

UK Agility

Rules and Regulations 2015

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1.0 GENERAL REGULATIONS

1.1 Mission Statement & Objectives of UK Agility (UKA)

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

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

1.2 Dogs and Handlers Eligibility

Any dog, whether pedigree or of mixed breeding, that is healthy, trained and over 18 months of age and registered with UKA, is eligible to participate in UKA competitions.

Dogs that are over 16 months of age are eligible to participate in Nursery and Steeplechase classes only.

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.

Dogs ineligible to compete include dogs not registered with UKA, those under 18 months of age (except those over 16 months participating in Nursery and Steeplechase Classes only), bitches in season, dogs whose aggression is uncontrolled towards people or other dogs, and dogs suffering from illness, injury, or disability that affects the dog in regard to its welfare. Dogs that are not competing do not need to be entered, nor registered, however owners are solely responsible for them.

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

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

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

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

Parents and Guardians are solely responsible for their children's actions at all UKA events.

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

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

1.3 Registration

All dogs and owners must be registered with UKA in order to compete at any event. A registration form may be obtained from UKA, online, or from one of its affiliated groups. A lifetime registration fee will apply for each dog registered and a 5 year membership fee will apply for all owners and handlers.

Junior handlers membership registration is free for under 16 years of age on the day of registration.

Dogs will be registered by their official UKA name. A dog may only run under its UKA name and number. UKA reserves the right to decline any name that is deemed to be offensive.

Each dog registered will receive a UKA number under which the dog's competition results will be recorded. Results will only be recorded for places without any fault and for clear rounds. Handlers/Owners may purchase UKA a record book. This will allow the handler/owner to keep track of the individual dog's scores and titles. The official results are recorded and held electronically by UK Agility and these will be used in any case of dispute.

On registration, the dog's breed, or mixed breed type, must be stated for entry into the league tables.

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

1.4 Club and Private Training Affiliation

Any club, private training centre or individual may apply for affiliation with UKA. Through affiliation with UKA the club, private training centre, or individual must agree to uphold the standard of agility set by UKA. All who are officially affiliated with UKA will be kept on file. This can be accessed by the public to find out local training centres.

Through affiliation, the club, private training centre, or individual may then apply to hold a sanctioned UKA event and will be given appropriate information, support and assistance through the UKA office for preparing and holding the event.

1.5 Payment of fees

Registration and show entries may be entered 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, the account in question will be frozen. If an account is frozen, a £5 administration fee will be charged to re-activate the account. Accounts owing money for over 12 months may be deleted. If this happens and a handler wishes to re register, any dogs that were previously registered will enter at their previous UKA level but will have 0 progression points.

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 UKA administration costs and bank charges.

1.5 Junior Handlers & Classes

A Junior handler is anyone who is under 18 on 1st December of that particular year. For example, if a handler turns 18 on 2nd December 2015 they may run in all Junior events in 2015. A handler that turns 18 on 1st December 2015 is not eligible for Junior events in 2015.

For all Junior classes, course times are the same as Novice.

2.0 PROGRAMMES, LEVELS AND TITLES

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

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

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

Class Places and Points

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

Points for classes of 101 and above

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

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

Both programmes offer the opportunity for dogs to be awarded Titles once they have progressed to the highest level through either the process of collecting points or through winning classes: Champion of Agility Performance (CAP), Win Champion of Agility Performance (WCAP), Champion of Steeplechase (CSC) and Win Champion of Steeplechase (WCSC). In addition, once a dog has been awarded both a CAP and a CSC, that dog will gain the title of Overall Agility Champion (OAC). If a dog gains both the titles WCAP and WCSC, that dog will gain the title of Ultimate Win Agility Champion (UWAC). It is the handlers/owners responsibility to notify UK Agility of their dogs achieving these awards. Once these have been confirmed with the official UK Agility results the award will be given.

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

In the case of a dog being awarded points that take him/her to a new level, the show competitor must notify the show secretary and move up. If this level is not available at the show the dog must run at the pre-entered level NFC (Not For Competition). At a UKA event where the dog is competing for more than one day and the dog completes the requirements for a level, they must move up the following day. It is the competitor's responsibility to complete a move-up and make any other necessary changes to advance to the new level. Where handlers do not know their current points and are therefore unsure if they should move up the following day at a show they should remain in the lower level but must compete NFC.

Any result that is disputed with regard to the official show result sheets, must be made within 6 weeks of the show. The original scribe sheet will be used to clarify the result.

2.1 Performance Programme

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

2.1a Performance Levels

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

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

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

Novice – For dogs that have gained a minimum of 24 points in the Beginners classes, where 12 of those points must be obtained in agility classes and the remainder in agility, jumping or games.

Senior – For dogs that have gained a minimum of 36 points in the Novice classes, where 12 of those points must be obtained in agility classes, 6 points from jumping classes and 6 points from games classes.

Champion – For dogs that have gained a minimum of 48 points in the Senior classes, where 12 of those points must be obtained from agility classes, 12 points from jumping classes and 12 points from games classes.

2.1b Performance Titles

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

Win Champion of Agility Performance (WCAP) – A dog will be awarded a WCAP after it has gained a total of 60 points in wins in the Performance Champion Level, where 12 points of wins must be obtained

from an agility class, 12 points of wins from a jumping class and 12 points of wins from a games class. Any win a dog gains will count towards both their CAP and WCAP, thus if a dog acquires the title WCAP, they also acquire the title CAP as well. Dogs may repeat their WCAP Title by duplicating the title requirements, thus adding to their title the number of times it is repeated (i.e. WCAP2).

2.1c Performance Awards

Once a dog has achieved CAP5, the dog will be awarded an Outstanding Achievement Award.

2.2 Steeplechase Programme

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

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

2.2a Steeplechase Levels

SC Beginners - For dogs that are not eligible for SC Novice, SC Senior and SC Champion levels in the Steeplechase Programme.

Once a dog moves up from Beginners, earning 24 points in the Steeplechase Programme, they can no longer enter that dog in the Beginners level in the Steeplechase Programme for life. (N.B. The Performance Programme is separate from the Steeplechase Program.)

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

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

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

2.2b Steeplechase Titles

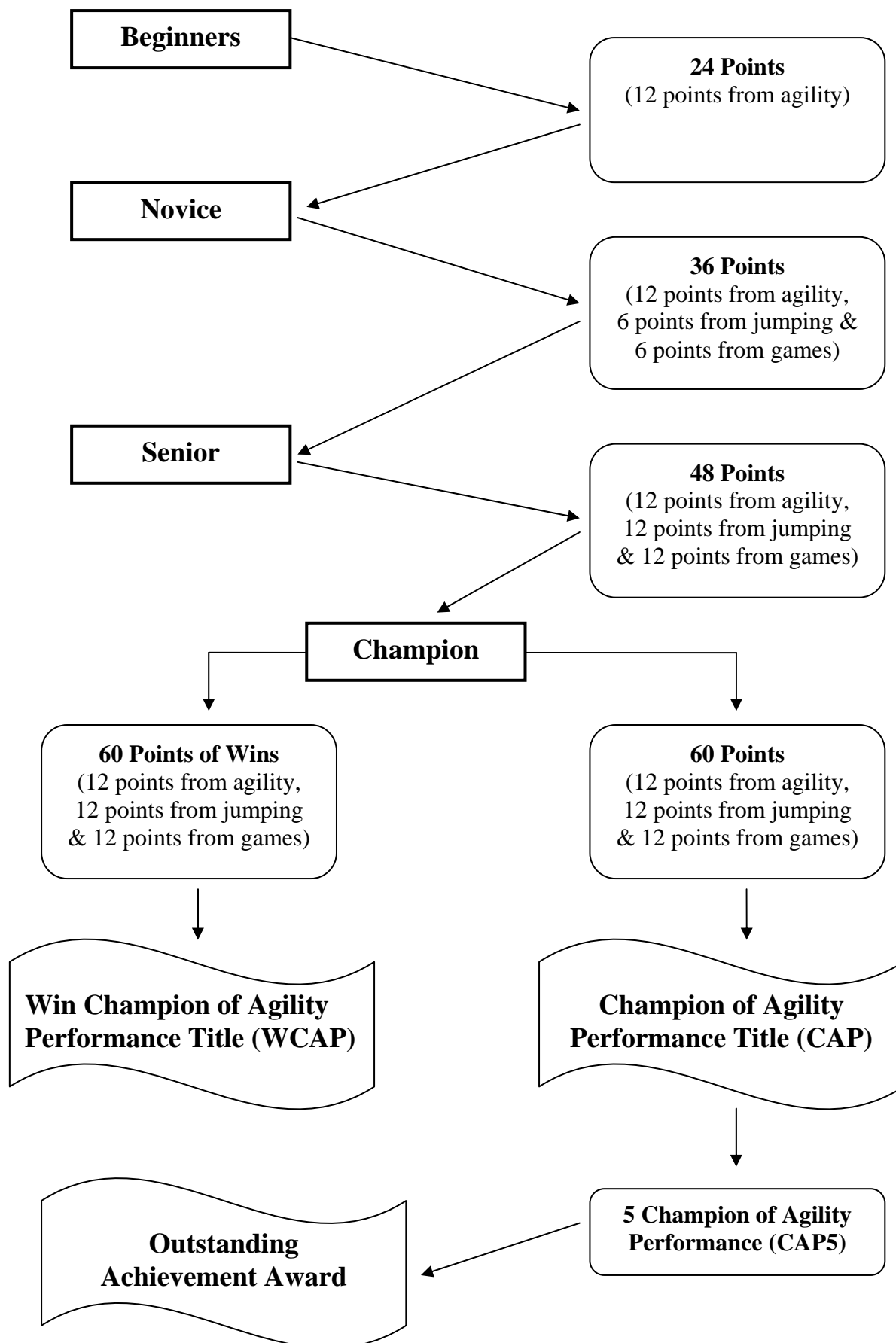
Champion of Steeplechase (CSC) – A dog will be awarded a CSC once a dog achieves 60 points in the SC Champion Level. Dogs may repeat their CSC by duplicating the above CSC requirements thus adding to their title the number of times it is repeated (i.e. CSC2).

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

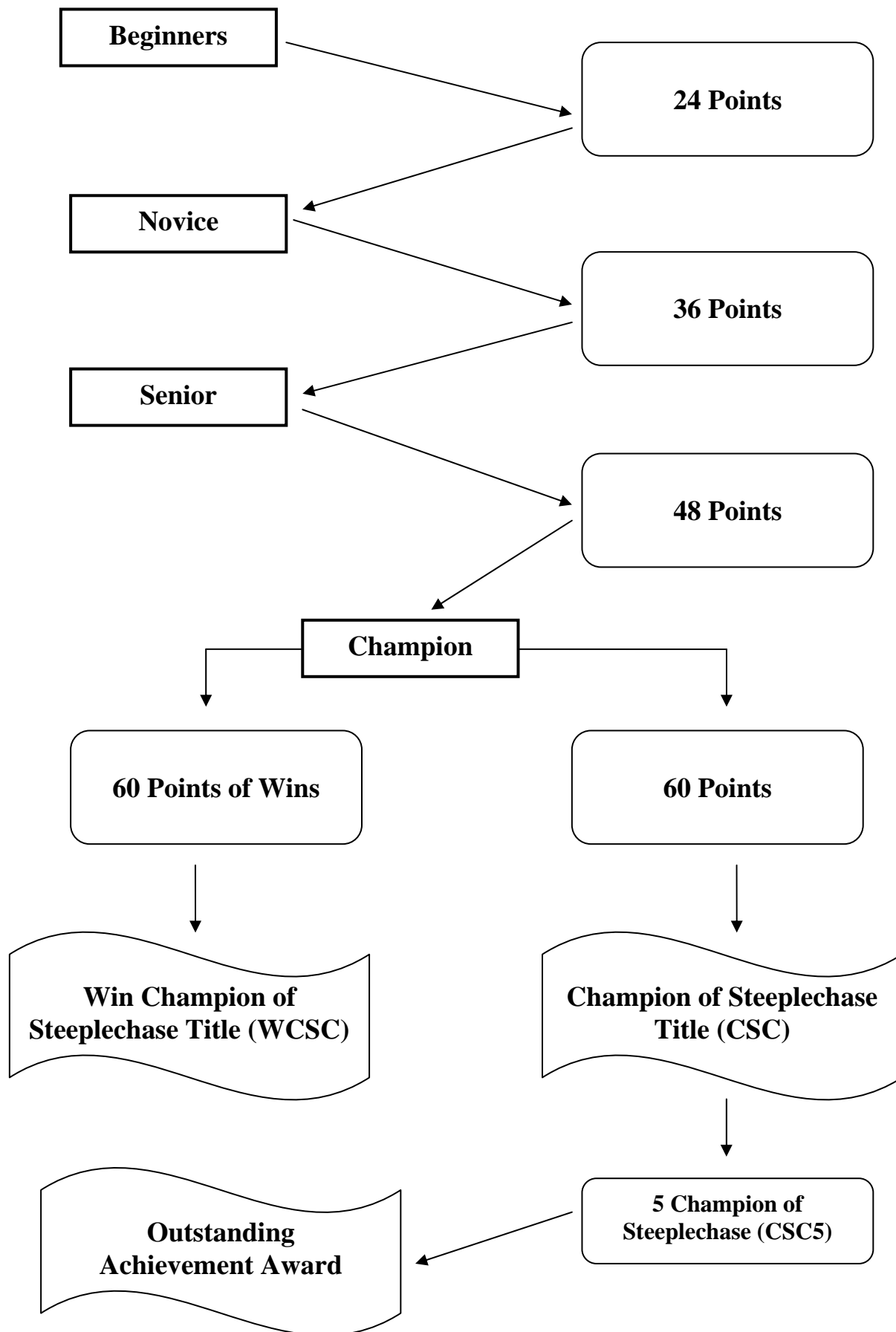
2.2c Steeplechase Awards

Once a dog has achieved CSC5, the dog will be awarded an *Outstanding Achievement Award*.

The Performance Programme



The Steeplechase Programme



2.3 Jump Height Divisions

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

JUMP HEIGHT NAME	DOG'S HEIGHT	JUMP HEIGHT	A-FRAME HEIGHT	ASCENDING SPREAD LENGTH	LONG JUMP LENGTH	TYRE HEIGHT CENTRE
Toy	350mm (13.79") & under	300mm (11.81")	1.7m (5'7")	See Spread Table below	600mm	450mm
Midi	430mm (16.99") & under	400mm (15.75")	1.7m (5'7")	See Spread Table below	800mm	550mm
Standard	500mm (19.69") & below	550mm (21.65")	1.7m (5'7")	See Spread Table below	1100mm	700mm
Maxi	Any	650mm (25.59")	1.7m (5'7")	See Spread Table below	1300mm	800mm
Micro (Nursery & Casual only)	350mm & under	200mm (7.87")	1.6m (5'3")	Not allowed	400mm (not allowed in casual)	Not allowed

Maximum Ascending Spread Lengths (mm)				
Jump Height				
	Beginners	Novice	Senior	Champ
Toy	235	260	300	300
Midi	265	335	400	400
Standard	365	455	550	550
Maxi	435	540	650	650

Dogs are allowed to jump higher than their measured height.

A handler may choose to jump their dog at their measured jump height division in one Programme and may choose to jump their dog at a higher jump height division in the other Programme.

If a dog changes jump height within a programme then all their previous results will still stand. A dog may not jump lower than their measured height in the performance and steeplechase programme. 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.

2.4a Dogs Transferring from The Kennel Club

All new handlers/owners who have been competing at The British Kennel Club must transfer their dogs into the equivalent UK Agility level at the time of handler/owner registration. Refer to the chart below to find the corresponding level for each Programme.

The Kennel Club Levels	UKA Performance Programme	UKA Steeplechase Programme
Level 1, 2	Beginners	SC Beginners
Levels 3, 4,	Novice	SC Novice
Level 5, 6	Senior	SC Senior
Level 7	Champion	SC Champion

Once a dog is registered with UK Agility results from other organisations do not count towards progression through the levels in UK Agility. Dogs that have no competition history with an existing member or that are under competition age at the time of handler/owner registration will start in the Beginners level.

2.4b Registering dogs at a later date

If the dog is already registered with UKA and an owner transfer takes place, the dog will remain in its current UKA level with all UKA results standing. Once a owner is registered then results from all other organisations do not count. Therefore all new dogs registered (that have not competed at UKA) will transfer across at the level they had competed at the time of the original handler/owner registration. For example a handler registers with UK Agility on 1st January 2012. Any dog they register, at that time or later, that HAD NOT competed elsewhere before 1st January 2012 will start in Beginners. Any dog they register, at that time or later, that HAD competed at British Kennel Club before 1st January 2012 will transfer across as per the table above at the British Kennel Club level they were on 1st January 2012.

Once a dog is registered with UK Agility it can not be registered again under a different name.

If a dog wins a Champion Certificate under Kennel Club rules they may apply to the UK Agility office to be moved up to Champion Level in both programmes.

3.0 CLASSES

3.1 Standard Classes

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

3.1a Agility

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

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

The class must include the dogwalk, A-frame, seesaw, and a set of weave poles and may also include

a table, unless unsatisfactory conditions cause the use of any obstacle to be unsafe. Beginner's level can have a maximum of 12 weave poles.

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

3.1b Jumping

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

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

The class can include all equipment with the exception of the 3 contacts and table. A set of weave poles must be included unless unsatisfactory conditions prevail and it is deemed unsafe. In the Champion level the number of weave poles must be a single set of 12 poles unless unsatisfactory conditions cause the use of the obstacle to be unsafe. Beginner's level can have a maximum of 12 weave poles. Beginners, Novice and Senior must have a 6 pole or 12 pole weave.

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

3.1c Steeplechase

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

The object of this class is to negotiate a course made up of jumps (excluding the tyre, spreads, walls and long jump) and tunnels (excluding collapsible tunnels), with a minimum of 17 obstacles and a maximum of 20 obstacles. The course should be a fast and straight forward set up.

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

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

3.2 Games Classes

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

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

3.2a Gamblers

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

The Gambler's course is set up with the obstacles placed randomly throughout the ring without specific flow. Each obstacle is worth points awarded to the dog if it is successfully completed. Points can only be awarded twice for each obstacle.

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

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

Obstacles that are 1 directional, e.g. Seesaw, Spreads, Flat Tunnels, Long Jumps, will only score points when taken in the correct direction.

In Senior and Champion levels only, a judge may choose to state that you cannot perform consecutive contacts and/or weaves and/or contact - weaves. If this rule is in place the performance of the second obstacle will not score points.

General Gamblers Rules:

If an obstacle is attempted but not completed successfully (i.e. missed contact) a dog may attempt the obstacle again as many times as necessary until it is completed successfully. A judge should signify an obstacle has not been completed successfully by shouting "NO" or "FAULT".

The class should begin on a single jump. The judge can choose if this jump scores points or not. The jump must be taken the direction indicated by the placement of timing equipment, (See rule 4.16.) The opening period ends when the whistle is blown. This also designates the beginning of the second half of the game where the time begins for the gambles. If the whistle is blown for time up while negotiating an obstacle points will be awarded.

The Gamble:

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

The time allotted for the gambles shall be determined by the judge's discretion and common sense, typically between 12 to 18 seconds. Refusals will not be marked in the Gamble for Beginners and Novice but will be marked in Senior and Champion level.

The gamble points will only be awarded if the dog completes the chosen sequence within the specified time. The timing gates must be positioned at the last obstacle of the gamble (As per rule 4.16.)

Option 1 Gamble (less difficult) = 10 points

Option 2 Gamble (more difficult) = 15 points

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

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

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

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

The dog knocks a gamble bar down in the opening period of the gamble they attempt.

A Judge may choose to have a "No Loitering rule" at Champion level only. A handler will be called for loitering if they do not attempt any equipment that has not already been successfully taken twice whilst waiting for the whistle to blow. In this case "No gamble" will be scored.

The dog must be awarded enough opening points to qualify in the game. In order to calculate the minimum required opening points multiply the opening time by 6 and drop the zero.

(ie – Opening time: 30 seconds X 6 = 180. 18 opening points needed to qualify in the opening)

There are two ways to qualify:

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

2. If a dog isn't able to accumulate the required opening points and needs 5 points or less, they can make up the missing points by successfully completing the 15 point gamble.

For example, a minimum of 21 points must be accumulated in the opening of a 35 second opening time. If a dog only accumulates 16 points in the opening but completes the Option 2 gamble receiving an additional 15 points, the dog will receive a qualifying round.

If a dog acquires more points than a dog that has qualified by either the above(1. or 2.) but does not make the gamble, the dog still does not qualify and therefore is not placed higher than the qualifying dog with lesser points.

If a handler were to obtain 28 points or more from the opening period of 30 seconds but fails to complete one of the two gamble options within the gamble time, the dog will not qualify.

Time is a tiebreaker only. Time ends as the dog crosses the finish line. Points will determine the placement of dogs. If a dog does not stop the clock (barring timing failure) then elimination will be scored. If the dog stops the clock at any point during the run the game is over.

If there are no qualifying rounds, the places of the dogs will be determined by points, with time being the tiebreaker.

If a handler chooses to run NFC in the Gamblers Class they will be given the total course time. i.e. opening period plus Gamble time.

3.2b Snooker

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

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

Red Jumps 1 point each

Coloured Obstacles:

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

Snooker consists of two sections. The opening section allows the dog and handler to collect as many points as possible by completing each red jump followed by any coloured obstacle.

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

A snooker course should be run as follows:

Red jump , any coloured obstacle,
red jump (different from first red), any coloured obstacle,
red jump (different from first and second red), any coloured obstacle,
yellow 2, green 3, brown 4, blue 5, pink 6, black 7,
finish line.

General Snooker rules:

The class should begin on a single jump that is used for time only and finish on a single jump that is used for time only. These jumps must be taken in the direction indicated by the placement of timing equipment, (See rule 4.16.)

Course time is set by the judge's discretion and will usually range between 40 & 55 seconds. (The judge may add the specified percentage travel rate increase (Refer to the Travel Rates for Toy & Midi Dogs Table).

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

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

Each of the three red jumps may only be completed once whether successful or not (knocked bar). Obstacles that are 1 directional, e.g. Seesaw, Spreads, Long jumps, Flat tunnels, will only score points when taken in the correct direction

The judge may choose to set up a combination of obstacles to make up one coloured obstacle. The judge will designate the order of the combination but may allow the combination to be taken in any

direction or flow during the first part, however the combination must be taken in the designated direction in the second section.

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

Opening Scenarios

Red jump followed by another red jump	game over, go to finish line
Red jump faulted	go directly to another red
3 rd red jump faulted when there are 4 red jumps	go directly to 4 th red
3 rd red jump faulted when there are 3 red jumps	begin closing (2-7)
All red jumps faulted	begin closing (2-7)
Third red jump followed by yellow 2 point	repeat yellow 2 to begin closing 2-7
Faulting a coloured obstacle in the opening	no points awarded, go to next red
Coloured obstacle followed by coloured obstacle (in the opening)	game over, go to finish line.
Taking a combination obstacle out of judges order	no points awarded, go to next red
Refusal of any red in opening	not faulted, attempt obstacle and if completed correctly points will be awarded.
If a dog runs past or spins in front of an obstacle	this type of refusal is not judged in snooker
Refusal of any coloured obstacle where the dog has got on to or gone in to a piece of equipment.	no points awarded, go to next red
Refusal in the middle of a combination once the first obstacle has been completed	no points awarded, go to next red
If a jump pole is knocked on a colour obstacle on the opening but ring party can not replace	provided the dog goes through the uprights on the next attempt to do the coloured obstacle, points will be awarded

Closing Scenarios

Red jump taken during closing (2-7)	game over, must go to finish line.
Any obstacle taken after black 7 on way to finish	not faulted, no additional points received
Coloured obstacle taken out of order in closing	game over, go to finish line
Refusal of obstacles in the closing	game over
Any fault of an obstacle in the closing	game over
Taking a combination coloured obstacle out of judges order	game over

Opening and Closing Scenarios

Whistle blown for time up while negotiating Obstacle (individual or combination)	points awarded if completed correctly
Game Over and the dog does not cross the finish line	elimination
Attempting (running through uprights) of a jump from a coloured obstacle (2-7) that had been previously displaced and had not been reset.	points will be awarded
Any obstacle taken after whistle blown on way to finish	not faulted, no additional points awarded

See Appendix A-4

Scoring:

The winner will have collected the highest points with the fastest time.

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

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

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

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

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

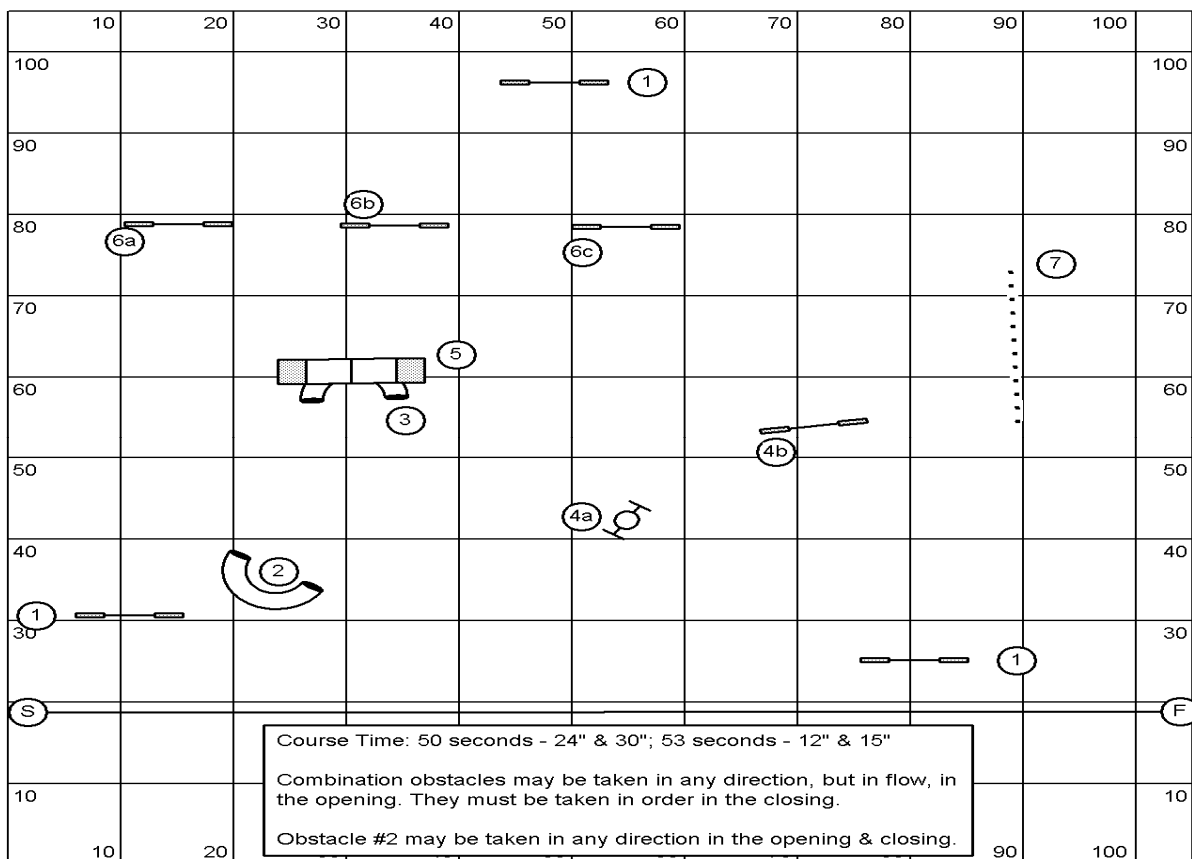
2 (yellow) + 3 (green) + 4 (brown) + 5 (blue) + 6 (pink) + 7 (black) = 27 points

See Figure 1 for an example of a snooker course. This is an example of a plan a competitor may choose to execute on this course:

Red jump at bottom left to line of 3 jumps (6a, 6b,6c)
 Then red jump at top of page to weave poles (7)
 Then red jump at bottom right, back to weave poles (7)
 Start the closing running directly to tunnel No. 2 and then to 3 to 4 to 5 to 6 to weave poles (7), and run to the finish line.

Total points collected = 50 points

Figure 1



3.2c Power & Speed

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

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

Maximum Ascending Spread Lengths (mm)				
Jump Height	Beginners	Novice	Senior	Champ
Toy	235	260	300	300
Midi	265	335	400	400
Standard	365	455	550	550
Maxi	435	540	650	650

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

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

The speed section may be made up with jumps, (excluding the tyre, spreads and long jump) and tunnels (excluding collapsible tunnels). The course time for the speed section will be determined using the standard course time rate for the Steeplechase class. To qualify, the dog must be under course times, without any faults.

The dog can be handled between the power section and the speed section. Although, the dog must not be handled between the power obstacles.

If dogs are faulted on the power section this will be marked as an elimination. The handler and dog may finish the power section, but can not continue onto the speed section.

If a handler chooses to run NFC they will be given a course time of 45 seconds.

3.2d Time Fault and Out

The object of this game is to test a dog and handlers agility skills against the clock where the goal is to complete the greatest number of obstacles in the allocated time without accumulating any faults.

A course is set using the same equipment and guidelines as for standard agility classes. The judge will set a maximum course time. The handler and dog must negotiate the course without faults and within the course time. If the handler and dog complete the course before the maximum course time is up they must immediately begin the course again. A whistle will be blown when the maximum course time has been reached. The dog must cross the finish line to stop the clock.

If the dog faults any obstacle the judge will blow the whistle. At that time the dog's run ends and it must cross the finish line to stop the clock. If the dog fails to cross the finish line then an elimination will be

incurred and there will be no score.

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

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

3.2e Snakes and Ladders

The course will consist of 17-20 obstacles:

(a) The ladders: three contacts and a 12 pole weave, (can only be taken in the direction UP the course).

(b) The Snakes: four tunnels, of which one may be a flat tunnel, (can only be taken in the direction DOWN the course).

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

There will be a start and finish jump to start and stop the clock and these will count towards point accumulation. The course direction is indicated by the start and finish jumps which must be sited on one side of the ring only. Away from these 2 jumps is considered UP the course and towards them is designated DOWN the course. The start and finish jump can be taken in any direction.

The idea of the game is to complete all the Snakes and Ladders successfully and as many jumps as possible in the allotted course time. The winner will be the person who completes successfully the most obstacles. This must include all of the snakes and ladders, in the fastest time. To gain a qualifying score all snakes and ladders (three contacts, weave & tunnels) must be completed successfully and at least 6 jumps in the allotted course time. The course time is to be decided by the judge but should consider that a dog could complete all obstacles in the time set.

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

The game will be deemed over (and a long whistle will sound or the judge may shout "game over")

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

In this case the competitor and dog must go straight to the finish.

If you fault on a contact or weave you may attempt this piece of equipment again during the game. The judge must blow a whistle (a short blow) or shout "Fault" or "No" to notify the competitor they have been faulted. This does not signal that the game has finished. If the piece of equipment is completed correctly on the second attempt and/or in the case of the weave the dog is placed back in to complete the weave correctly points will then be scored. If you knock a pole there will be no fault and you can carry on the game. The pole will not be re-set and the jump will not be able to be taken again. If you negotiate an obstacle that has already been completed successfully you will not be faulted since you are just wasting time.

Once all of the equipment has been taken the dog must take the finish jump. If the time runs out before all equipment is taken a whistle will blow (long blow) and the dog must take the finish jump as soon as possible. No other equipment will score after the whistle has gone unless the judge deems the dog was already taking the piece of equipment when the whistle went. Failure to take the finish jump will score the dog an elimination.

3.3 Heats, Qualifiers & Finals

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

UK Agility will also run a National Finals to be held at its Summer Week Show. The rules for this event will be published in the show schedule.

3.4 Special Classes

Results from these classes will not count towards UK Agility progression.

3.4a Nursery

Dogs entered in the Nursery class can only enter the Steeplechase class and not any other class on that day. For the beginner handler and/or beginner dog, needing experience, they offer a smooth flowing course (without the seesaw, tyre, spread jump, wall or weave poles.) Dogs can jump at any height except Maxi. Toy dogs can jump at Micro height (200mm). The A-frame will be set at 1.60m for all heights. Clear round rosettes will be awarded but no places.

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

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

3.4b Casual

This class is open to all dogs that are not entered in any other class except Casual for that day. It is designed for the new dog, a dog recovering from injury, or an older dog where the handler would like to run the dog in the competition environment. This class will award places and clear round rosettes.

Casual classes will run jumping, agility and steeplechase and will follow the same rules as standard for that class. This class allows the dog to jump one jump height lower than their competition height. The Toy jump height will jump at Micro (200mm). The A-frame will be set at 1.60m (5'3") and the courses will not include spread jumps, long jumps, wall or tyres. Weave poles may or may not be included in the casual jumping class.

A handler may choose to jump their dog at a lower height than the dog is eligible for in this class, provided that the handler states CRO (clear round only) on their scribe sheet and therefore will not be scored for placement in the class. If that dog has a clear round, a clear round rosette will be awarded.

3.4c Additional Classes

UKA shows can obtain permission from UK Agility to hold special classes. These may include but are not limited to Pairs, Teams, Knock Outs, Tunnelers and new games. The classes will not count towards UKA progression and the rules of each event must be clearly stated in the schedule.

3.4d UKA Baton Rules

The judge will designate an area for a baton exchange between handlers. The next dog and handler to run for the team/pair will wait in this area for their turn to run. The baton exchange must happen with both handlers and their dogs within the boundaries of the designated exchange box. The baton must exchange hands without being dropped or thrown before the next handler and dog to run can move out of the exchange area to begin their course. Dogs and handlers do not need to remain in the exchange box once the baton has been passed. The baton must remain within the exchange box at

all times and the returning handler must hold the baton for 5 (five) seconds to be considered a successful exchange. The handler waiting in the exchange area can hold or restrain his or her dog in anyway, providing it is not deemed abusive or harsh by the judge. Dogs may be placed on leads before and after their runs while other team/pair members are running. However, a lead must not be on the dog at the time of the baton exchange. An elimination will be incurred if another team/pair member's dog runs into the course area during another members run. At the discretion of the judge another person may be appointed to judge the exchange box. If a box judge is appointed they will be deemed as an event judge and must therefore comply to all judging rules.

4.0 COMPETITIONS & SHOWS

4.1 Holding UKA Competitions

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

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

- Copy of the Schedule
- Copy of the UKA Regulations
- UKA Registration Forms
- UKA Measuring Official
- Secretary's Tent
- Score tables tents
- Well working PA
- Adequate toilet facilities
- Adequate exercise area for dogs
- Provisions for dog waste and its disposal
- Rubbish collection and disposal
- Direction signs to the venue
- Adequate car parking
- Adequate camping area (when camping is offered).
- Suitable ring surface.
- Supply of drinking water
- Catering
- Electronic Timing
- Measuring Wheel
- Backup Stop Watches
- Whistles
- Equipment complying in full to UKA regulations
- Rosettes and prizes as stated in section 4.13.
- First Aider and supplies
- Adequate sign posts for show facilities
- Adequate fire fighting equipment

Scribe sheets must be kept for 3 months after the show.

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

4.2 Entries & Schedules

All Competition Schedules will be available for online entry.

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

UKA Logo

Announcement and dates showing that it is being held under UK Agility Regulations

Opening and Closing date of entry

Capping Level

Schedule of classes and fees

Name of training centre, individual, club

Directions to show site

Name of Show Manager & Secretary

Official UKA Show Entry Form

Disclaimer

Statement on Venue and Surface

Description of each Class offered

Jump heights

Names of Judges and Reserves (or To Be Announced stated if judges not confirmed)

4.3 Capping Level

To ensure maximum amount 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.

4.4 Running Orders

All running orders will be randomly drawn and competitors are responsible for their own running order. If running multiple dogs, they must be run in the correct order.

If a competitor with multiple dogs is found to be running their dogs out of order then all dogs ran by this handler will be eliminated by the judge. It is the ring parties responsibility to notify the judge.

4.5 Measuring Dogs

All registered dogs are measured for free. All dogs must be measured by a judge or approved UKA measurer to determine the dog's jump height at or before their first show unless they are competing at the Maxi height. To receive a permanent jump height measurement, dogs must either be competing at the Maxi jump height or must be two years of age for their permanent measurement. Dogs must be

measured at the first show at which they are 2 years of age. If the dog is aged two or over, it will only need one measurement.

Dogs will be measured using official measuring devices while the dog is placed in a standing position on a flat surface such as a table. The measurement is taken from the perpendicular line from the top of the dog's withers to the flat surface. At the time of measuring, the measurement will be recorded and sent to the UKA office.

If there is controversy over a dog's measurement then an appointed UKA official will re-measure the dog's height and this will be the determining measurement. Handlers must tell the measurer at the time that this is a dispute measure. If they do not do so the original measurement will stand. A handler may only dispute the measurement once.

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

"Try before you Buy" dogs may be measured at the show they attend but a fee of £2 will be charged which will go towards their membership fee.

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

4.6 Judges

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.

Judges are responsible for several duties for the particular ring/class to which they are assigned and are responsible for all things that happen in the ring from first course walking to the close of the last class.

Duties include:

- Design a fair, yet challenging course based on the level of class they are judging.
- Submit their course design to the show manager at least 3 weeks prior to the show.
- Check the course set up and inspect the equipment to ensure safety.
- Measure the course to calculate the standard course time (see Appendix A-2).
- Finalise the course before opening the course for walking.
- Instruct ring crew and stewards.
- Brief competitors and answer questions prior to commencement of competition.

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 immediate dismissal from the ring and ensure notation on a handler's scribe sheet. This notation must be stated to the show manager who in turn should report this to the UK Agility representative at the show.

The judge may dismiss any dog and handler who the judge feels cannot adequately control a dog who is showing aggression, or who feels the dog is unfit for competition.

Judges are not permitted to judge any dog they own.

Judges are not permitted to compete at the event the day they are assigned to judge unless special permission is granted by UK Agility, e.g. those judging evening finals. If an event heat has been scheduled and is run after all other classes on the day have finished, the competition judges from that day who have completed their judging appointment can compete in this event.

The judge shall continuously watch the dog and handler whilst 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.

Judging of the course will begin once the time keeper or judge gives the competitor permission to start. If a dog refuses the first obstacle before they have started the time, the dog will still be faulted. If the competitor begins before this, they will be eliminated. A competitor's sporting conduct and behaviour towards their dog will be judged by the judge the entire time they are within the boundaries of the competitive ring.

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 ie. Bar knocked and falling.

A handlers conduct and dogs behaviour will be judged the whole time they are in the competition ring.

4.7 Show Committee and Stewards

The following people are all allowed to compete at the UKA show they are working at.

Show Manager

The show manager is the official contact person for complaints and infractions. Their responsibility is 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 to assist the judge in any matters. They are also responsible for making sure the course times and course lengths are recorded. When computer scoring is available they are in charge of the set up and delegating the proper use of the computer. They are responsible for making sure the course times and course lengths are written on scribe sheet envelopes.

Scribe/Timer

A scribe/timer (scrimer) is required at each class. Their job is to make sure the time has reset and give the go ahead to the handler to begin once the judge has given them permission. They then must observe the judge, not the handler and dog, making any faults or points the judge signals during the performance. At the end of the run, the scrimer shall note the dog's time or NT for no time. If there is a malfunction in timing, the scrimer shall immediately notify the judge. They are also responsible for blowing the whistle when required in any of the games or if a maximum course time has been set and the handler/dog has exceeded that time. 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 class.

During all UKA National Events, a secondary or backup timer using a stopwatch, will be required for each run in the case of timer malfunction.

Score Table Stewards

The score table stewards should consist of one or two persons who are responsible for recording the class scores from the individual scribe sheets, which shall be handed to the score table by a ring

steward. Each handler will have a record of time or no time, faults or elimination, and points (if the game requires). They shall also determine the qualifying scores and placements by filling in the Result sheets from the scribe sheets and then transferring the placements and qualifying rounds to the Summary sheets with each competitor and their dog's UKA number and hand the records to the Show Secretary for each class. If computer scoring is available, then scores shall be entered into the appropriate class folder on the computer by following the accompanied directions given. At the end of each class, the score table shall notify the show manager or show secretary that results are ready to be downloaded. In this case placements and qualifying scores do not need assigning by the score table steward.

Gate Stewards

It is advisable to have 2 persons working as gate stewards who are responsible for checking in the individual dogs before their run and directing them to the queue. As the handler nears the entrance to the ring, the second gate steward confirms the dog and handler on the scribe sheet and gives the scribe sheet to the competitor who will then hand it to the timer/scribe.

Ring Stewards

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

Lead runner

Pole setter

Scribe Sheet Runner

Course Builder

4.8 Ring Layout

The course area for outdoor venues shall be at approximately 105 feet x105 feet; 32 metres x 32 metres; 35 yards x 35 yards.

Indoor venues may be smaller, but must be appropriate for the test.

The surface should be suitable for safe running for dogs and handlers; free from rocks, trees, holes etc, and must allow for all obstacles to sit level where placed.

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

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

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

4.9 Course Design, Difficulties and Approval

The following table of course difficulties should be deemed as a guideline for judges to consider when designing their courses for any particular level. These guidelines also provide the handler with an idea of what they can expect at a given level.

Although these are not compulsory design rules, judges should take into consideration the level at which they are judging. To help ensure that the judge has designed a course appropriate for the level being judged, they should then evaluate whether or not the course difficulties could be increased or decreased in challenge to fulfil the higher or lower levels.

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

The minimum distance allowed between obstacles is 3.7m (12'). When jumps are at a 90 degree angle to each other this may be reduced to 2.75m (9'). These measurements are taken from centre to centre of the obstacles. These are the absolute minimum distances allowed, and judges should try to adhere to the guidelines below.

Level	Distance between obstacles	Traps	Pull Throughs	Change of Side
Nursery	4.6 - 6.4m (15'-21')	0	0	1 max
Casual	4.6 - 6.4m (15'-21')	0-2 minor	0-1	0-6
Beginners	4.6 - 6.4m (15'-21')	0-2 minor	0-1	1-2
Novice	4.6 - 6.4m (15'-21')	1-2	1-2	2-4
Senior	3.7m + (12')	3+	4 max	4-6
Champion	3.7m + (12')	3+	4 max	4+

Nursery – A simple flowing course where the main challenge for the dog is to negotiate the equipment and not the course itself.

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

Beginners – This should be a smooth flowing course with one or two minor course difficulties and minor handing challenges.

Novice – At this level the majority of the course should be free flowing but, in a few places, the handlers ability and dog's control should be challenged.

Senior – A typical senior course should test both the handling skills of the handler and their control of the dog.

Champion – This level must test the versatility of the dog and handler through a variety of challenges and difficulties.

Steeplechase - (All levels) A fast and logical course set up. To distinguish between the levels, the majority of course challenges should entail changes of sides only.

Once the judge has considered the above guidelines and designed their course, they shall submit their course to the Show manager. The show manager is then responsible to submit to UK Agility all the courses for final approval. This should be done no later than 21 days before the date of the show. The purpose of the Reviewer is to ensure that courses comply with UK Agility rules and that there is a safe and sensible course design by giving suggestions to that affect. However, they may override designs or part of designs that do not meet close to the guidelines stated above. Show managers that do not supply courses will be fined £1 per course which will be donated to UK Agility's preferred charity.

4.10 Obstacle Standards

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

A-frame

The dog must ascend up the ramp designated by the judge by a straight on approach, climb over the apex and climb down the descending ramp, touching with at least one paw, the contact point before completing the obstacle. The performance of the obstacle will be considered completed when all four paws touch the ground. If the dog does not touch the down contact point, a missed contact fault will be incurred. Leaving the obstacle prior to touching the down ramp shall constitute a refusal. Ascending the wrong ramp constitutes a wrong course. The refusal plane is the top line of the contact point on the ascending ramp. For the safety of the dog faults will be incurred if the dog jumps onto the ascending ramp from the side, by first crossing over this plane on the ground with any part of its body. If the dog turns 180 degrees or more prior to touching the down ramp a refusal will be incurred. Turning 180 degrees or more once descending the down ramp will incur an elimination for taking the piece of equipment in the wrong direction.

Dogwalk

The dog must ascend up the plank designated by the judge by a straight on approach, climb over the horizontal middle plank and climb down the descending plank, touching with at least one paw, the contact point before completing the obstacle. The performance of the obstacle will be considered completed when all four paws touch the ground. If the dog does not touch the down contact point, a missed contact fault will be incurred. Leaving the obstacle prior to down plank constitutes a refusal. Once a dog touches the down plank and then leaves before touching the contact point, it is a missed contact not a refusal. Ascending the wrong plank constitutes a wrong course. The refusal plane is the top line of the contact point on the ascending ramp. For the safety of the dog faults will be incurred if the dog jumps onto the ascending ramp from the side, by first crossing over this plane on the ground with any part of its body. If the dog turns 180 degrees or more prior to touching the down ramp a refusal will be incurred. Turning 180 degrees or more once the down ramp has been touched will incur an elimination for taking the piece of equipment in the wrong direction.

Seesaw

The dog must ascend up the plank designated by the judge by a straight on approach, cross pass the pivot point and descend the plank. The plank must touch the ground before the dog leaves the obstacle (at least one paw must remain on the plank). Leaving the obstacle without touching the descending contact point constitutes a missed contact. If the dog leaves the obstacle before the pivot point a refusal will be incurred. Leaving the obstacle on descent, with all four paws, before the plank has reached the ground, constitutes a fly-off. If the dog is deemed to leave the plank before it reaches the ground, and misses the contact, this will only constitute one fault. The refusal plane is the top line of the contact point on the ascending ramp. For the safety of the dog faults will be incurred if the dog jumps onto the ascending ramp from the side, by first crossing over this plane on the ground with any part of its body. If the dog turns 180 degrees or more prior to the pivot point a refusal will be incurred. Turning 180 degrees or more once the dog has passed the pivot point will incur an elimination for taking the piece of equipment in the wrong direction.

Collapsible Tunnel

The dog must enter the rigid end of the tunnel and crawl through the fabric end. Backing out of the tunnel, exiting the entrance or jumping over the rigid portion of the tunnel shall constitute a refusal.

Pipe Tunnel

The dog must enter the end of the tunnel designated by the judge and exit the other end of the tunnel. Backing out of the tunnel, exiting the entrance (one foot must touch the ground to be considered exited) or jumping over or on the tunnel shall constitute a refusal. If the dog enters the exit of the tunnel,

or touches the exit, a wrong course will be assessed. If the dog turns around in the tunnel but does not exit from the entrance end No fault will be assessed.

Jumps

The dog must jump over the bar of the jump in the direction designated by the judge, without displacing any of the bars, or a fault will be incurred. Jumping over the jumps wings/standards or running under the bar will constitute a refusal. Jumping from the wrong direction or running under the bar from the wrong direction will constitute a wrong course.

Spread Jumps

The dog must jump over the bars of the jumps in the direction designated by the judge, without displacing any of the bars. Jumping over the jumps wings/standards, running under the bars, failure to jump the front and back obstacles as one unit will all constitute a refusal. Jumping from the wrong direction or running under the bars from the wrong direction will constitute a wrong course.

Long Jumps

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

Wall Jump

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

Tyre Jump

The dog must jump through the tyre in the direction designated by the judge. Jumping between the frame and the tyre or jumping over or under the tyre constitutes a refusal. Jumping through the tyre in the wrong direction constitutes a wrong course.

Table

The dog must jump onto the table and assume a lying down position. The dog is considered in a down position when all four limbs are in contact with the table in a position of rest. At that point the judge will release the dog with a verbal "Go". If the dog leaves the table before the judge releases the dog a fault will be incurred. Running under or jumping over the table shall constitute a refusal. The refusal line for the table shall be the back plane of the table. If the dog will not assume a down position and then continues onto the rest of the course, a wrong course will be incurred.

Weave Poles

The dog must manoeuvre in and out of the line of poles entering with the first pole adjacent to the dogs left side. Each incorrect entry will be classed as a refusal but the dog will only be faulted once for a mistake during the duration of the weaves. Failure to complete the obstacle correctly before negotiating any further obstacle constitutes a wrong course. If the dog back weaves (turning and passing a shoulder through one pole followed by the other shoulder passing another pole in the wrong direction), a wrong course will be incurred. If the dog comes out of the poles, the dog must either re-enter the poles exactly where they came out or must restart the weaves again.

4.11 Scoring

Missed contact points on seesaw, A-frame, dogwalk <i>Contact Points</i> are the bottom 3'6" of the A-frame and bottom 3' of the dogwalk and seesaw as defined by a different colour than the rest of the ramp	5 faults
Fly off on seesaw	5 faults
Fly off on seesaw & Missed Contact.	5 faults
Knocked bar from jump	5 faults
Knocked plank from long jump	5 faults
Knocked wall brick or Wall pillar	5 faults
Stepping on or through long jump planks	5 faults
Jumping off the table before the judges release	5 faults
Refusal A refusal is a significant hesitation in front of an obstacle, turning back from an obstacle after beginning to approach it, 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.	5 faults
Casual contact with handler that aids performance	5 faults
Failure to complete an obstacle	Elimination
Handling the dog	Elimination
Deliberate contact with the dog preventing a fault	Elimination
Outside assistance Outside assistance is any assistance from any other person that helps a competitor gain any advantage	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. Jumping over the flat end of the collapsible tunnel or running under a contact obstacle will not constitute a wrong course.	Elimination
Dog fouling the ring	Elimination
Dog out of control	Elimination
Dog leaving the ring out of control	Elimination
Food or training aids in the ring. Including training / bum bags, toys tied to leads or anything carried in the hand which the judge deems can be used as a training aid	Elimination
3 Refusals	Elimination
Training in the ring.	Elimination
Repeating of equipment for the purpose of training (when NFC not stated)	Elimination & Dismissal
Signs of aggression in the dog	Elimination & Dismissal
Any abusive or Harsh Handling Must be noted on score sheet for record keeping.	Elimination & Dismissal
Dog unfit for competition	Elimination & Dismissal
Dog wearing inappropriate collar	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.	5 faults
Touching equipment by handler that aids performance	Elimination
Handler going through weave poles	Elimination
Handler jumping over or going under any part of any obstacle	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. ie 1.49 seconds = 1.49 faults.	1 to 1 ratio

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 that the handler has made the best attempt possible to go through the area where the obstacle was.)	Elimination
Relay (ie Pairs/Team) Elimination	100 faults
Negotiating an obstacle before permission has been granted to begin	Elimination
Refusal of first obstacle	5 faults
Excessive time on start line (Over 45 seconds)	5 faults
Excessive time on start line (Over 45 seconds) in Games	-5 points
Eliminated dogs going over Maximum time	Dismissal from ring
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

Judging of the dog and handler will begin as soon as the dog or handler enters the ring in regard to behaviour and conduct but will only be judged on course faults during the run.

All standard course faults are marked in 5 units.

Scoring on a course shall determine the winner who will have the fewest faults under standard course time.

4.12 Not For Competition

A handler may choose to participate in any class they are eligible to compete in "not for competition" (NFC). They may only run NFC in a class for which they are eligible. This must be stated in advance to the run and noted on the scribe sheet with NFC. This will allow the handler to use the standard course time to train and practice the course. In P&S a course time of 45 seconds will be allowed for NFC runs. In Gamblers the opening and gamble time will be used. A handler's time starts as soon as the dog starts the clock or as soon as they return to the dog on the start line.

If a handler chooses to participate in a class for NFC, he/she may use a toy or other like training device for rewarding their dog's performance. A handler may choose to have another person assist them in the ring during their time.

Handlers are not allowed to run standard classes for NFC at a lower jump height than they are qualified to run at. They may only elect to do this in the Casual and Nursery Classes.

No food or audible training aids or audible toys will be allowed.

The judge shall not judge the dog but shall continue to watch the handler to ensure safety, good judgement and fair treatment of the dog.

If a handler does not state NFC on the score sheet and the judge deems them to be training they will be eliminated. If they repeat a piece of equipment for the purpose of training they will then be dismissed from the ring.

4.13 Prizes & Awards

Rosettes shall clearly have the UKA logo imprinted on them.

Qualifying rosettes shall be red, white and blue or any two and must have "Clear Round" imprinted on them. Each qualifying score shall be awarded a qualifying rosette.

Placement rosettes for qualifying rounds will be awarded to the top 4 of each class. For Non qualifying rounds rosettes will be awarded for the following

- 5 or less dogs in a class – 1st
- 6-10 dogs in a class – 1st & 2nd
- 11-15 dogs in a class – 1st – 3rd
- Over 15 dogs in a class – 1st – 4th

Prizes or trophies shall be provided in the following way:

- 5 or less dogs in a class – no prize
- Less than 50 dogs in a class – First Place Prize
- 50 to 100 dogs in a class – First and Second Place Prizes
- More than 100 dogs in a class – First, Second and Third Prizes

A qualifying score must be gained to be awarded a prize and the number in a class must be taken from the show's ring plan.

UKA encourages shows to provide high quality prizes or trophies.

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

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

Placement rosettes for qualifying rounds should designate that points have been awarded for that class with a 'Q', while non qualifying placement rosettes will be somewhat smaller without a 'Q' written on them, thus, no points are awarded.

For all classes that do not count towards UK Agility progression 'non Q' placement rosettes will be awarded.

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

4.14 Timing and Equipment Failure Procedure

If during a competitor's run, the electronic timing fails, the timer must immediately announce "timing failure", notifying the judge of the malfunction. The competitor should continue on course until the judge stops the competitor. When the judge stops the run, the dog will then re-run for time, but will keep the faults incurred before the failure. If no faults were given and the dog faults an obstacle on the rerun before the place of the notification of failure, no faults will be given.

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

In the event that equipment breaks and cannot be replaced or fixed, the top 20 placements at the time of failure will rerun a new course. No new faults will be incurred, but new times will be given. During this time if the judge feels that the individual did not make a genuine effort to run clear in a sportsmanlike manner, it is in the judge's right to eliminate that competitor. Those who ran clear prior to

the failure are still considered clear and do not need to rerun.

4.15 Collars and Leads

Dogs must not wear any type of slip or half slip lead, head collar, muzzle, harness or any collar not described below while under judges orders. A flat, close fitting leather, nylon or other webbing collar is permitted providing the only attachment is a plain identification panel as a part of the collar but not attached by a ring, therefore no tags that hang or dangle are allowed. UK Agility encourages proper identification of each dog in case of escape or any other mishap and if running without a collar a collar with identification should be immediately placed on the dog once the run is complete. Stop pad protectors may be worn by a dog. Handlers that run dogs with collars and/or stop pad protectors do so at their own risk. Handlers that run dogs without identification do so at their own risk. These rules also apply to NFC dogs.

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

Electric collars are prohibited from all UK Agility show sites. Lemon Spray Collars or such devices are not permitted within 50m of a competition ring. Owners in breach of this electric and spray collar rule will be asked to leave the showground.

4.16 Start and Finish Line Scenarios

Timing Gates should be placed before the first obstacle and after the last obstacle.

If a dog refuses the first obstacle normal judging rules will apply as the handler corrects the mistake. If the handler touches the dog they will be eliminated for handling. If the handler sets the dog up, leaving the dog in a stationary position this will be deemed a refusal for significant hesitation. Refusal of the last obstacle will be judged as for any other piece of equipment.

A refusal of the first obstacle by passing the plane and not commencing the timing or refusal of the finish obstacle where the dog stops the timing (running underneath) will incur a 3 seconds penalty i.e. added to the dog's time. At events where the electronic timing system is able to time these correctly this additional time will not be added. If an event has manual timing then the manual timing should begin as the dog passes the plane of the first jump and stopping as the last obstacle is negotiated in the correct manner.

A-1 Equipment Specifications

The following obstacles meet with the approval of UK Agility.

A 1.5cm variable on measurements except for jump height cups and weave pole distances, will be accepted. UK Agility encourages Equipment suppliers or providers to contact the UK Agility office if in doubt.

Jumps.

Width of wings: 483 mm (18") minimum.

Length of poles: 1.22m (4') minimum 1.524m (5') maximum.

Plank length: 1.22m (4') minimum 1.524 (5') maximum.

Pole thickness: 43mm (1.75 in) minimum.

The heights available must be: 200mm, 300mm, 400mm, 550mm, 650mm.

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

Micro (200mm) jump height may be a minimum of 178mm.

Wall Jump.

A wall should have displaceable units on the top

The width of central jumping area is 1220mm (4'), excluding pillars

Depth of wall is 280mm (11.02") at base and 135mm (5.31') at highest point

Pillar height 1220mm (4') and 300mm (11.81") square width

Displaceable blocks and tiles on top no greater than 170mm (6.69") wide

The heights available must be: 200mm, 300mm, 400mm, 550mm, and 650mm

Spread Jump.

2 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.

Tyre.

Aperture diameter: 457mm (1'6") minimum.

The heights available from the centre must be 450mm, 550mm, 700mm, 800mm.

The height of the hoop should be adjustable.

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

The frame must not exceed the top of the hoop when set at maximum height and must be close

coupled to the frame (i.e. not suspended by chain or other mechanism) and fixtures must be

substantial or secured in such a way that dogs cannot knock the obstacle over from either direction.

Table.

Table top: 941mm (3') square minimum.

The heights available must be: 200mm, 300mm, 400mm, 550mm, 650mm.

The table top can be laid on the floor without any legs for 200mm (8").

The table should be a stable construction with a non-slip surface.

Long Jump.

To comprise 2 to 5 units. Toy – 2 units, Midi – 3 units, Standard – 4 units, Maxi – maximum 5 units.

Unit length: 610mm (24") minimum.

Maximum length of jump: as per UKA rules and regulations.

First unit height: 127mm (5ins).

Fifth unit height: 381mm (15ins).

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

Marker poles height: 1.219m (4ft) minimum.

These should be placed at each corner and should not be attached to any part of the obstacle.

Collapsible Tunnel.

Entrance height: 540mm (1'9") minimum.

Entrance depth: 457mm (1'6").

Material diameter: 609mm (2') minimum. 762mm (2'6") maximum.

Tunnel length: 3.048m (10') minimum.

Material to be circular of non-rigid material construction (PVC or canvas). The exit must be able to be weighted or fixed to the floor. The entrance must be a rigid construction that can be fixed or weighted to the ground. The entrance must have suitable padding with the floor having a non-slip surface.

Pipe Tunnel.

Diameter: 600mm (23.5") minimum.

Length: 3.048m (10') minimum.

Distance between metal supports: Between 150mm (6") to 200mm (8") with a mean of 175mm (7").

Material made of PVC must at least be 620 gsm.

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

Weaving Poles.

Pole height: 762mm (2'6")

Pole diameter: between 30mm (1.18") to 38mm (1.25").

Distance between poles: 600mm.

The number of poles should be six or twelve.

The poles must be rigid construction.

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

A-Frame.

Constructed of two ramps wide hinged at the apex.

Length of ramp: 2.74m (9').

Width of ramp: 914mm (3'). The base of the ramp can be 1.2m (4')

The heights available must be: 1.7m (5'7") and 1.6m. (5'3")

Slat depth: between 9mm and 15 mm.

The last 1.067m (3ft 6ins) from the bottom of each ramp should be in different colour. Each ramp to have a non-slip rubber surface approved by UK Agility, and anti-slip slats at intervals of approximately 279mm (11") but not within 152mm (6") of the start of the contact area.

Seesaw.

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

Length of plank: 3.66m (12').

Width of plank: 305mm (12').

Height of the central bracket: 685mm (2'3").

The last 914mm (3ft) from each end should be a different colour.

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

Dogwalk

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

Length of plank: 3.66m (12').

Width of plank: 12ins 305mm (12")

Central plank height: 1.37m (4'6")

Slat depth: between 9mm and 15 mm.

The last 914mm (3ft) from the bottom of each ramp should be a different colour.

Each plank to have a non-slip *rubber surface approved by UK Agility*, with the two end planks having anti-slip slats at intervals of (279mm) but not within(152mm) of the start of the contact area.

Measuring the Course

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

The course will be measured using a surveyors wheel and shall be measured in units of metres. The course shall be wheeled from centre to centre of each obstacle in a straight line, the idea is to measure the shortest possible line.

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

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

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

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

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

3 to 4 - (*Example of 180 degree jump setup*) Wheel starts at a point where a parallel line can be measured laterally from the centre of the jump and wheeled parallel on the landing side of the jumps, stopping at the point laterally centre of jump 4.

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

5 to 6 - Wheel is placed at the last weave pole and wheeled in a straight line to the centre of the closest/logical plane of the table.

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

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

8 to 9 - Wheel starts at the centre of the jump and wheeled on the landing side of the jump parallel as close to the jump as possible to achieve a straight line to the end of the wing towards the next obstacle (collapsed tunnel). From that point, wheeling continues in a straight line to the centre of the entrance of the collapsed tunnel. The wheel is picked up and placed laterally of the point where the wheel stopped and wheeled parallel to the tunnel in a straight line and stopped at the end of the exit.

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

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

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

12 to 13 - (*Example of 270 degree jump setup*) Wheel starts at the centre of the jump and wheeled on the landing side of the jump parallel as close to the jump as possible to achieve a straight line to the

end of the wing towards jump 13. It is then wheeled in a straight line to the closest wing of the take-off side of jump 13. Then wheeled parallel to the jump to the centre.

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

14 to 15 - Wheel starts at the centre of the jump and wheeled in a straight line to the centre of the entrance of the tunnel. The wheel is then picked up and placed lateral at the point where the wheel had been stopped. It is then wheeled on the inside of the tunnel following the curve.

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

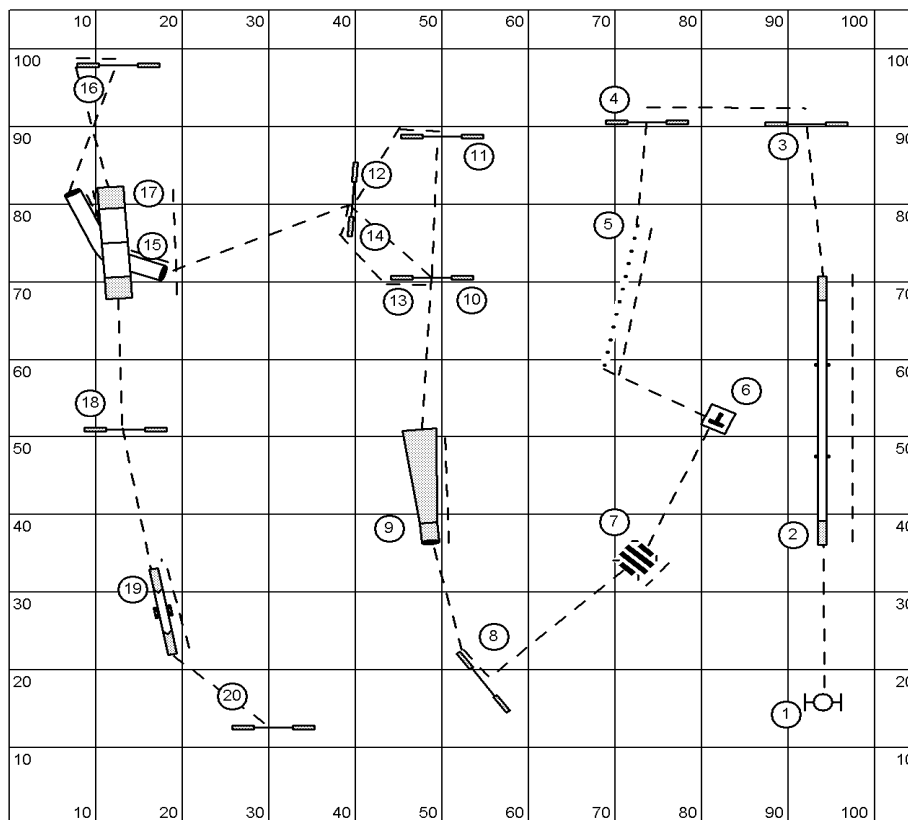
16 to 17 - Wheel starts at a point parallel to the centre of the jump and wheeled in a straight line on the landing side of the jump to the end of the wing in the direction that will give the shortest distance to the next obstacle. (The shortest distance in this example is left). From the end of the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

17 to 18 - Wheel is placed at the centre of the descending plank and wheeled in a straight line to the centre of the next jump.

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

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

Figure 2



Calculating Course Times

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

Maxi and Standard jump heights:

Measured course (metres) ÷ Rate of Travel (metres per second) = SCT (seconds)

Midi and Toy jump heights:

Measured course (metres) ÷ Rate of Travel (metres per second) = SCT (seconds)

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

Casual and Nursery Classes: (Use Beginner rate of travel).

Standard and Midi jump heights - Measured course (metres) ÷ Rate of Travel (metres per second) = SCT

(seconds) SCT + 3 seconds = Casual/Nursery course time.

Toy and Micro jump heights – add 20% to above formula

Table on Course

Measured course (metres) ÷ Rate of Travel (metres per second) = SCT (seconds)

SCT + 3 seconds = SCT with table

Maximum Course Time

Course time multiplied by one and a half. E.G. Course time of 40 X 1.5 = 60 second Maximum course time.

Rates of Travel

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

Big Dogs Maxi and Standard Dogs Rates of Travel

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

Small Dogs Midi and Toy Rates of Travel

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

A-3 Disciplinary Procedure

If a person wishes to make a complaint against another person, or their dog, the complaint must be made on the day of the event to the Show Manager. All details of the event must be given along with the required £50 fee. (The complainant may choose to remain anonymous.)

The Show Manager must then investigate the incident by interviewing the accused and all witnesses. If the Show Manager feels that there is a case to answer, all details and information of the incident and £30 (£20 is kept by the Show) must be sent to UKA. At this time there will be a cooling down period of 14 days begins.

If the Show Manager feels that there is no case to answer then this will be stated to the complainant. The complainant may choose to either drop the charge or still proceed. If the decision is to proceed, the information gathered and the £30 must be sent to UKA. If the decision is to drop the complaint then £30 will be refunded to the complainant and the Show will still keep £20. In addition, all information will still be sent to UKA.

Once UKA receives the formal complaint the accused will be notified by writing to which they may reply within 14 days. At the end of the fourteen days the complainant will be asked if they still want to continue. If they wish to proceed then UKA will decide whether or not they feel there is a case to answer. If the complainant decides not to continue, then £20 will be refunded and UKA will keep the remaining £10.

At any point that the complainant chooses to drop the charges UKA may still proceed with the case should they feel that it is warranted.

UKA may choose to investigate matters further before making a decision.

If UKA finds there is no case to answer both parties will be notified and all money will remain with UKA.

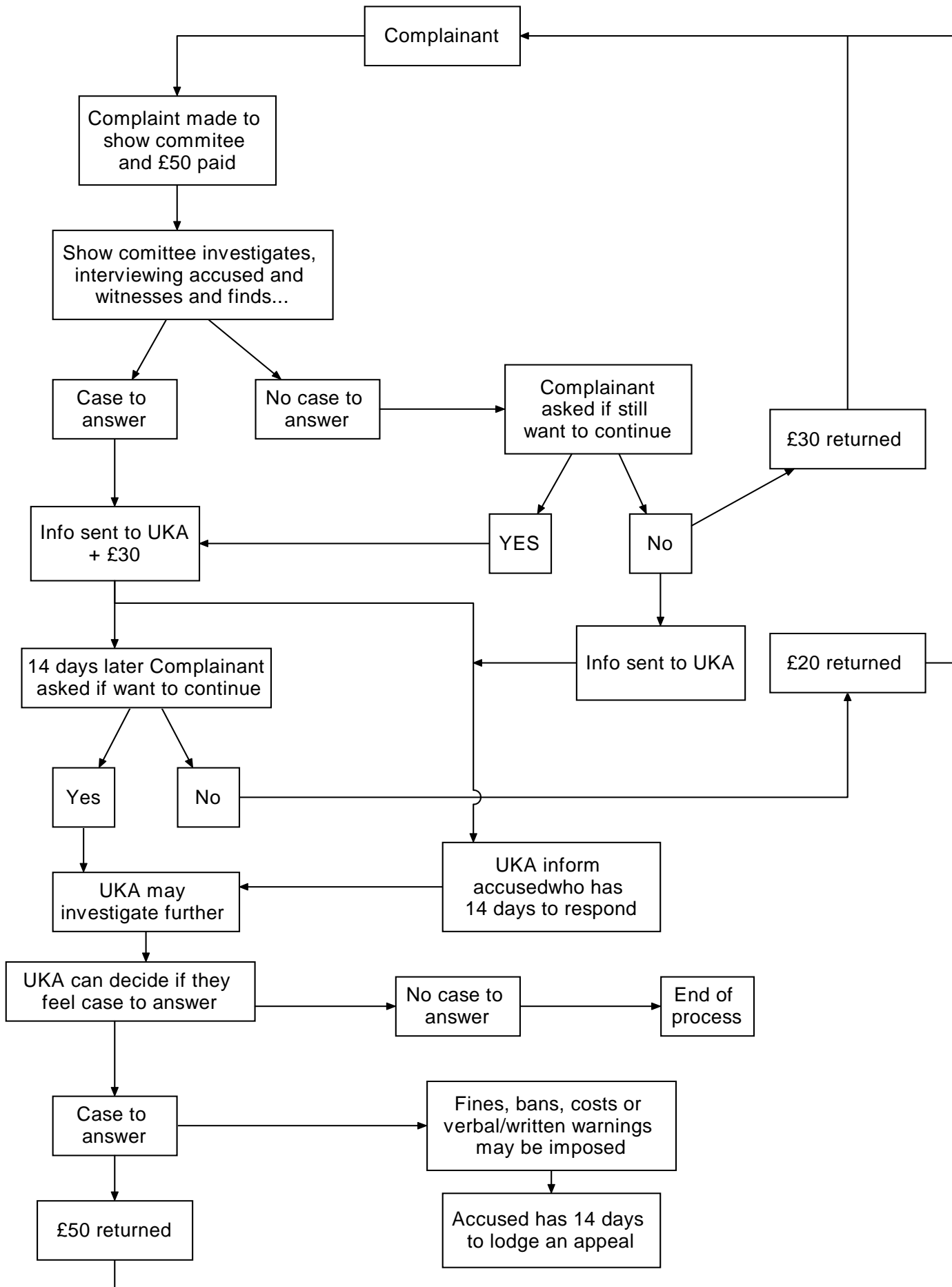
If the accused is found to be in breach of UKA regulations, UKA will inform the accused in writing and may impose fines, written or verbal warnings, bans, and costs. If fines are not paid, the account will be frozen and the accused will not be allowed to compete. In addition the complainant will be notified of the decision and all money will be refunded.

The accused party will then have 14 days to appeal to UKA in writing. An appeals hearing will then be set and conducted.

Following are examples of types of reasons a person/dog may be involved in the disciplinary process:

- Person to person aggression
- Dog to person aggression
- Dog to dog aggression
- Harsh or abusive handling of dog
- Serious breach of UKA rules
- Impugning the judges decisions
- Bringing the name of UKA into disrepute

DISCIPLINARY PROCEDURE

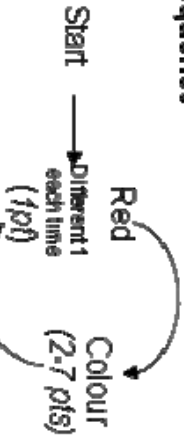


SNOOKER

The Plan is

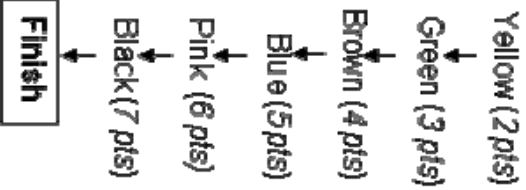
To score 37 pts for a qualifying round

Opening Sequence



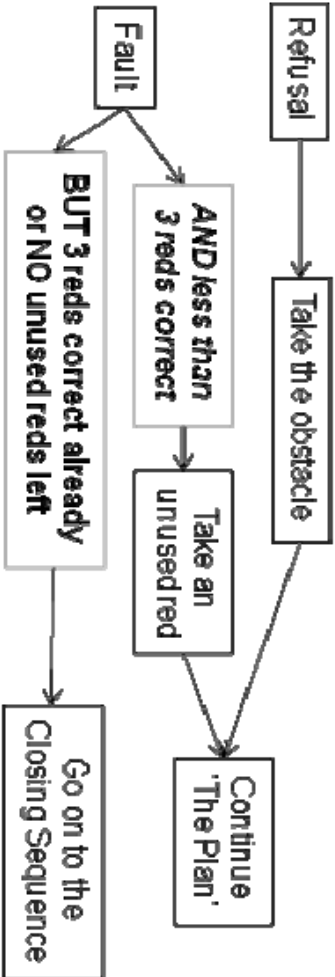
3 Reds completed or all reds attempted

Closing Sequence (27 points)



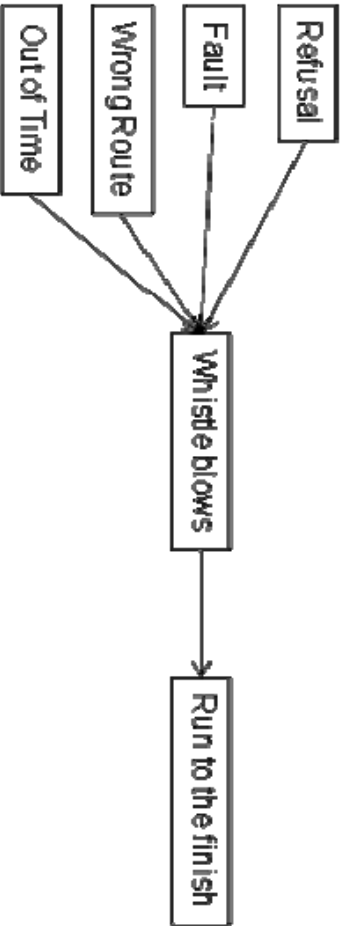
When the Plan goes wrong

Opening Sequence



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

Closing Sequence



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

A - 5 UK Agility Registration Form

Please Print

Register online at www.ukagility.com for discounted registration fees. Prices inc VAT.

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

By signing this form I am agreeing that the information I have provided is correct to the best of my knowledge. I also agree to abide by and uphold the rules and regulations of UK Agility. I further understand that if I am withholding payment until my first show, I will remit payment within 5 working days of the end of the show or my account will be frozen and all results will be void.

Signature: _____ **Date:** _____

Make cheques payable to UK Agility, and send to UK Agility, Corbiere, Longdon Hill, Wickhamford Evesham, Worcs. WR11 7RP. Phone: 01386 833283

A - 6 Quick and Easy Reference Tables

Class Places and Points

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

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

Jump/A-frame Heights

JUMP HEIGHT NAME	DOG'S HEIGHT	JUMP HEIGHT	A-FRAME HEIGHT	ASCENDING SPREAD LENGTH	LONG JUMP LENGTH	TYRE HEIGHT CENTRE
Toy	350mm (13.79") & under	300mm (11.81")	1.7m (5'7")	See Spread Table below	600mm	450mm
Midi	430mm (16.99") & under	400mm (15.75")	1.7m (5'7")	See Spread Table below	800mm	550mm
Standard	500mm (19.69") & below	550mm (21.65")	1.7m (5'7")	See Spread Table below	1100mm	700mm
Maxi	Any	650mm (25.59")	1.7m (5'7")	See Spread Table below	1300mm	800mm
Micro (Nursery & Casual only)	350mm & under	200mm (7.87")	1.6m (5'3")	Not allowed	400mm (not allowed in casual)	Not allowed

Maximum Ascending Spread Lengths (mm)				
Jump Height				
	Beginners	Novice	Senior	Champ
Toy	235	260	300	300
Midi	265	335	400	400
Standard	365	455	550	550
Maxi	435	540	650	650

Gamblers Obstacle Points

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

Big Dogs : Maxi and Standard Dogs Rates of Travel

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

Small Dogs : Midi and Toy Dogs Rates of Travel

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