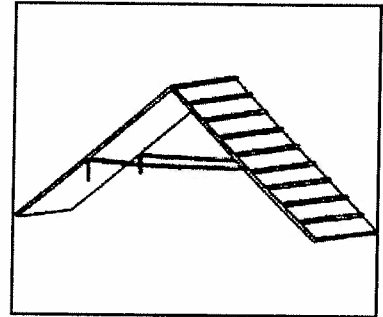


Douglas County 4-H Dog Agility Introduction & Rules

Adapted from University of Minnesota Extension Material



Updated 05-2008

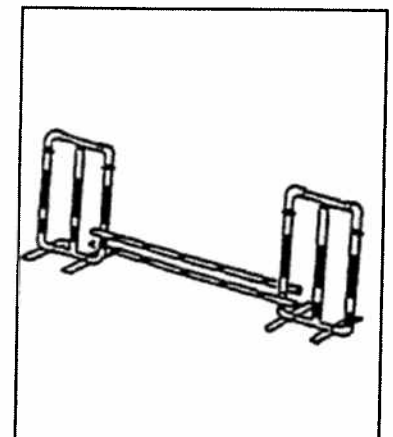
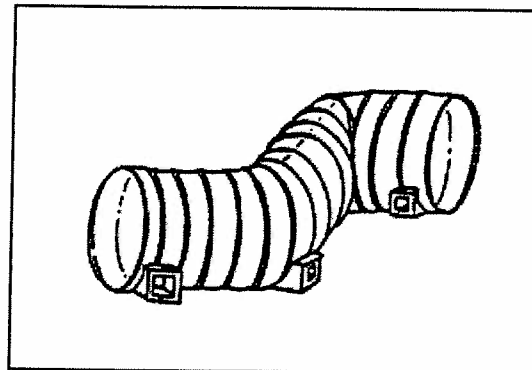
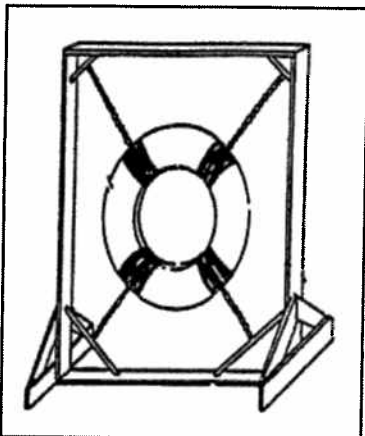
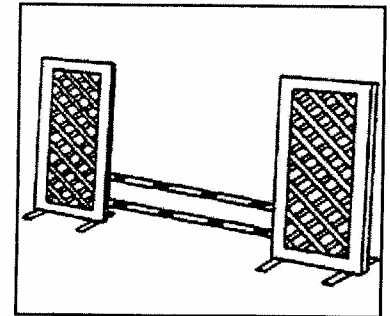
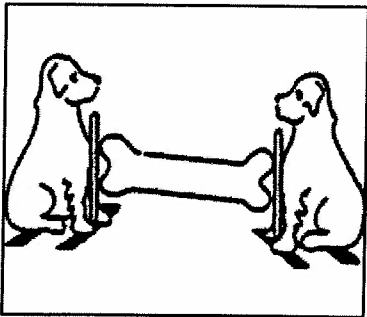


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What is Agility?

Patterned after equestrian show jumping, dog agility combines the elements of a dog's agility, briskness, confidence, and a handler's control over an obstacle course designed for dogs. It is a fun sport with great spectator appeal.

Purpose of Agility

1. Add new members and maintain established members in the dog project.
2. Provide positive motivational training methods and interactions with the dog.
3. Enhance a working relationship between the dog and handler.
4. Provide a better-conditioned dog and handler.
5. Promote good sportsmanship and citizenship.
6. Promote a better-rounded handler/dog team.
7. Add confidence to both dog and handler.

Safety Rules

Because the safety of both dogs and 4-H'ers is of paramount importance, the following rules will be enforced.

1. Members must attend at least 6 classes in agility. Simply working with your dog in the back yard is not accepted.
2. 4-H agility clubs must also provide training in obedience and showmanship.
3. Dogs must be a minimum of 12 months old to compete in agility. It is recommended that larger breeds be at least 18 months old. This is because for most breeds the growth plates in the bones are still developing until the average age of fourteen months - even later for large breeds.
4. Dogs with a physical or mental condition that would significantly impair their performance may only participate in a limited manner. Some examples of these include (but are not limited to) hip dysplasia, disc problems, severely slipped stifles, shoulder problems, overweight, or advancing age. They will be allowed to jump at lower heights.
5. All 4-H'ers are strongly encouraged to consult their veterinarian before beginning agility training.
6. A judge, fair superintendent, show coordinator or the 4-H leader at county events will have the authority to stop the performance of any dog whose soundness they question.
7. All parents/guardians and members must sign the "4-H Dog Agility Release Form" about injury to dog and handler to participate in classes, shows, and demonstrations. This form will include a section stating that they have been trained on all pieces of equipment for their particular class level, and they will not attempt any piece of equipment on which they have not been trained, as well as the number of classes they attended.
8. Judges will inspect all equipment prior to beginning the show, and may modify the requirements to the extent necessary to eliminate any piece of unsafe equipment.

Competition Rules

1. Each team will be allowed two runs on the course.
2. When a collar is used, it must be a plain, flat, well-fitting buckle or clip/quick release collar with **no tags or other attachments**.
3. Beginners using a leash must hold it at all times except when the dog is going through a tunnel. After each tunnel, the leash must be picked up before the next obstacle is executed. A 6-foot leash is recommended.
4. Colored bait is allowed, but the course must be kept clean. Please try not to drop food. If you accidentally drop some, you must return after your run and pick it up—colored is easier to find.
5. Handlers may use voice commands, signals, or both. Handlers are encouraged to talk or cheer their dogs through the course. There is no penalty for multiple commands or verbal encouragement, but all must be in the spirit of good sportsmanship.
6. **Members will not be penalized if their dog fouls the ring. However, time will not be stopped, and the 4-H members will be responsible to clean the course before moving to the next obstacle.**
7. Jump heights required are as follows:

<u>Dog's Height</u>	<u>Height of Jump</u>	<u>Broad Jump Width</u>
Less than 12"	8"	12"
12"-15"	12"	24"
Over 15"	16"	36"
Preferred class (age, physical limitation)	4" lower than normal	6" narrower than normal

8. Dogs will be measured by the judge before competing. The judge's decision is final.
9. All courses must have clearly designated starts and finishes. All obstacles must be sequentially numbered with numbered cones or some other movable system. The numbers must be 3-4" tall.
10. The minimum ring size is at least a double obedience ring. 100' x 100' or 80'x120' (or larger) is recommended.
11. Obstacles on the course should be spaced approximately 18' apart. In no case shall obstacles be spaced any closer than 12' apart.
12. The judges may lessen the requirement at a county fair event if members in that county have not been trained sufficiently on a particular piece of equipment.
13. Agility competitions must be performed on a level, shock absorbent surface that provides good footing for the take-off and landing of jumps. Outdoors on short grass is the ideal. A fully matted or carpeted area may provide an acceptable alternative. The judge will inspect the area to be used, and if it is unacceptable, will request a different location. In extreme cases, the show may need to be canceled.
14. The use of completely fenced area is encouraged (but not required).
15. Members will be allowed familiarization time to walk through the course without their dog.
16. Any 4-H member may lease a dog for agility (per 4-H dog show rules).

Agility Classes Offered in Douglas County

The following is a list of agility classes for use in Douglas County. Other regional or state 4-H agility competitions may differ.

Class Descriptions / Requirements:

Beginner / Advanced Beginner

- This is a simple square "S" shaped, "M" shaped, or "U" (horseshoe) shaped course.
- The following obstacles can be used once only:
 - A-Frame (apex at 4'6")
 - Pause table at 12"
 - Tunnel
 - Chute
 - Teeter
 - Dog Walk
 - Four Jumps
- All dogs will be shown on leash, wearing flat collars.
- A dog with a leg toward a sanctioned agility title is ineligible.
- After earning a blue ribbon, the team is qualified to advance to the next level. Advanced beginner is for those teams that are not ready to work off-lead.
- Advanced beginner is for teams not ready to work off-lead. 6 weave poles are added.

Novice

- This is a simple square "M", "S", or "U" (horseshoe) course.
- The following obstacles can be used one time:
 - A-frame (apex 4'6")
 - Pause table at 12"
 - Tunnel
 - Chute
 - Teeter
 - Tire Jump
 - Dog Walk
 - Four Jumps
 - Six weave poles
- All dogs must be shown off leash. Dog is shown with or without a collar, handler's discretion.
- A dog with a leg toward a sanctioned agility title is ineligible
- After earning a blue ribbon, the team is qualified to advance to the next level.

Open

This course is slightly more challenging such as a figure 8.

- The following obstacles can be used:
 - A-Frame (apex 4'6")
 - Pause table at 12"
 - Tunnel (1-2)
 - Chute
 - Teeter
 - Dog walk
 - Tire jump
 - Spread or Broad jump

Six weave poles

Four Jumps

- All dogs must be shown off leash. Dog is shown with or without a collar, handler's discretion.
- Dogs with a leg toward a sanctioned agility Open, Elementary or regular title is ineligible.
- After earning a blue ribbon, the team is qualified to advance to the next level.

Advanced

- This course is slightly more challenging than the open level with traps.
- The following obstacles can be used:
 - A-frame (apex at 4'6")
 - Pause table at 12"
 - Tunnel (1-2)
 - Chute
 - Teeter
 - Dog walk
 - Tire jump
 - Spread or Broad jump
 - Twelve weave poles
 - Six jumps
- All dogs must be shown off leash. Dog is shown with or without a collar, handler's discretion.
- Dogs may continue showing at this level indefinitely.

Scoring, Rewards and Requirements

Scoring

Standard Faults - charged at 5 faults:

- **Wrong course** - Taking an obstacle in the wrong order or going the wrong direction over an obstacle (including back-weaving three or more weave poles). All 4 paws of the dog must be committed to an obstacle to be charged with this.
- **On and off the table** - Charged for the first occurrence only.
- **Knocking a bar off a hurdle** - Applies whether it was the dog, the handler, or the leash that knocked the bar down.
- **Lifting, shoving, or otherwise physically forcing** a dog over or through any obstacle.
- **Missed contact zone** - Yellow zone
- **Dog steps on or walks over the long jump**
- **Dragging the dog** by the leash through any obstacle—5 faults per occurrence, up to elimination if continued
- **Outside help or interference** - Such as someone telling the handler which obstacle is next, any commands or cues to the dog etc. 5 faults up to elimination, depending on severity.
- **Handler jumps over the jump** with the dog - Charged for each occurrence
- **Dog goes between the tire and the frame**
- **Failure to pick up leash** - After a tunnel and before the next obstacle is performed.
- **Failure to correct on pause table** - For any dog that jumps off before the beginning of the word "go".
- **Refusals:** - 1st refusal—5 faults, 2nd refusal—additional 5 faults, 3rd refusal—20 faults instead of previous 10. Team will be directed by the judge to move on to the next obstacle.
- **Uncorrected improper entry or skipped weave pole**

Major Fault - charged at 20 faults:

- **Omitting any obstacle** - Includes being told by the judge to omit the obstacle because of the four paw safety rule. It also includes such things as the handler omitting an obstacle by choice or by error, or crossing the finish line before the last obstacle is completed correctly.

Automatic white ribbon (safety issues or noncompletion):

- **Bailing off the see-saw** - Before it tips down and touches the ground. Member will be asked to move to next obstacle.
- **Bailing off the dog walk** - Before beginning the descending plank. Member will be asked to move to next obstacle.
- **Failure to follow the judge's instructions** in the ring—as when asked to move on to the next obstacle.
- **Dog who stops working or leaves the ring**
- **Dog out of control**
- **An extreme amount of outside help**

No ribbon (poor sportsmanship or major safety issue):

- **Abuse of dogs** including kicking, excessive jerking of the leash, choking or other severe corrections, anywhere on the show grounds.
- **Bad language or shouting**, in or out of the ring.
- **Rudeness** to the judge or other official or complaining loudly about judges or other exhibitors
- **A dog that attacks or threatens** to attack a human or another dog

Scoring:

- Time + Faults = Total Score
- Lowest Score Wins

Ribbons and Awards

Ribbons will be determined as follows:

- A Base Time will be set by quickly walking the course and timing it.
- Blue Ribbon—Total Score is less than Base Time + 30 seconds, only 15 points in faults allowed
- Red Ribbon—Total Score = Base Time + 31-120 seconds
- White Ribbon—Total Score = Base Time + 121 or more seconds

Obstacle Performance Requirements

A-Frame

The dog must touch the safety zone while ascending the up ramp in the direction designated by the judge, cross over the apex and descend the down ramp, touching the safety contact zone before leaving the obstacle.

Pause Table

The dog must jump onto the table and assume the down position for a period of 5 seconds. The judge will count the seconds out loud, commencing when the dog has fully assumed the down position. If the dog leaves the table, or gets up before the 5 seconds are over, the handler will instruct the dog to resume that position. In the beginner and elementary levels, an interrupted count is re-started from the point it was interrupted. In the intermediate and senior levels, an interrupted count will be re-started from the beginning.

Tunnel

The dog must enter the opening to the tunnel in the direction designated by the judge and exit the other end of the tunnel.

Chute

The dog must enter the rigid opening to the tunnel and burrow through the collapsed portion of the tunnel.

Teeter

The dog must touch the safety contact zone while ascending the see saw, cross the plank's pivot point, causing the see saw to tilt to the ground on the other end, and descend the remainder of the plank, touching the safety contact zone before leaving the plank. The plank shall touch the ground prior to the dog leaving the plank. The dog must be in control of the plank.

Tire Jump

The dog must jump through the tire in the direction designated by the judge. A dog may touch the tire with its feet.

Dog Walk

The dog must touch the safety contact zone while ascending the ramp in the direction designated by the judge, traverse the cross plank, and descend the other ramp, touching the safety contact zone.

Jumps

The dog must jump over the hurdle in the direction designated by the judge, crossing between the hurdle's two supports and over the pole or planks without knocking off the top bar or plank. Wings can be added to off-leash levels.

Weave Poles

The dog must weave in and out in a continuous motion down the complete line of poles. The dog begins by passing on the right side of the first pole, crossing the line of poles between pole number 1 & 2, then pass the left side of pole number 2, then crossing the line of poles between 2 and 3, and continuing in a sequence down the complete line of poles. A handler/dog team must correct for any missed poles, and fully complete the weaving pattern.

Spread Jump

Dogs must jump over all the bars without displacing any at the discretion of the judge or in the direction that starts with the lowest bar.

Broad Jump

The dog must jump over the planks without touching them, crossing between the front corner marker poles in the direction designated by the judge, clear the span of the planks and exit between the back corner marker poles. The long jump is only used in Junior Handling in USDAA. I think we should change it to a spread jump, which is used universally.

GAMES

Non-regular "games" classes have been a part of agility from the beginning of the sport. Some of the games have become somewhat standardized throughout the United States and a few have been included in these Oregon 4-H Rules.

These games classes are not officially recognized classes at this time for 4-H competition. They may be used at county, regional, or state shows if time permits—simply for the sheer fun of it.

The games classes are not limited to the ones listed here. Judges, project leaders, or members may make up new games. If additional games are used at your show, be sure to include a full description in your show flyer.

Jumpers

Speed, control and fluidity of movement are the featured skills in this game. The course consists entirely of jumps and tunnels. A total of ten obstacles are suggested if the class includes beginners.

The time elapsed is added to the course faults for a total score. Lowest score wins.

Pairs Relay

In Pairs Relay sportsmanship and the ability to work well together with another team member while planning course strategy are the featured skills. In Pairs Relay two handlers and two dogs of the same jump height category (or adjacent categories – 6" & 12" together and 18" & 24" together) will work together to complete the course. The first handler will leave the starting line carrying a baton and must negotiate the designated course to the baton exchange area. The second handler and dog will be in the exchange area. Both handlers and both dogs must be in the designated exchange area at the time the baton is passed or they are eliminated from the competition. If the baton is dropped at any time a 10 – fault penalty is assessed. If the baton is thrown and falls on the ground a 20 – fault penalty is assessed.

When pairing teams for this class it is suggested that pairs be randomly drawn to mix all competitors from various counties. It may be necessary for one person to run twice if there is an odd number of competitors. This may also be done by random draw or by volunteer.

When judges are considering what obstacles to include in their course design it is important to consider the number of dogs at each ability level. The Pairs Relay course can be designed in such a way that only Beginner/Elementary obstacles are used. It may also be designed so that one half of the course is for Beginner/Elementary dogs using only Beginner/Elementary obstacles and the other half is for Intermediate/Senior dogs using intermediate obstacles. If the second option is chosen the number of entries in Beginner/Elementary and Intermediate/Senior should be about equal. Usually (but not always) the course design is two intersecting U (horseshoe) shapes.

Judges need to be sure that enough equipment is available because additional tunnels, etc., may be needed. The pause table is not used in this class. Each half of the course should have a minimum of five obstacles and a maximum of ten – six is average. The two halves of the course should have approximately the same number of obstacles. If both halves of the course are at Beginner level the difficulty level should be approximately the same as well.

The scoring for this class is done on a time plus faults basis – as explained for the Jumpers class. Course times will be approximately the same as in the regular agility classes (35 to 75 seconds). Beginners may show off leash at the handler's option.

The lines for the exchange box may be drawn on the ground by using surveyor's tape and golf tees. You should be able to find the surveyor's tape at most hardware stores.

Three Dog Team

Three Dog Team is very similar to the Pairs Relay. Essentially the same type of course design may be used as in Pairs Relay with two sides to a course. The first leg is run on the first part of the course, the second leg is run on the second part of the course, and the third leg is run on the first part of the course again. The two sides of the course could be both Beginner/Elementary level or be one side Beginner/Elementary and the other side Intermediate/Senior level. This would be the team-

building game of choice when the Beginner/Elementary entry is expected to be approximately double the Intermediate/Senior entry.

Teams should be randomly drawn and it is important that the jump height of the dogs running the first/third legs of the relay be the same. Scoring is time plus faults – the same as for Jumpers and Pairs Relay.

Gamblers (sometimes called Joker)

This game has nothing at all to do with betting money on anything. This game is more difficult and is not often used in junior handler competitions since beginner dogs have much difficulty performing the gamble on leash. The purpose of this game is to demonstrate course handling and strategy as well as skill at distance handling.

In this game two time periods are used. In the point accumulation time period (opening or first – usually about 30 – 45 seconds), each obstacle is assigned a certain number of points and the handler and dog perform as many obstacles as possible for points. Each obstacle may be performed a maximum of twice for points during the point accumulation time period. Obstacles designated as part of “the gamble” (second time period) may be performed for points, but the handler is not permitted to do any two – gamble obstacles in succession, forward or reverse. If a jump is part of the gamble and a dog knocks the bar in the point accumulation time period, the bar is not reset. Therefore, the gamble cannot be completed successfully.

The judge randomly places obstacles on their course design without a clear path to be followed. The points assigned are as follows: 1 point for each jump, 3 points for tunnels and the tire, 5 points for contact obstacles and for the weave poles (5-6 poles). The judge will call out points for each obstacle completed correctly in the point accumulation time period. The scribe will then record the points. At the end of the point accumulation period, the timekeeper will blow the whistle to indicate that “the gamble” time period has begun. The pause table is not part of the obstacles for the point accumulation time period and will not count for points.

“The gamble” (second time period) is normally about 15-20 seconds long. During this time the handler may choose to be satisfied with the points already accumulated and run to the finish line or he/she may attempt to complete “the gamble” before the second whistle to obtain additional gamble points.

The successful completion of the gamble is worth 15-20 points based on difficulty.

“The gamble” is a specified series of jumps and tunnels, which may end with either the pause table or a finish line. Normally, three obstacles are used (two jumps & a tunnel; a jump, a tunnel, & pause table; etc.). The distinctive element of “the gamble” is that there will be a line drawn on the ground which the handler may not cross.

Judges should remember when they are designing a gamble some of the 4-H’ers in this class may be on leash. The gamble line for Beginner dogs may be a different line than is required for the off leash levels. If a tunnel is used, on leash handlers are unable to cross the line to pick up the leash. If Beginner dogs are included, the line for these handlers should be no more than two feet from the jump bar (nor the wing) to make it possible for them to perform the jump on leash. A three-foot distance would be appropriate for a tunnel or pause table for beginners. For all off leash levels a line three to four feet from and parallel to the obstacles would be appropriate.

Scoring is based on the highest total points accumulated. If a tie in points exists, the faster time is the winner.

Snooker

Snooker tests the strategy, control, and versatility of both the handler and dog against the clock. In this game, there is an opening sequence and a closing sequence to be performed. On the course, there will be three obstacles (normally these are jumps) that are labeled number 1 (a purist would have red number 1 signs). Then there would be other obstacles labeled 2 (yellow), 3 (green), 4 (brown), 5 (blue), 6 (pink), and 7 (black). Generally the more difficult obstacles have the higher numbers attached to them and are usually placed at a further distance from the number 1 obstacles.

The opening sequence is determined by the handler, but must be as follows: number 1 completed successfully, any other obstacle of their choice (2-7), a different number 1 obstacle completed successfully, any other obstacle of their choice (2-7), the third number 1 obstacle completed successfully, any other obstacle of their choice (2-7). The catch is that if at any time a jump bar is knocked down on a number 1 obstacle, the other obstacle of choice may not be performed (hence the quick thinking on your feet and versatility). Any error in the order of the sequence will cause the judge to blow the whistle and the handler/dog will be excused.

During the opening sequence the judge will call out the points earned for successful completion of an obstacle. The points are equal to the number that is placed in front of the obstacle. The scribe will record these.

The closing sequence begins as soon as the opening sequence is correctly completed. In the closing sequence, obstacles numbered 2,3,4,5,6, and 7 are taken in that order. Any break in the sequence, will cause the judge to blow the whistle and excuse the handler/dog team. The judge will call out points for each obstacle successfully completed. After the final obstacle is completed it is important to cross the finish line in order to stop the clock.

There is a specified time after which the timer will blow the whistle and no further points will be accumulated. The judge will determine the time limit (generally 60-70 seconds) in advance. If time elapses and the whistle is blown before the dog/handler team completes the closing sequence, the dog/handler team should run for the finish line. The timekeeper does not stop the clock until the dog crosses the line.

Scoring is based on the highest total point accumulated. If two handlers are tied the handler with the highest points and the fastest time will be the winner.

Knock Out

Knock out is an elimination type tournament. Two identical courses are placed side by side and two dogs each run their side of the course. Usually the courses are mini-courses of only 4-5 obstacles rather than a full-length course. The fastest dog that completes the course with no errors (errors such as a knocked down bar cause elimination) will advance to the next round. Competition continues in this manner until one dog/handler team has beaten everyone. This one can sometimes be a test of the dog's endurance and conditioning as well as speed since many rounds may be required before the winner is found.

OBSTACLES

Obstacle Construction Standards

It is highly recommended that each county considering Agility purchase the book, Construction Plans for Dog Agility Obstacles by Kenneth Tatsch. This book is available from the USDAA (address at the end of the agility rules). It will give you specific plans on how to build each piece of equipment. In addition, there are many suppliers of ready-made equipment. The following lists the standards of construction for each obstacle:

A-Frame

The A-Frame shall be of sturdy construction (remember that it must support the largest breeds, and even an occasional 4-H'er safely) consisting of two sidewalls, each being approximately 9' in length and a minimum of 3' width. The sidewalls shall be securely hinged together on one end such that when standing upright in the "A-Frame" position, the apex is adjustable from 4'6" to 6'3" from the ground.

Each wall section shall have non-slip slats securely fastened to the sidewalls at intervals of approximately 12". Scaling slats shall be fastened such that slats are approximately 6" (no less than 4" from the top line of the contact zone. For A-Frames constructed after January 1, 2001, slats shall measure not less than ¼" and no more than ½" in thickness. The slats must be between ¾" and 1 ½" wide.

Chains or other support devices shall be fastened to the sidewalls on each side between 2' and 3' above the ground level to provide stability. The bottom 42" of each sidewall shall be designated a safety contact zone, shall be painted yellow and must be significant contrast to the obstacle color to form a distinct top line. White is not a permissible color.

Sidewall surfaces shall be roughened (we recommend applying a heavy coat of sand to wet paint, and then re-painting again) for better traction, but shall not be hazardous to dogs' pads. Rubber or similar matting shall not be permitted.

Pause Table

The pause table shall be a sturdy surface of 36" square with a roughened surface supported on a stable base that shall be capable of being securely anchored or weighted to the ground. The elevation of the table shall be 12" and 24" (either adjustable or have two tables). Rubber matting or similar material may be used on the table surface to improve traction.

Collapsed Tunnel

The collapsed tunnel is comprised of two parts – the rigid opening and the tunnel chute. The rigid opening shall be constructed with a frame of rigid construction that may be securely anchored or weighted to the ground. The rigid opening shall be approximately, but not more than, 30" in length and shall be between 18" and 24" in diameter.

The tunnel chute shall be of non-rigid material construction, such as a durable fabric or similar material. The chute shall be approximately 8' in length and shall have a circumference of no less than 65" at the end where it is attached to the rigid opening. The chute should flare out over the

twelve-foot distance to circumference of approximately 96". It is recommended that the end of the chute have 1-2 grommets installed for staking outdoors.

Pipe Tunnel

The pipe tunnel shall be a rigid tunnel being fully enclosed except for the opening at each end, capable of being curved such that it is not possible to see through the tunnel from one end to the other. There shall be no obstruction or other hazards within the tunnel. The diameter of the tunnel shall be approximately 24" and the length shall be no less than 10' and no more than 20'.

Hurdles/Jumps

Hurdles and jumps must be of sturdy construction with planks, rails or poles of no less than 48" and no more than 60" in length. The side standards holding the planks, rails or poles shall be constructed as to not topple if bumped by a dog while running and should include wings similar to those used in equestrian events of not over 18" in width. The height of the poles, planks, or bars to be jumped shall be adjustable to 6", 12", 18", and 24".

Planks, rails, and poles shall be positioned parallel to the ground at the proper jump height. For pole-style hurdles, a minimum of two poles is required. A pole may be used to indicate a ground line by positioning it at an angle to the ground (or on the ground for 6" dogs). All poles, rails, and planks must be displaceable. Poles and rails shall be no less than 1 ¼" and no more than 1 ¾" in outside diameter. If PVC pipe is used, only Schedule 40-1" or 1 ¼" pipe may be used. All poles and rails shall be marked with contrasting colors through striping or banding. Pole supports may not exceed the width of the poles, must generally follow the contour of the pole and shall not be more than 1/8" in depth. When pegs are used for pole supports, the peg and pole "stop" on the peg must conform to these requirements. When a flat rail support is used, the support shall not exceed 1 ½" width.

Side wings or other support standards should be free of sharp or hazardous edges, and be a minimum of 6" higher than the highest jump height (we recommend 36" tall), and no more than 12" higher. This will provide a clear indication of the jumping path for the dog, yet not be too high for beginners on leash to negotiate.

Dog Walk

The dog walk shall be of sturdy, rigid construction sufficient to support large dogs safely. The obstacle will consist of one cross-plank and two ramp-planks, each measuring at least 7', but no more than 12' in length and 12" in width. The cross-plank shall be elevated to 36" above the ground by two rigid supports on each end of the plank, to which the cross-plank and ramp-planks shall be securely fastened.

The ramp-planks shall have anti-slip slats fastened securely at approximately 12" to 15" intervals. Slats shall be fastened such that slats are approximately 6" (no more than 4") from the top line of the contact zone. Slats shall measure not less than ¼" and no more than ½" in thickness. The slats must be between ¾" and 1 ½" wide.

The bottom 36" of each ramp-plank shall be designated as a safety contact zone, shall be painted yellow and must be significant color contrast to the obstacle color to form a distinct top line. White is not a permissible color.

Plank surfaces shall be roughened for better traction (see description under A-Frame) but shall not be hazardous to dog's pads. Rubber or similar matting shall not be permitted.

Tire Jump

The tire jump shall consist of a tire suspended within a sturdy frame. The tire shall have an aperture diameter of no less than 17" and no greater than 20". The tire shall have a sidewall width of no less than 4". The tire should be wrapped or filled such that a dog's paws may not be caught on the inside of the tire while jumping through. The tire should be banded or striped in contrasting colors to improve visibility.

The frame shall be of rigid construction and shall be designed such that it will not topple under the pressure of a large dog hitting the tire at height speed. The frame should permit the suspension of the tire from four corners or the top, leaving at 8" clearance between the tire and vertical frame support on each side. The tire shall be adjustable to heights of 6", 12", 18", and 24 " (again you may wish to build your tire jump to allow for a 30" height as well).

Weave Poles

The weave poles shall consist of poles approximately 1" in diameter and between 3 and 4 feet in length. They shall be spaced between 18" and 21" apart on the center. Five to six poles shall be used (you may want to build two sets if you may be offering standard agility classes, too).

The poles shall be held upright by rigid or semi-rigid standards permitting the poles to stay upright if bumped by the dog while weaving through the line of poles rapidly. If the weave poles are to be supported with a continuous base extending the full length of the poles, the base support should be no more than 1" in heights and no more than 3 ½" wide. This base should be supported in a reasonable manner that shall not interfere with a dog's performance.

Broad Jump

The broad jump shall consist of 5 planks, being no less than 36" and no more than 60" in length. The outside planks shall be 5" in width. The three inner planks shall be between 5" and 10" in width. The planks shall be mounted to side braces or legs such that the plank will have a slight increase in elevation. The elevation of the outer planks shall be 2", and the innermost plank shall not exceed 10" elevation. Marker poles approximately 48" in height shall be placed at the four corners of the jump. The maximum number of planks (based on plank width) should be used for each jumping distance. When using fewer than the maximum number of planks available, the lowest height planks shall be used for dogs jumping 6" and 12".

An obedience broad jump may be substituted, but must have the required marker poles.

See-Saw

The seesaw shall consist of a sturdy plank approximately 12' in length and measuring 12" in width. The plank shall be supported in the middle by a sturdy base that may be capable of being securely anchored or weighted to the ground. The elevation at the plank's pivot point shall be approximately 24" above the ground.

Scaling slats are optional. If used they must be fastened at intervals of between 12" and 15" over the length of the plank. Scaling slats should be fastened such that slats are approximately 6: (no less

than 4" from the top line of the contact zone. Slats shall measure not less than ¼" and no more than ½" in thickness. The slats must be between ¾" and 1 ½" wide.

The last 36" of each end should be designated as a safety contact zone and shall be painted yellow and be a significant contrast to the obstacle color to form a distinct top line. White is not a permissible color.

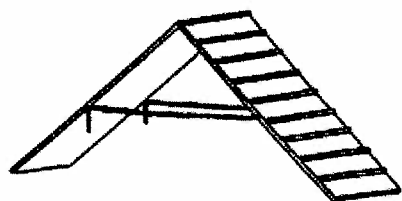
The plank surface should be roughened for better traction (see description under A-Frame) but shall not be hazardous to dog's pads. Rubber or similar matting shall not be permitted.

Spread Jump

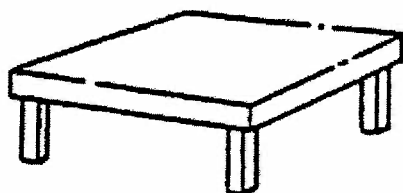
Double Bar Jump: Two parallel bars at the standard jump heights. It may be built as a special jump or assembled from two Bar Jumps. The distance between the centers of the bars is one-half the jump height.

Triple Bar Jump: A series of three ascending bars. The horizontal distance between adjacent bars is one-half the jump height, while the vertical distance is one-quarter the jump height.

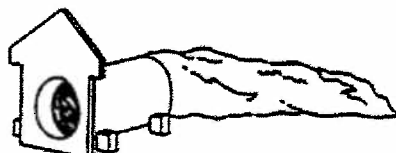
OBSTACLES AT A GLANCE



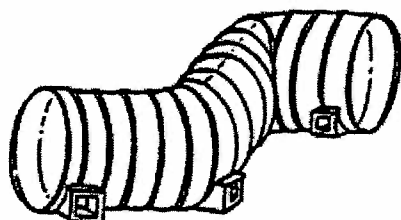
A-Frame



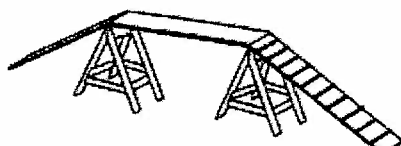
Pause Table



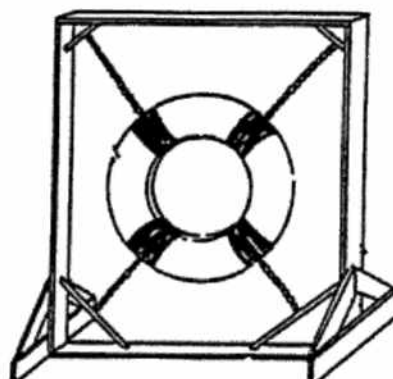
Chute



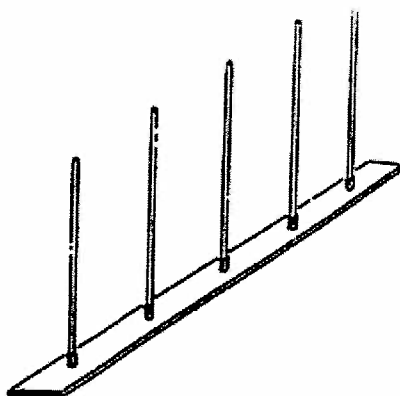
Tunnel



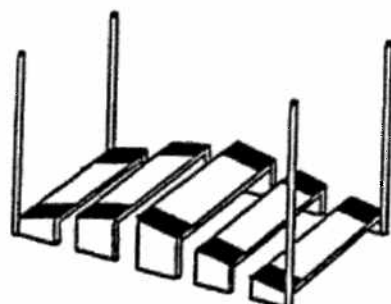
Dog Walk



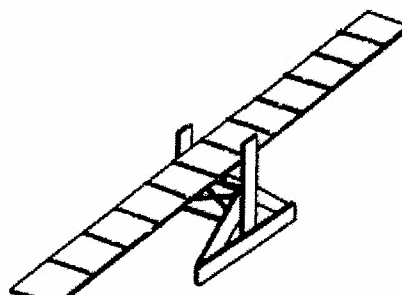
Tire Jump



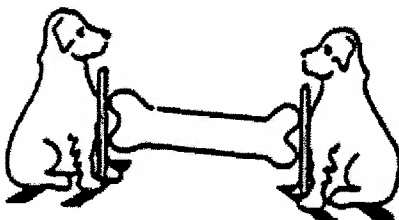
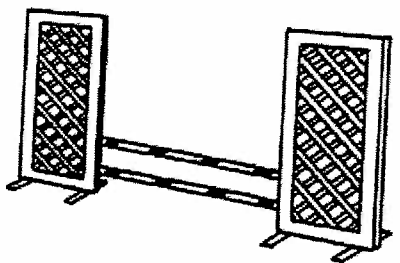
Weave Poles



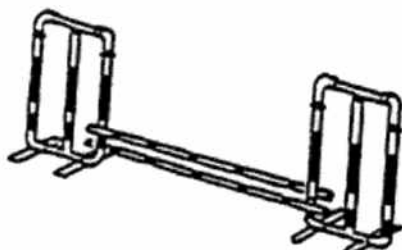
Broad Jump



Teeter



Various Jumps



JUDGE INFORMATION AND OTHER RESOURCES

(Adapted from University of Minnesota Extension Materials)

Responsibilities of the Agility Judge and other Show Helpers

The following list of helpers is suggested for the smooth operation of your agility show:

- Judge
- Gate Steward (one)
- Ring Stewards (a minimum of two, preferably three)
- Leash Runner
- Score Sheet Runner
- Scribe (one)
- Timer (one – must be the same person for all dogs in a class)
- Course Builders (several – they may also do the other jobs listed previously)
- Table Stewards

The judge is responsible for:

1. Insuring safety (to the extent reasonably possible).
2. Insuring that the handlers, dogs, and spectators have a good experience.
3. Using courses designed by the agility committee, or designing the course and submitting it to the designated individuals for approval.
 - a. A judge may use a course designed by the agility committee or design one and submit it for approval. Judges are reminded that in Beginner and Elementary classes, the course must be simple “U” (horseshoe), “M”, or “S” design, which includes all of the required obstacles. Each obstacle must easily lead to the next, and be spaced at a distance of 15’ to 18’ between obstacles.
4. Measure all dogs.
5. Walking the course after the course builders have set it to verify that it has been correctly set (double check distance between obstacles, positions and angles of obstacles, etc.)
6. Meeting with all stewards and briefing them about their responsibilities. The briefing must include but is not limited to the following:

Gate Steward

- How many dogs to keep on deck.
- When the next dog should enter the ring.
- Where leashes and collars should be left.

Ring Stewards

- Where they should be positioned.
- Their duties: to straighten the closed tunnel after each dog; reset any knocked down bars; reset jumps for next height, others as necessary (straighten weave poles, etc).

Scribe

- Explain the arm signals to be used. Usually, one arm up with an open hand means to record an “S” for a standard fault on the score sheets. Both arms up with hands open means to record an “F” for failure to perform obstacle.
- Record the time from the timekeeper’s stopwatch exactly as it reads and not to convert it to seconds.

- Remind them to always watch the judge not the dog/handler.
- Be sure to ask any questions about the previous dog's score before the next dog runs, therefore eliminating any confusion.

Timer

- Make sure the timer is comfortable with the stopwatch and how to use it.
- Explain that the timer should show the stopwatch to the scribe to copy onto the score sheet.
- What they should do if the stopwatch malfunctions – always check the stopwatch as soon as the dog is past the start line to verify that it is working. If it is not working, blow the whistle to re-start the dog/handler before they reach obstacle 2 or 3.
- Be sure the timer clearly understands where the start/finish lines are and that the time begins and ends when the dog (not necessarily the handler) crosses the line.
- Explain how the timer will be told that the judge (and scribe) is ready for the next dog to begin.

Table Steward

- Explain how to fill out the rest of the score sheet from the scribe's notes.
 - Answer any questions.
7. Give the briefing to the competitors. The briefing should never include suggestions on how to handle the course, but this does not prohibit the judge from answering the questions about the permissibility of certain actions under the rules.
- The briefing should include:
 - The course time.
 - A demonstration of the table count.
 - What actions will result in disqualification.
 - That absolutely no unsportsmanlike conduct will be tolerated in the ring or elsewhere on show grounds.
 - Treats and other aids will not be permitted.
 - Reminders about use of the lead and touching dogs and obstacles.
8. Judge the class.

EXAMPLE OF A JUDGE'S SHOW TIME TABLE

- Prior to show date (allow enough time) obtain copies of approved course designs, or submit your course designs for approval.
- 1 hour before the show – review the show site for safety and appropriateness. Fill in gopher holes, divots, water holes, etc. If necessary, find another suitable location for the show. Review all equipment for safety (sturdiness) and verify that it meets regulations.
- 1 hour before – review the course with the course builders. Assist in setting the first course.
- 40 minutes before – walk the course for distance and positioning. Do not place bars on jumps other than the one to be used in familiarization.
- 30 minutes before - meet with the ring stewards and other helpers for their briefing.
- 20 minutes before – begin measuring dogs.
- 10 minutes before – give a 10-minute warning to the exhibitors for familiarization. Advise them which jump height will start and follow, etc.
- 5 minutes before – have the gate steward begin lining up handler/dog teams for familiarization.
- Show Time – begin familiarization. Remember that this is familiarization – not training. Dogs will be allowed a maximum of three attempts to successfully perform any one piece of equipment, and may perform each only one time. All Beginner and Elementary exhibitors

should do familiarization together. Intermediates will do theirs before their class, as will seniors.

- Immediately after familiarization – the ring stewards should set the jumps for the first height. Call all handlers for the judges briefing. After the judges briefing, allow handlers 5 –10 minutes to walk the course. Handlers walk the course without their dogs!
- Give a 2-minute warning so the first handler can get their dog. Clear the course. Double-check all obstacles again. Verify that the timer, scribe and other helpers are in their places. Send in the first dog/handler team.

RESOURCE LIST

<p>United Stated Dog Agility Association (USDAA) PO Box 850955 Richardson, TX 75085-0955</p> <p>Visit their website at: http://www.usdaa.com/</p>	<p>A variety of helpful items are available. A complete list is available by writing to them. Some of the more valuable resources are:</p> <ul style="list-style-type: none"> • USDAA Official Rules and Regulations • Construction Plans for Dog Agility Obstacles by Kenneth Tatsch • Junior Handler Agility Training Manual – Level One by Ruth Van Keuren • Junior Handler Agility Training Manual – Level Two and Three by Ruth Van Keuren • Agility Score Sheets and Score Pads <p>You may also write for information about how your 4-H program can hold a licensed UJHP agility trial. You may register your dog with them and show in their events. Yes, they register mixed breeds.</p>
<p>United Kennel Club (UKC) 100 East Kilgore Road Kalamazoo, MI 49002</p> <p>Visit their website at: http://www.ukcdogs.com/</p>	<p>Note that our 4-H program is not modeled after this style of agility, but it may be of interest to you.</p>
<p>American Kennel Club (AKC) 51 Madison Avenue New York, NY 10010</p> <p>Visit their website at: http://www.akc.org/</p>	<p>4-H agility is not modeled after AKC agility. There are several similarities and several differences too. You may be interested in showing AKC style or receiving their information.</p>
<p>North American Dog Agility Council (NADAC) HCR2 Box 277 St. Manes, ID 83861</p> <p>Visit their website at: http://www.nadac.com/</p>	<p>Have requirements for (adult and junior handler) title similar to regular USDAA. Note that their Novice Jr. Handler title is most like the Senior USDAA Jr. Handler level.</p>

4-H Dog Agility Release Form

I/we agree to hold the organizing committee, the organization (Douglas County 4-H Program, the Oregon State University extension Service, Douglas County Fairgrounds, and the sponsoring local 4-H group), including its members, officers, directors, and volunteers or employees, the owners of the premises upon which this event is held, and the owners of any equipment used harmless from any claim of loss of injury which may be alleged to have been caused directly or indirectly to any person or thing by act of this dog while I am upon the event premises or grounds or near any entrances hereto, and I/we will personally assume all responsibility and liability for any such claim.

I/we further agree to hold the aforementioned parties harmless from any claim for loss of this dog by disappearance, theft, death, or otherwise, and from claim for damage or injury to the dog, whether such loss, disappearance, theft, damage or injury be caused or alleged to be caused by the negligence of the parties aforementioned, or by the negligence of any other person or any other cause or causes. I/we agree to assume the sole responsibility for and agree to indemnify and save the aforementioned parties harmless from any and all loss and expenses (including legal fees) by reason of the liability imposed by law.

I/we agree to abide by the rules as stated in the *Douglas County 4-H Dog Agility Rules & Guidelines*.

4-H Member's Signature: _____

4-H Member's Name (please print): _____

4-H Parent's Signature: _____

1st Dog's Call Name: _____ Breed: _____ Age: _____

2nd Dog's Call Name: _____ Breed: _____ Age: _____

Number of Agility Classes attended this year: _____

Name and Address of Sponsoring Club where training was received:

Name: _____

Address: _____

City, State, Zip: _____

Phone: _____

Please indicate below the equipment your dog has been trained on:

- | | | | |
|------------------------------------|--------------------------------------|---|---|
| <input type="checkbox"/> A-Frame | <input type="checkbox"/> Tire Jump | <input type="checkbox"/> See Saw | <input type="checkbox"/> Pause Table |
| <input type="checkbox"/> Long Jump | <input type="checkbox"/> Pipe Tunnel | <input type="checkbox"/> Dog Walk | <input type="checkbox"/> Collapsed Tunnel |
| <input type="checkbox"/> Jumps | <input type="checkbox"/> Weave Poles | <input type="checkbox"/> Other (please List): _____ | |

This Booklet was compiled by Brenda Weber, 4-H Leader and Robin VanWinkle, Extension Agent, 4-H and Youth Development in 2003. Materials were adapted from on-line materials from University of Minnesota Extension Service.

Agriculture, Family and Community Development, 4-H Youth, Forestry, and Extension Sea Grant Programs. Oregon State University, United States Department of Agriculture, and Douglas County cooperating. The Extension Service offers its programs and materials equally to all people.