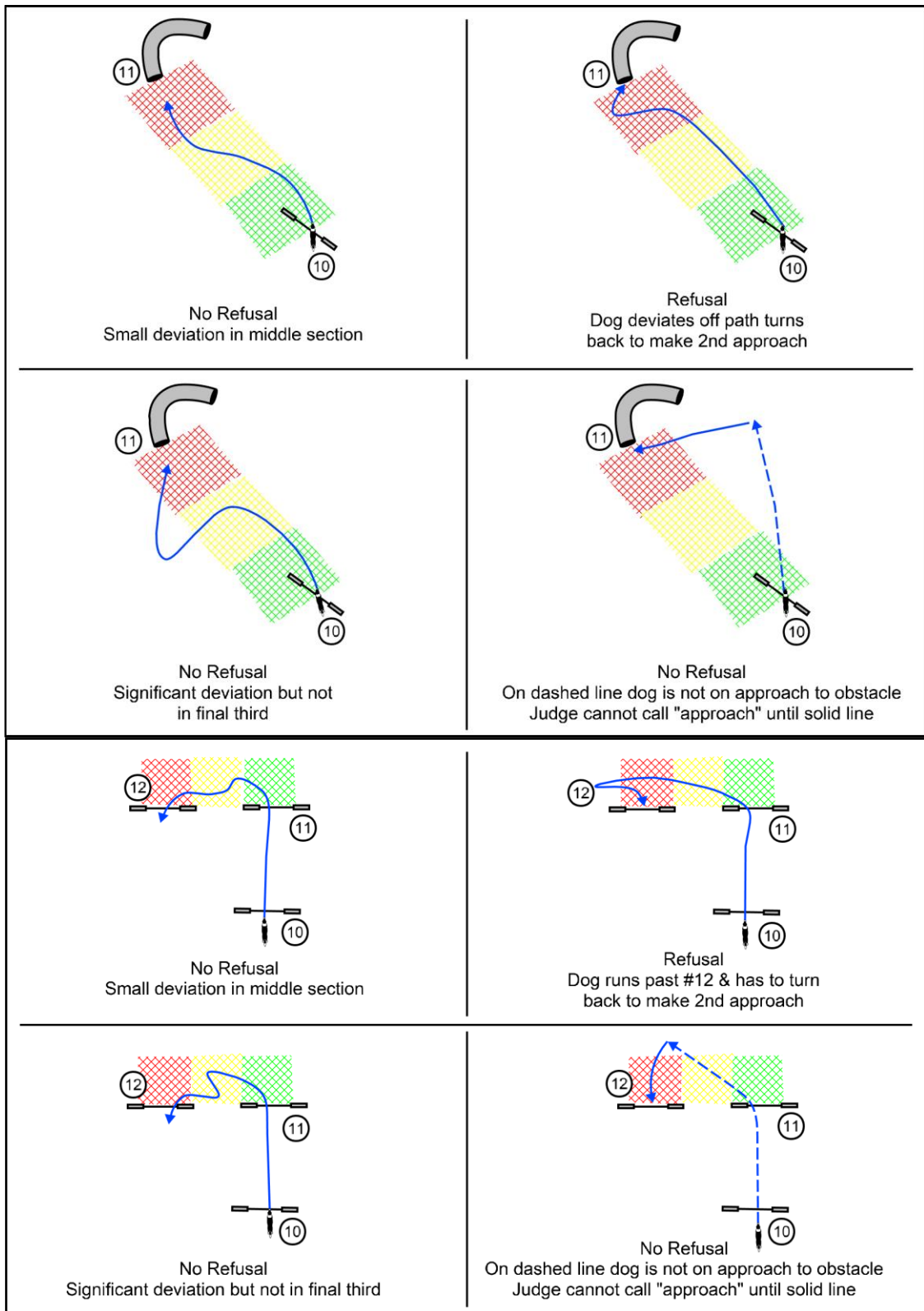
Back Side or blind entrance approaches

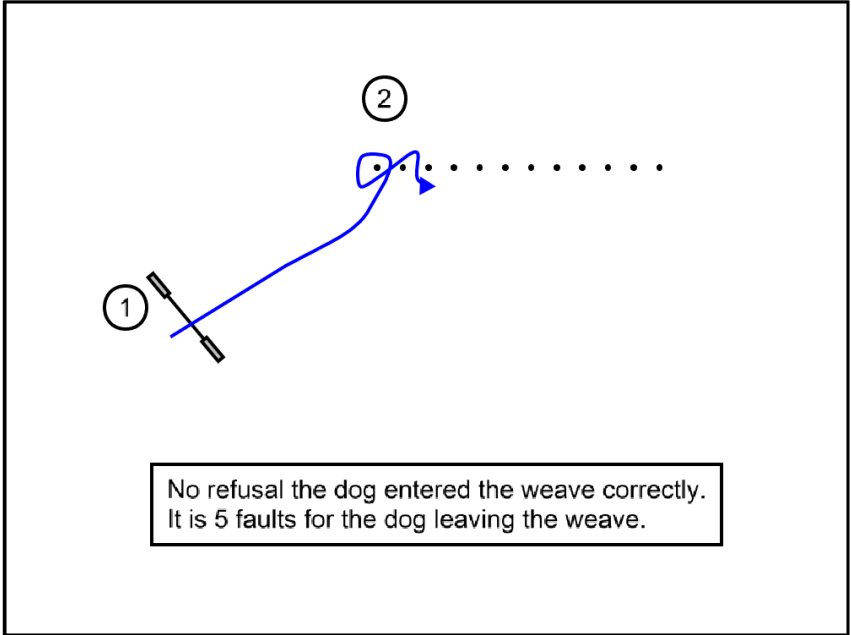
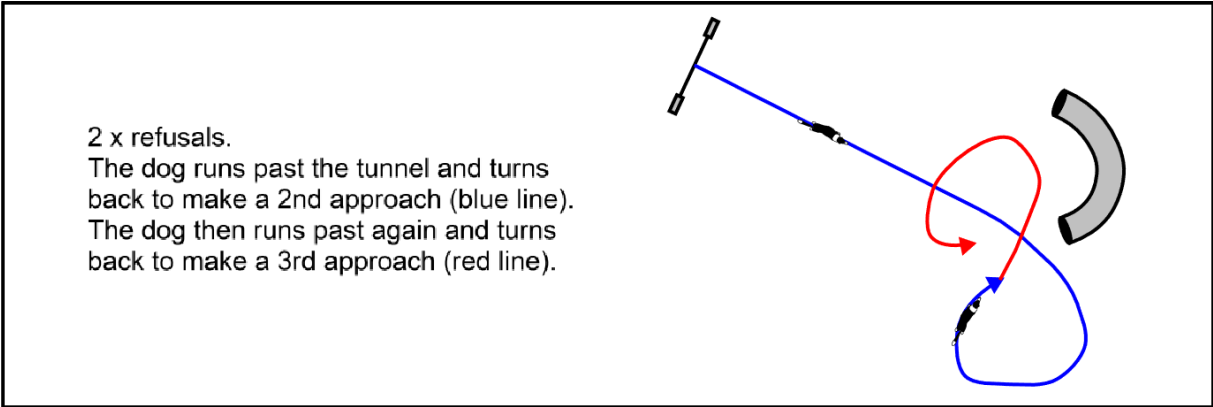
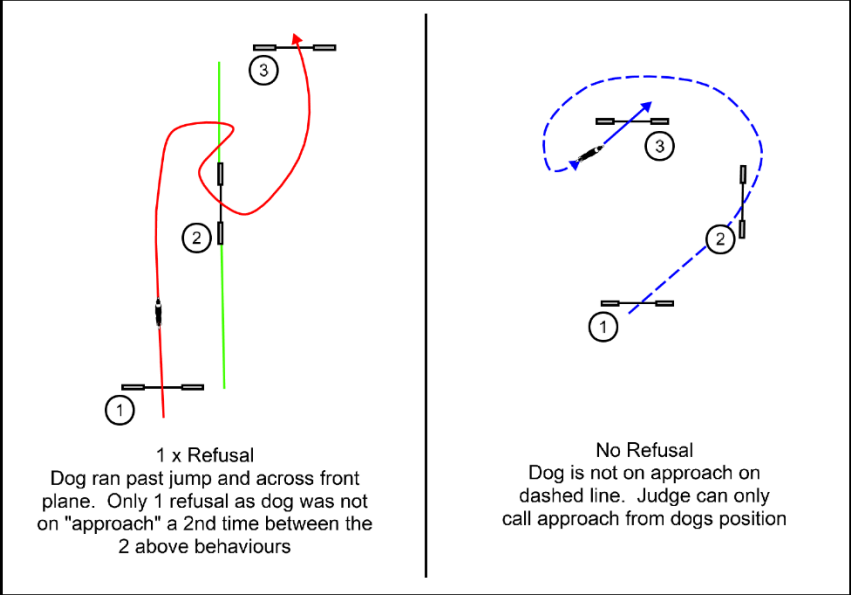
For a refusal to be called, the dog must be on the take-off side or entrance side of a piece of equipment. Once a dog has passed the line of the obstacle with any part of his body and then performs a behaviour that constitutes a refusal, a fault should be called. (For the weaves please refer to the above 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/A-frame Heights

Regular Heights

JUMP HEIGHT NAME	DOG'S HEIGHT	JUMP HEIGHT	A-FRAME HEIGHT	ASCENDING SPREAD LENGTH	MAXIMUM LONG JUMP LENGTH	TYRE HEIGHT CENTRE
250	320mm and under	250mm	1.7m	See Spread Table below	500mm (Not allowed in casual)	400mm
300	380mm and under	300mm	1.7m	See Spread Table below	600mm	450mm
400	440mm and under	400mm	1.7m	See Spread Table below	800mm	550mm
500	500mm and under	500mm	1.7m	See Spread Table below	1000mm	650mm
600	Any	600mm	1.7m	See Spread Table below	1200mm	750mm

Select Heights

JUMP HEIGHT NAME	DOG'S HEIGHT	JUMP HEIGHT	A-FRAME HEIGHT	ASCENDING SPREAD LENGTH	MAXIMUM LONG JUMP LENGTH	TYRE HEIGHT CENTRE
200(s)	320mm and under	200mm	1.7m	Not allowed	Under 200mm	400mm
250(s)	380mm and under	250mm	1.7m	See Spread Table below	500mm	400mm
300(s)	440mm and under	300mm	1.7m	See Spread Table below	600mm	450mm
400(s)	500mm and under	400mm	1.7m	See Spread Table below	800mm	550mm
500(s)	501mm and over	500mm	1.7m	See Spread Table below	1000mm	650mm

Maximum Ascending Spread Lengths (mm)				
Height	Beginners	Novice	Senior	Champ
200(s)	Not allowed			
250	200	225	250	250
300	240	270	300	300
400	320	360	400	400
500	400	450	500	500

600	480	540	600	600
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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
Nursery	2.5 – 2.9		

400, 300, 250 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 st	6 points	12 points	Refer to following table
2 nd	4	8	
3 rd	3	6	
4 th	2	4	
Clear round	2	2	

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