

A4A Rules & Regulations 2023 to 2024 Amendments Summary

1.2 Dog and Handler Eligibility

2023 Rules

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

UKA 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. UKA 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.

2024 Rules

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, **with the exception of dogs falling into the banned breeds specified under the DDA.**

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 **and this is the owner's sole responsibility.** Puppies must not be brought to show grounds for trade or sale.

1.3a Registering dogs at the correct level.

2023 Rules

Once a dog is registered with UK Agility, results from other organisations do not count towards progression through the Levels in UK Agility with the exception of winning a Champion Certificate or Reserve Championship Certificate under Kennel Club rules and if there has been 1 year between UK Agility registration and 1st time competing, and the dog has subsequently moved up the Kennel Club grades, the owner must let UKA know so that the dog starts in the correct corresponding level at UKA. For example, if the owner registers the dog with UKA 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 UKA of the changes required to their dog's level before their next UKA 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 UKA to complete this transfer before their next UKA 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.

2024 Rules

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 7** & 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.

1.3b Registering dogs at a later date

2023 Rules

If a handler/dog has been absent from UKA 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 UKA 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 a Champion Certificate or Reserve Championship Certificate under Kennel Club rules the owner/handler must apply to the UK Agility 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 UKA to complete this transfer before their next UKA 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.

2024 Rules

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.

1.5 Payment of Fees

This is not a rule change, as the capping level rule has always been included in schedules but an inclusion in the rules also for clarity.

2023 Rules

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 UK Agility. If payment is not received by the specified time, then UKA 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.

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

2024 Rules

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.

2.3 Jump Height Divisions Select Heights

2023 Rules

UKA 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.

2024 Rules

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
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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.

For all Grand Finals Qualifiers, dogs must jump their measured height and not a select height unless stipulated in the heat such as Games, Pairs and Team Relay.

3.0 CLASSES

3.1a Agility

2023 Rules

The object of this class is to negotiate a full course of agility equipment with a minimum of 17 obstacles to a maximum of 20 obstacles. Masters courses may have a maximum of 22 obstacles.

2024 Rules

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.

3.1b Jumping

2023 Rules

The object of this class is to negotiate a course, without contact equipment, with a minimum of 17 obstacles and a maximum of 20 obstacles. Masters courses may have a maximum of 22 obstacles.

2024 Rules

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.

3.1c Steeplechase

2023 Rules

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 17 obstacles and a maximum of 20 obstacles. The course should be a fast and straightforward set up.

2024 Rules

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.

4.3 Capping Level

2023 Rules

To ensure maximum number of runs are provided per dog, UKA 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 UKA 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.

2024 Rules

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

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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

4.6 Judges

2023 Rules

The Show Manager is responsible for inviting an individual to judge, who must agree to judge in accordance with UKA 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 UK Agility 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 UKA.

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 UK Agility.

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.

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 UK Agility, 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.

2024 Rules

The Show Manager is responsible for inviting an individual to judge, who must agree to judge in accordance with A4A rules and regulations and should have full knowledge of the same. The individual shall be of good character and uphold the highest standards of fair and unbiased adjudication. The individual must have

passed the Agility 4 All Judges assessment before the show closing date. **If this is not done then they will be unable to judge at the show.**

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 cannot 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.

No intimidation or bullying of judges whether in person or online will be tolerated by A4A. If a judge or A4A feel that a competitor is deemed to be doing this then they will be asked to leave the show by the Show Manager or A4A. If this happens all runs will be forfeited and no refunds will be given. The Show Manager will report this incident to A4A and appropriate action will be taken.

4.6 Show Committee and Stewards

2023 Rules

People with the following responsibilities are all allowed to compete at the UKA 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 UKA.

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 scrimer 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 UKA 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

2024 Rules

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 scrimer 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

No intimidation or bullying of any ring party whether in person or online will be tolerated by A4A. If any ring party or A4A feel that a competitor is deemed to be doing this then they will be asked to leave the show by the Show Manager or A4A. If this happens all runs will be forfeited and no refunds will be given. The Show Manager will report this incident to A4A and appropriate action will be taken.

4.8 Course Design, Difficulties and Approval

2023 Rules

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.

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 5 and 10 metres.

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

2024 Rules

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.

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 to be no major elimination trap on the course. The course should be fast and free flowing, with no major handling tests.

4.9 Minimum and Maximum Distances

2023 Rules

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	5m - 9m	N/A
Casual	5m - 9m	5m - 10m
Beginners	5m - 9m	5m - 10m
Novice	5m - 9m	5m - 10m
Senior	5m - 9m	5m - 10m
Champion	5m - 9m	5m - 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.

2024 Rules

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

obstacle, then the shortest path must comply with minimum and maximum distances 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.

4.11 Scoring

2023 Rules

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	5 faults

section above. Specific examples are given in the refusal guidelines at Appendix A6	
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 long jump marker pole which will not be faulted, as long as this does not aid performance)	5 faults
Handler or dog touching or disturbing equipment and altering it so dog cannot complete it	Elimination
Touching equipment by handler that aids performance	Elimination
Handler going through weave poles, jumping or moving over or going under any part of any obstacle, moving through any obstacle or traversing over a piece of equipment.	Elimination
Handler putting hand or arm through weaves or over contact equipment	No fault
Handler stopping timing either deliberately or accidentally	Elimination
Wrong course The dog will be assessed as running a wrong course if it in any way touches or jumps over an obstacle out of sequence with the course design or begins to take an obstacle in the wrong direction. Running under a contact obstacle will not constitute a wrong course.	Elimination
Dog fouling the ring	Elimination and dismissal

Dog out of control	Elimination and dismissal
Dog leaving the ring out of control	Elimination and dismissal
Food in the ring	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

2024 Rules

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
Anything falling from the handler's pocket or person (not including food) e.g. hat, toy, poo bag etc, neither handler nor dog interacts with it & the judge deems it has not assisted performance in any way.	No fault
Anything falling from the handler's pocket or person (including food) e.g. hat, toy, poo bag etc & either handler or dog interacts with it (i.e. handler picks it up)	Elimination
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 long jump marker pole which will not be faulted, as long as this does not aid performance)	5 faults
Handler or dog touching or disturbing equipment and altering it so dog cannot complete it	Elimination
Touching equipment by handler that aids performance	Elimination
Handler going through weave poles, jumping or moving over or going under any part of any obstacle, moving through any obstacle or traversing over a piece of equipment.	Elimination
Handler putting hand or arm through weaves or over contact equipment	No fault
Handler stopping timing either deliberately or accidentally	Elimination
Wrong course The dog will be assessed as running a wrong course if it in any way touches or jumps over an obstacle out of sequence with the course design or begins to take an obstacle in the wrong direction. Running under a contact obstacle will not constitute a wrong course.	Elimination
Dog fouling the ring	Elimination and dismissal
Dog out of control	Elimination and dismissal
Dog leaving the ring out of control	Elimination and dismissal
Food in the ring	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

4.17 Rules of Conduct

2023 Rules

UKA 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 UKA 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 UKA event that their participation is a privilege and not a right.

The following is a partial list of infractions which UKA 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 UKA event.

2024 Rules

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. A4A may then take further action if required.

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. **Moving of equipment in rings whilst course walking** · Intimidation and/or impolite confrontation of anyone involved in any A4A event.

4.17a Social Media Conduct

2023 Rules

Cyber bullying of any kind towards UKA, 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, UKA 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 UKA events and even further, expulsion of organisation membership.

2024 Rules

Cyber bullying of any kind towards A4A, competitors, judges, helpers or volunteers will not be tolerated and may lead to a total ban for the competitor from further A4A events

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, damage reputation 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

2023 Rules

Wall Jump

A wall should have displaceable units on the top.

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 UKA 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.

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 UKA 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.

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.

2024 Rules

Wall Jump

A wall should have displaceable units on the top.

The wall must 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.

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: **between 120mm and 150mm**

Fifth unit height: **between 280mm and 380mm**

Depth of each unit between 140mm and 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 must 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.

