

## Dogs ACT Submission for changes to Games rules

### Strategic Pairs

#### Rule 1.3

Dogs may compete in the next height above their classification.

#### Dogs ACT Submission

Change: One dog of the pair may compete in the next height above or below their classification.

Rationale: Presently dogs in the 200 and 600 height categories struggle to find pairs partners. If a 600 was able to compete with 500 dogs it will make it easier for them to get partners. One dog of the pair must jump their measured height category..

#### Rule 3

#### Dogs Act submission

##### Add Rule

Inactive dog cannot be physically restrained in any way.

Rationale: This will mean that normal agility rules apply to both team members.

## DOGS ACT submission for Rules Review 2010

### Rule 3.0 AGILITY TRIALS

Agility Trials are open to dogs registered with the Canine Control of either sex and 18 months of age or over. The scheduling of an event or events and classes shall be subject to approval of the Canine Control. Events are Agility, Jumping, Games and any other activity that the ANKC determines. The following Games are approved: Snooker, Gamblers and Strategic Pairs. The introduction of Games is deferred until July 1st 2006. Affiliates must schedule all classes in an Event. All scheduled classes will be conducted with one round only. All references to Agility to include Jumping and other Events.

Submission from DOGS ACT

Remove "The introduction of Games is deferred until July 1st 2006. "

Rationale: No longer required

### 3.2.3 Agility Champion

The title of Agility Champion will be awarded to a dog that gains 20 qualifying certificates at the Master Class level in each of the Agility and Jumping events i.e. a total of 40 qualifying certificates in aggregate. The 20 qualifying certificates must comprise:

- (a) Ten first place results in trials conducted by Affiliates after 1st January 2006, and
- (b) Ten first, second or third place results in trials conducted by affiliates before or after 1st January 2006.

For results achieved prior to 1st January 2006, the onus is on the owner to provide the Canine Control with evidence of results achieved.

The qualifying certificates submitted for the Agility Champion Title are in addition to those required to attain the ADM and JDM titles.

The prefix to be used will be AG CH.

#### Submission from the DOGS ACT

Change to: A dog will be eligible for the title of Agility Champion when they have attained 1000 points, these can only be gathered at the completion of the Masters title in each category of which 100 points from agility and 100 points from jumping must be after 1<sup>st</sup> Jan 2011

Agility – after completion of their ADM title – earn 500 points. Points are awarded as follows:

Qualifying score = 10 points

1st place Qualifying score = 25 points

2<sup>nd</sup> Place Qualifying score = 20 points

3<sup>rd</sup> Place Qualifying score = 15 points

Jumping – after completion of their JDM title – earn 500 points. Points are awarded as follows:

Qualifying score = 10 points

1st place Qualifying score = 25 points

2<sup>nd</sup> Place Qualifying score = 20 points

3<sup>rd</sup> Place Qualifying score = 15 points

### 3.2.4 Grand Agility Champion

A dog will be eligible for the title of Grand Agility Champion after they have applied for Agility Champion title and when they have attained 500 points in Games Masters classes, these can only be gathered at the completion of the Masters title in each category of which 100 points from any game must be after 1<sup>st</sup> Jan 2011

Games – after completion of SDM, GDM and SPDM titles – earn 500 points. 100 points from each game, the remaining 200 points can be from any game  
Points are awarded as follows:

Qualifying score = 10 points

1<sup>st</sup> place Qualifying score = 25 points

2<sup>nd</sup> Place Qualifying score = 20 points

3<sup>rd</sup> Place Qualifying score = 15 points

Rationale: The change away from having first places allows all dogs a chance of attaining a championship if they are able to perform to a Masters standard consistently. If a dog is fast and is awarded places it will mean they will attain the title faster. The only change that may be required at a state level is to ensure that all qualifying cards list places. The Grand Champion allows for teams to achieve higher title for performing the other aspects of the sport

### 3.4 Rings

#### DOGS ACT Submission

Add rule 3.4.4: Recommend that inside the Ring shall be an area of 10m x 6m before the first obstacle, the ‘entry area’ and an area of 10m x 6m after the last obstacle, the ‘exit area’. Only the dog & handler about to start the course shall be permitted in the entry area. Only the dog & handler finishing the course are permitted in the exit area.

Rationale: People and dogs crowd the entry and exit to the ring. They must be kept away by rope or fencing so dogs can start and finish the course without being crowded.

### Rule 4.1.1

Dogs are allowed to compete in the height category immediately above their measured height.

#### DOGS ACT Submission

##### Delete Rule

**Rationale:** No requirement for the rule in agility and jumping. Original rule was for issue of getting pair for Strategic pairs (Dogs ACT have submitted a change in the games rules)

It would appear that some people are using this rule to compete at a higher level where there are less dogs to gain 1<sup>st</sup> places for agility championships

**Rule 4.1.2** It is optional for Affiliates to schedule classes where all dog height categories compete together or if advertised, separately in their respective height categories.

#### DOGS ACT Submission Part 1

Change: All dogs compete separately in their respective height categories with the Exception of the open class where all heights must compete together

Rationale: Removing optional ensures that all heights are competing against themselves and for Open class allows all levels and heights to run and qualify against all comers and provides a benchmark to which all dogs are directly compared.

#### DOGS ACT Submission Part 2

In the event that submission Part 1 is not agreed to.

Add: except in the open class where all heights compete together.

Rational: This will bring the rule into line with what was approved at the previous rule change. The idea for the open class was to be the class that gave everyone including novice dogs to run and qualify against all comers and provides a benchmark to which all dogs are directly compared

**Rule 4.2** After the 1st January 2006, prior to a dog competing in a trial, an Official Height Card, signed by TWO (ANKC) Agility Judges or other persons approved by the Canine Control specifying the height of the dog must be obtained. The height of the dog is to be measured at the highest point of the withers no more than two months before that trial. The Height Card is valid for the life of the dog.

#### DOGS ACT Submission

Delete the rule

Rationale: this rule is impossible to regulate, some states measure younger. Current rules allow the judge to remeasure when in doubt.

#### **Rule 6.3** Hoop

The Hoop shall have an inside diameter of 600 mm and a minimum fascia depth of 75 mm and thickness of 75 mm which is securely supported and fixed in an upright position to minimise movement. All Hoops must comply with these measurements by 1<sup>st</sup> January 2007.

The height of the Hoop from the inside rim to the ground is to be adjustable for each height category. The inside of the Hoop must be closed as a safety measure and padded if it is of a solid material.

#### Dogs ACT Submission

Delete: All hoops must comply with these measurement by 1<sup>st</sup> January 2007

Add : If the hoop is hit by the dog the bottom of the tyre should break away. All tyres should be secured to the ground.

The base supports for the hoop from the side must be a maximum of 300mm and no higher than 30mm

Rationale:

The safety of this obstacle is paramount. Tyre should not be able to tip over hence the requirement to peg obstacle.

Break way will mean that dogs cannot scramble through the hoop as it will come away and this will occur a fault so will ensure dogs are trained to perform the obstacle correctly

The height of the supports is an issue in some designs of hoops, especially with the smaller dogs if the angle to the approach of the obstacle is acute.

#### **Rule 6.7** See Saw

A Seesaw is a plank poised on a central bracket.

The length of the plank should be a minimum of 3650 mm to a maximum of 4250 mm. The width is to be a minimum of 300 mm to a maximum of 330 mm. The height of the central bracket being approximately 1/6th of the length of the plank, from the ground.

**Examples:**      L = 3650 mm    H = 600 mm  
                      L = 4250 mm    H = 700 mm

Contact areas 1100 mm from both ends of the plank are to be painted on all visible sides and should be a different colour to the remainder of the obstacle. The obstacle must be stable and the plank must have a non-slip surface. **The** plank is to be designed to return to the original position once the dog has alighted.

### Dogs ACT Submission

Amend rule to read:

The length of the plank should be 3650 the width to have a minimum of 300mm to a maximum of 330mm. The height of the central bracket to be 600mm.

The see saw should have a droppage rate of 4–4.5 secsw. This is calculated by placing a 1kg weight witin 150mm of the up end of the seesaw, when released should hit the ground within the time.

The seesaw should automatically reset to the original postion.

This rule applies to new see saws constructed and clubs have up till Jan 2010 to conform to the new rule

Rationale:

There is a great variation in see saws and the speed of which they drop this will standardise the functionality of see saws

Safety is a great issue in the sport and due to the variation of see saws could contribute to injuries in the sport

There are issues with dogs slowing on this obstacle and dogs walk this will assist with this as well

We have also included some changes to judges guidelines in regard to the table

### Rule 6.8 Table

The top of the Table is to be 1000 mm square with a non-slip surface. It is to be adjustable for each height category and should be anchored.

### Dogs ACT Submission

Change rule to read:

The top of the table is to be 100mm square with a non slip surface. It is to be adjustable to 200mm (for jump heights 200/300/400) and 500mm (for jump heights 500/600) and if required should be anchored

Rationale:

The object of the table is as a control obstacle not the agility ability of the dogs, with trials increasing in size the changes between all the heights with the adjustment of most tables just adds times to the trials. It is also difficult to easily adjust the same table for 200 up to 600 frequently 600 tables are not very stable. Whilst the design of some table do not need to be pegged while others do

We have also included some changes to judges guidelines in regard to the table

**Rule 8.11** Withdrawal of exhibits

A dog may be withdrawn at any time before it commences its run by informing the Assembly Steward or with the Judge's permission once they have entered the Ring.

**DOGS ACT Submission:**

**Add:** If a competitor is leaving a ring with the judges permission, dog and handler must leave in an orderly manner

**Rationale:** To prevent handlers from dragging dogs from the ring

**Rule 9.6** The straight line distance between the end of one obstacle to the start of the next obstacle measured from the centre of the exiting face to the centre of leading face of the next obstacle is to be a minimum of four (4) metres to a maximum of eight (8) metres.

**DOGS ACT Submission**

**Add:** With the exception of a flexible tunnel being placed under the dog walk or Scramble the 4 meter ruling does not apply as long as the abovementioned pieces of equipment are consecutively numbered. This reduced minimum of distance does not apply to Novice Classes.

### Rule 9.9.2 Time Faults

The time taken to complete the course will be measured and recorded up to 1/100 second. Time faults are scored as one (1) fault for every one (1) second or part thereof over the SCT i.e. 3.38 seconds over the SCT scores four (4) time faults. There is no time limit to complete the course.

#### DOGS ACT Submission

Change to: The time taken to complete the course will be measured and recorded up to 1/100 second. Time faults are scored as actual time over the SCT i.e. 3.38 seconds over the SCT scores 3.38 time faults.

Add Rule: Where required a club has an option of setting a Maximum course time which would be twice the SCT i.e.  $SCT \times 2$ , at which point a hooter will sound and the competitor is to leave the ring.

Rationale: Time faults are easier to calculate if this method is used and less likely to make a mistake. MCT is being a reality with the increase in entries and will also discourage people training in the ring.

## Rule 9.13 The Course

**Rule 9.13 b)** Go up the plank of the Dog Walk, placing at least one (1) foot or part of a foot in the contact area, negotiate the top section and then descend the down plank placing at least one (1) foot or part of a foot in the contact area.

DOGS ACT Submission this is for 9.13 & 9.14 and is only to be considered if new rule under 9.14 agreed to

### Rule 9.13 b

Change: Remove placing at least one (1) foot or part of a foot in the contact area to read

Go up the plank of the Dog Walk, negotiate the top section and then descend the down plank placing at least one (1) foot or part of a foot in the contact area.

### Rule 9.14 b

Change to: the dog misses the contact area of the dog walk on the way down

Rationale: For a large striding dogs requires slowing of forward motion that is not required in all heights. From a judging perspective is not easy to judge both ends of dog walk and can affect course design.

But the rule for refusal needs to be tightened to ensure dogs do not enter from the side after colour

### Rule 9.14 Course faults

Five faults will be incurred if:

**Rule 9.14 b)** the dog misses the contact area of the Dog Walk either on the way up or on the way down. If both are missed it must be counted as two (2) mistakes.

DOGS ACT Submission this is for 9.13 & 9.14 and is only to be considered if new rule under 9.14 agreed to

Rule 9.13 b

Change: Remove placing at least one (1) foot or part of a foot in the contact area

Rule 9.14 b

Change to: the dog misses the contact area of the dog walk on the way down

Rationale: For a large striding dogs requires slowing of forward motion that is not required in all heights. From a judging perspective is not easy to judge both ends of dog walk and can affect course design.

But the rule for refusal needs to be tightened to ensure dogs do not enter from the side after colour

**Rule 9.14 f)** the dog misses the contact area of the Seesaw either on the way up or on the way down. If both are missed it must be counted as two (2) mistakes.

DOGS ACT Submission Rule 9.14f)

Change to: the dog fails to touch the 'up' contact area of the Seesaw on the way up or the 'down' contact area on the way down. If both are missed it must be counted as two (2) mistakes.

Rationale: Clarifies that dog must touch up and down contact

Rule 9.14 j) the dog fouls whilst under the control of the Judge. This penalty is applicable for each offence.

DOGS ACT Submission 9.14j)

Delete: whole rule

Rationale: Should cover not only equipment but also grounds and should be while under the direction of the judge see amended rule under 9.16e)

Rule 9.14 k) the Handler steps across the Distance Handling Line in the Open classes.

DOGS ACT Submission Delete rule and add under Disqualification

Rationale: The distance challenge is what sets open apart from other levels and at present it is not clear as to what point it becomes a DQ

DOGS ACT Submission - New rule under 9.14

Add Rule: Handler and dog make contact whilst negotiating the course

Rationale: Rules at present only allow for Dq when assisting the dog, this will allow for penalties when accidental collisions occur repeatedly during a run

DOGS ACT Submission - New rule under 9.14

Add Rule: Any dog that performs an obstacle in any manner in which the judge feels the dog has endangered itself, the handler, or anyone else shall fault the dog with an unsafe performance of the obstacle. This includes A Frame launches, unsafe entry onto obstacles eg side of dog walk, seesaw etc. It is possible where a dog launches unsafely from an obstacle 2 faults would be incurred i.e. missed contact and unsafe performance

Rationale: Current rules does not allow penalty for an unsafe performance even though the obstacle may be completed correctly eg entry onto contact obstacles while still touching up colours. Some dogs are so ballistic that their performance of the obstacles correctly can be a fluke rather than correct performance. This rule will allow judges to penalise those dogs they consider to be placing themselves in danger of injury.

## Rule 9.16 Disqualification

A dog will be disqualified if:

**Rule 9.16 d)** in the Weaving Poles, if the dog fails to complete the obstacle correctly, before negotiating any further obstacles or the remainder of the course. That is, if after entering correctly, the dog misses a gap or gaps, the dog must either be put back in at the first missed gap or taken back to the beginning of the Weaving Poles to renegotiate the Weaving Poles.

DOGS ACT Submission 9.16 d)

Delete: either be put back in at the first missed gap or

Rationale: Handlers should complete correctly from the start or continue on the course. It is sometimes impossible to know where the missed pole occurred for handler or judge.

**Rule 9.16 e)** the dog fouls the equipment.

DOGS ACT Submission 9.16 e)

e) the dog fouls in the ring or the equipment whilst competing or whilst under the control of the judge.

Rationale:

If a dog fouls in the ring at anytime it should be an automatic disqualification. Will also clarify the rules for the games where there are no course faults.

DOGS ACT Submission – Under 9.16 **Add Rule**

Add Rule: Where the handler fails to obey a judges order.

Rational

There is no rule in the current rule book that allows for the judges to disqualify for failing to obey an order.

## 10.0 NOVICE AGILITY CLASS (14–16 OBSTACLES)

There is no limit to the number of times an obstacle can be used, with the exception of the contact obstacles, Spread Hurdle, Table and Weaving Poles, which are not to be negotiated more than once.

### MANDATORY OPTIONAL

Broad Jump Collapsible Tunnel

Dog Walk

Hoop

Single Hurdle/s

Spread Hurdle

Scramble

Table

Flexible Tunnel/s

Weaving Poles—12

### DOGS ACT Submission

Remove table from mandatory obstacles and add to optional obstacles

Rationale: As the sport of agility is growing the time taken to complete the obstacle is making it difficult to complete classes in a timely fashion. There are also variances in table counts that can affect the results of the class.

### AGILITY RULES ATTACHMENT

## 11.0 EXCELLENT AGILITY CLASS (16–20 OBSTACLES)

There is no limit to the number of times an obstacle can be used, with the exception of the contact obstacles, Table and Weaving Poles, which are not to be negotiated more than once.

### MANDATORY

Broad Jump/s

Dog Walk

Hoop/s

### OPTIONAL

Collapsible Tunnel

Single Hurdle/s  
Spread Hurdle  
Scramble  
Seesaw  
Table  
Flexible Tunnel/s  
Weaving Poles—12

**DOGS ACT Submission**

Remove table from mandatory obstacles and add to optional obstacles

Rationale: As the sport of agility is growing the time taken to complete the obstacle is making it difficult to complete classes in a timely fashion. There are also variances in table counts that can affect the results of the class.

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**12.0 MASTER AGILITY CLASS (20-24 OBSTACLES)**

With the exception of those obstacles marked "optional", all obstacles listed below must be performed.

The Weaving Poles can only be negotiated once.

**MANDATORY**

**OPTIONAL**

Broad Jump/s

Table

Dog Walk

Collapsible Tunnel/s

Hoop/s

Single Hurdle/s

Spread Hurdle/s

Scramble

Seesaw

Flexible Tunnel/s

Weaving Poles—12

**DOGS ACT Submission**

Remove spread from mandatory obstacles and add to optional obstacles

Rationale: As the sport of agility is growing the time taken to complete the obstacle is making it difficult to complete classes in a timely fashion.

#### 14.0 NOVICE JUMPING CLASS (14-16 OBSTACLES)

There is no limit to the number of times an obstacle can be re-negotiated in the Novice Jumping class with the exception of the Spread Hurdle, which can only be negotiated once.

##### MANDATORY OPTIONAL

Broad Jump

Collapsible Tunnel

Hoop

Flexible Tunnel/s

Single Hurdle/s

Spread Hurdle

##### DOGS ACT Submission

Remove spread from mandatory obstacles and add to optional obstacles

Rationale: As the sport of agility is growing the time taken to complete the obstacle is making it difficult to complete classes in a timely fashion.

#### 15.0 EXCELLENT JUMPING CLASS (16-20 OBSTACLES)

There is no limit to the number of times an obstacle can be re-negotiated in the Excellent Class.

##### MANDATORY

##### OPTIONAL

Broad Jump/s

Collapsible Tunnel

Hoop/s

Flexible Tunnel/s

Single Hurdle/s

Spread Hurdle/s

##### DOGS ACT Submission

Remove spread from mandatory obstacles and add to optional obstacles

Rationale: As the sport of agility is growing the time taken to complete the obstacle is making it difficult to complete classes in a timely fashion.

### 16.0 MASTER JUMPING CLASS (20-24 OBSTACLES)

There is no limit to the number of times an obstacle can be re-negotiated in the Master Class.

#### MANDATORY

#### OPTIONAL

Broad Jump/s

Collapsible Tunnel

Hoop/s

Flexible Tunnel/s

Single Hurdle/s

Spread Hurdle/s

#### DOGS ACT Submission

Remove spread from mandatory obstacles and add to optional obstacles

Rationale: As the sport of agility is growing the time taken to complete the obstacle is making it difficult to complete classes in a timely fashion.



AUSTRALIAN NATIONAL KENNEL COUNCIL

## **AGILITY TRIALS**

# **GUIDELINES FOR JUDGES**

**Approved by the Australian  
National Kennel Council 5/2000**

This booklet is intended to be used as a guide for Judges only and is designed to clarify issues and give ideas on some areas not covered in the Rule Book. These guidelines are not to be interpreted as a set of Rules.

## GUIDELINES FOR JUDGES

### Refusals

A refusal should be called if when approaching or negotiating and making a focussed approach to:

#### Dogs ACT Submission

A refusal should be called when a dog fails to make an attempt at an obstacle or when approaching

Rationale: Clarifies the guidelines since last rule change

- any obstacle, the dog fails to negotiate the obstacle or stops (unless in response to the handler's command);

#### Dogs ACT Submission

Any obstacle turns away or stops in front of the obstacle

Rationale: Clarifies the guidelines since last rule change

- the table, a dog goes past the back plane of the table i.e. the furthest point of the table from the approach side;
- the broad jump, a dog does not enter between the 2 front poles;
- the weaving poles, a dog runs past the first pole to the left of the weavers or past the second pole to the right of the weavers;
- the dog walk, a dog comes off the obstacle before reaching the horizontal section;
- the scramble, a dog comes off the obstacle before the apex;
- the seesaw, a dog comes off the obstacle before the pivot point;
- winged hurdles, a dog jumps the wing i.e. not over the bar;
- the dog walk or seesaw, a dog has passed the end of the contact colour on the approach side.

### Designing Courses

Points that should be adhered to when designing courses.

#### *Novice Classes*

- no less than 3 challenges
- approach angles to any obstacle shall generally not be greater than 90 degrees.

#### Dogs ACT Submission

Angle into or out of the tyre should not be greater than 45 degrees

Rationale: Issue with safety in performance of this obstacle for all sizes of dogs

#### *Open Classes*

#### Dogs ACT Submission

Change to Open and Excellent classes

Rationale: updates as per last rule change

- no less than 5 challenges
- approach angles to any obstacle shall generally not be greater than 135 degrees.

Dogs ACT Submission

Add: The base of the see saw should be visible from previous obstacle  
Rationale: this should assist the dog in differentiating the difference between the see saw and dog walk and will hopefully decrease fly offs and issues in dogs slowing on both obstacles

Dogs ACT Submission

Angle into or out of the tyre should not be greater than 45 degrees  
Rationale: Issue with safety in performance of this obstacle for all sizes of dogs

***Master Classes***

- no less than 7 challenges
- approach angles to any obstacle shall generally not be greater than 180 degrees.

Dogs ACT Submission

Add: The base of the see saw should be visible from previous obstacle  
Rationale: this should assist the dog in differentiating the difference between the see saw and dog walk and will hopefully decrease fly offs and issues in dogs slowing on both obstacles

Dogs ACT Submission

Angle into or out of the tyre should not be greater than 45 degrees  
Rationale: Issue with safety in performance of this obstacle for all sizes of dogs

**Challenges consist of the following:**

- CALL-OFF* - Is a challenge on the course in which there is an incorrect obstacle directly in the dog's path. The dog must be "called off" with a directional command to turn toward the correct obstacle.
- OPTIONS* - Is a point on the course where the dog has a choice of direction, similar to a "fork in the road".
- OBSTACLE DISCRIMINATION*- Is a point on the course in which two obstacles are placed in close proximity, requiring the handler to direct the dog to the correct choice.
- SIDE CHANGES* - Is a place where the course requires the handler to switch from handling the dog on the left to handling on the right, or vice versa. A handler who opts not to switch sides is forced to run around the outside of the obstacles and must run faster than the dog to keep up.
- LEAD-OUT ADVANTAGE* - Is an incentive for the handler to leave the dog at the start line or table and "lead out" to a position several obstacles ahead to ensure he

will be in position for an upcoming control point on the course.

*WEAVE-ON-RIGHT ADVANTAGE -*

Is the opportunity for the dog to perform the weave poles from the right side of the handler.

*ANGLED APPROACHES TO OBSTACLES -*

The greater the angle of approach to an obstacle, the more skill is required of the dog and/or the handler. The burden falls mostly on the skill level of the dog in high-speed situations, or when the handler is at a significant distance from the dog.

*HANDLER RESTRICTIONS -*

The placement of an obstacle near a barrier or near another obstacle can restrict the handler from handling on a particular side or may force the handler to control the dog at a distance.

**Points for judges to remember when designing courses.**

- Remember that on exiting a tunnel the dog is disoriented.
- Think about the flow of the course after the Seesaw and try to limit the possibility of handlers running into it when it is on its way back up.

Dogs ACT Submission

Add: Base of seesaw should be visible when approaching the obstacle from the previous obstacle

Rationale: Safety issues so dogs can easily distinguish from the dog walk.

- When judging the hoop Judges should position themselves so that they can effectively determine if a fault has occurred.

Dogs ACT Submission

Add: Angle of approach and exit for the see saw should be no greater than 45 degrees

Rationale: Safety issues for all size dogs

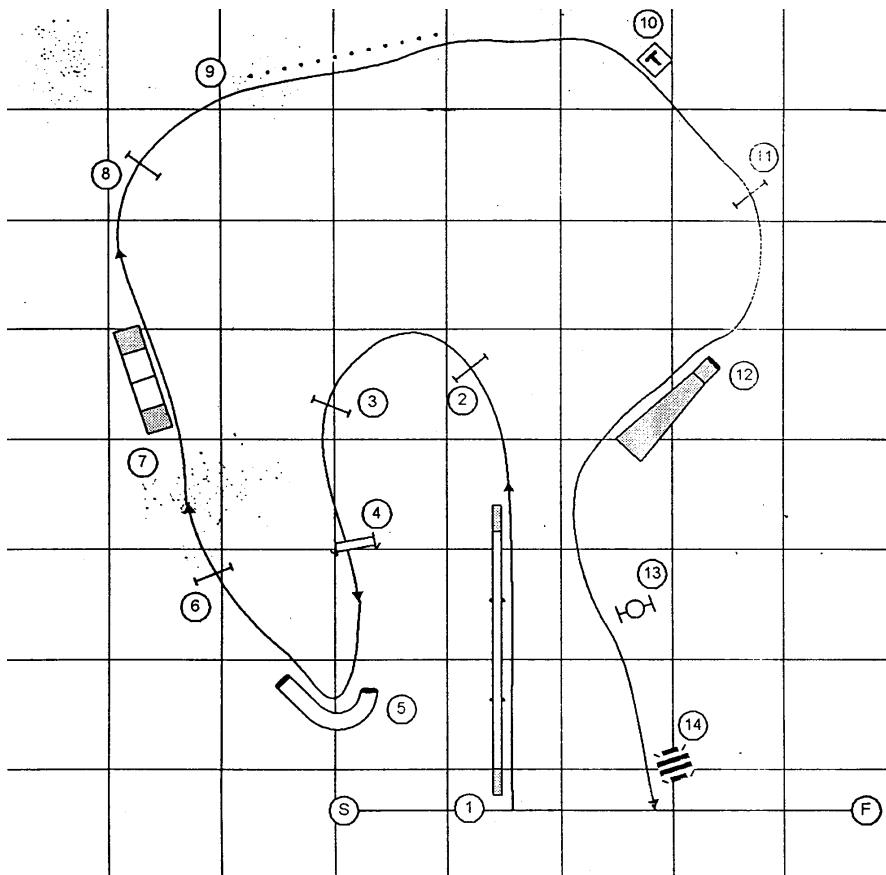
- When judging broad jumps a Judge should not stand side on to the obstacle as it may be difficult to determine whether the dog entered through the two front poles and exited through the two rear poles.

- When judging winged hurdles or solid jumps, a Judge should not stand side on to these obstacles as it may be difficult to determine whether the dog has jumped the bar and not the wing, or has not knocked down part of the solid – for example, one brick dislodges from the top of a pseudo brick wall.

### Measuring Courses

The Judge, using a Measuring Wheel, will measure the ground distance of a course by walking through the centre of all jumps and on the right side of all remaining obstacles with a measuring wheel. Consideration should be given to exit points of all sized dogs on obstacles so as not to cut corners. The Judge should ensure that the measuring starts on the start line and finishes at the finish line.

Below is an example of a course and the path where the wheel should be walked in order to be consistent in measuring the course length.



### **Rates for Classes**

With consideration given to the design of the course, weather and ground conditions, the following Rates should be applied:

<b>Class</b>	<b>Agility Class</b>	<b>Jumping Class</b>
Novice	1.8 to 2.2 mps	2.8 to 3.3 mps
Open	2.3 to 2.8 mps	3.4 to 3.9 mps
Master	2.9 to 3.5 mps	4.0 to 4.5 mps

**Dogs ACT Submission**  
**Change open to read Open/Excellent**  
**Rationale: Update to reflect new classes**

At the October 2009 Conference the following agenda item was passed

**1.10 Uniform National Trial Qualification Cards**

It was resolved that the ANKC implement from 1 July, 2010 a uniform National Trials Qualification Cards for use in each trial discipline.

Dogs ACT would like to propose the following to be implemented as the uniform Qualification cards

The card design allows for the ANKC logo on the left and each state logo can be included on the right and if the cards are being used for a National event this logo can appear on the cards

The cards would be B4 size and colours as follows

Agility – Blue

Jumping – Yellow

Games – Pink

The cards would not be pre printed.

Rationale is that a lot of the trial secretaries use databases and print the details on cards rather than hand writing and preprinted cards are rarely exactly the same and this causes significant formatting issues when generating the cards

By affiliates generating their own cards this would simplify generation of qualifying cards for trials. It would also mean that state controls would not be required to print and store cards for use by affiliates. There would be significant savings for state controls.

If state controls require some payment for qualification cards then they could collect a levy per qualification card issued like some do for dogs that compete in the trial.

ANKC Logo



## ***Agility Qualifying Certificate***

Awarded to

Place

Name of Dog:

Cat #:

Breed:

Registration No:

Owner:

Sex:

Height:

Class:

SCT:

Qual Time:

Affiliate::

Date:

Trial Manager:

Signature: \_\_\_\_\_

Judge:

Signature: \_\_\_\_\_

ANKC Logo



## ***Jumping Qualifying Certificate***

Awarded to

Place

Name of Dog:

Cat #:

Breed:

Registration No:

Owner:

Sex:

Height:

Class:

SCT:

Qual Time:

Affiliate::

Date:

Trial Manager:

Signature: \_\_\_\_\_

Judge:

Signature: \_\_\_\_\_



## ***Games Qualifying Certificate***

Awarded to

Place

Name of Dog:

Cat #:

Breed:

Registration No:

Owner:

Sex:

Height:

Class:

SCT:

Qual Time:

Points:

Affiliate::

Date:

Trial Manager:

Signature: \_\_\_\_\_

Judge:

Signature: \_\_\_\_\_