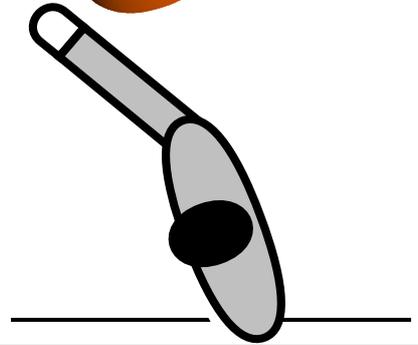


# HANDS UP



## The info letter for NZ Agility JUDGES

Issue 7

**This issue:**

Demystifying the weave regulations

Why use 25 obstacles?

Long Jump

Can you see the rail??

Hi there,

This is an information letters for Agility judges. The aim is to provide some information and stimulate some discussion, and any/all response will be welcomed!!

The info-letters are now on the website, so feel free to read them and to pass them on to anyone else who might be interested.

Also on the website are a range of quizzes and articles of interest to judges. Go take a look!!

We will soon have a few sets of short courses that you can complete as part of the requirements for going up a level and maintaining Senior Panel status.

Regards,

Karen de Wit  
NZ Agility Committee (Judges)

NZ AGILITY JUDGES EMAIL LIST.

To subscribe to this group, send an email to:  
AgilityJudgesNZ-subscribe@yahoo.com



## Judges Contract & Probationary report forms.

These are both available from the website. They are pdfs that you can fill in by typing in your details, then save to your computer and email to someone else.

## Judges seminars and short courses.

There will soon be available on the website a series of short courses that Judges can do to ensure they meet their obligations as a Judge according to the regulations.

## Judges stories.

If any of you have any interesting Judging stories to tell please don't be shy to share them, we can even keep it anonymous if you like!!

## DOG SAFETY from a judging point of view.

Did you read last month's article? In light of the ideas expressed in that article, have you changed anything that you would have normally put on the ground?

I have been reminded recently that 25 obstacles is quite a few, and that is the MAXIMUM number that may be used in Senior or Jumpers A. Do not feel any pressure to ensure that you put out exactly 25 obstacles, no-one will castigate you if you put out a lesser number!

[https://www.facebook.com/?ref=home#!/kristina.beresford.8/posts/429383867123895?notif\\_t=share\\_reply](https://www.facebook.com/?ref=home#!/kristina.beresford.8/posts/429383867123895?notif_t=share_reply)

This video shows a young dog entering the dog-walk at speed and falling off and injuring itself. It is a reminder to us that at Novice level our approaches to contacts especially the narrow dog-walk should be very safe.

**Consider safety as one of your priorities when designing courses and check all courses for safety before using them.**

## Touching on the Regulations.

### Attempting to demystify the weave poles.

There have been a number of new regulations introduced over the last few years as regards the weave poles.

The idea of altering the regulation was

- to encourage people to teach their dogs to weave (previously you could get a clear round even if your dog made mistakes in the weave)
- to withhold a clear round for incorrect weaving (hence the penalties in Starters agility) and
- to discourage them from multiple attempts at weaving (hence the refusal change).



In the weave you can get

#### Faults for

- hands/body passing thru the weave
- dog entering from the wrong side
- dog making a mistake in the body/end of the weave

**Refusals**, can be gained (up to three, and hence a disqualification) where a dog fails to enter the weave correctly.

#### The use of Weaving Poles in classes (See regulation 12.2.6.2)

##### Agility classes.

Elementary B: No weaving poles to be used.

Elementary A: One set of weaving poles must be used, being either 4 poles or 6 poles.

Starters and AD: One set of 12 weaving poles must be used.

Novice, Intermediate, Senior, ADX Advanced: Use of weaving poles is optional. When used, a set must comprise an even number of poles, being a minimum of 6 poles and a maximum of 12 poles.

Jumpers classes. No weaving poles to be used.

##### Games classes.

Depending on the game, and the points for the obstacle, you can use no weave, 6 poles or 12 poles.



### The correct negotiation of the weave (see Regulation 13.3)

The first pole is taken on the dog's left and all subsequent poles on alternate sides thereafter.

### REFUSALS.

Refusal, must be corrected



If the previous refusal is followed by another as below, the total goes to 10.



You can get 3 refusals and thus be disqualified.

In both cases, if the dog carries on to the next obstacle, without fixing the mistake it is disqualified.

A refusal applies when a dog is put at an obstacle by its handler and refuses to attempt the obstacle. As regards the weave this is further clarified in that dog has to go past the **second pole** before it is said to have actually refused (the correct gap is past the first pole, so once the dog goes past the second pole it cannot enter correctly). This applies to both sides of the weave, (although if the dog is on the left side of the weave it actually won't be able to enter correctly once it has passed the first pole!!!)

The dog may actually enter the weave at a point further down and keep weaving a number of poles, or make further errors. The first mistake (refusing the entry), is marked and the other mistake(s) are not marked, until the dog is represented at the start of the weave.

If the dog refuses it must be brought back to re-attempt the obstacle (to get it right) before it can go on (or it will be disqualified). Additional refusals can be marked (and the dog can be disqualified if it gets to three).

*A refusal is NOT given in the following scenario. The dog **correctly enters the weave**, makes a mistake further down the weave (is faulted), is brought back to correct the mistake, and subsequently enters incorrectly. This would be time wasted. We want to encourage (not discourage) people to bring their dogs back to the start and negotiate the whole weave, rather than fiddle around at pole 10 (say) trying to get the dog in the right gap.*

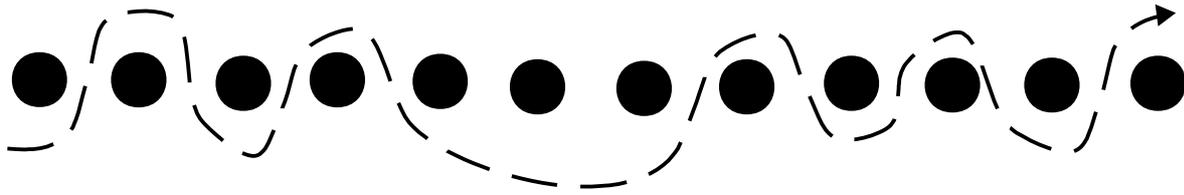
In Elementary A class no weave refusals can be given, but the weave has to be negotiated correctly.

### FAULTS.

**Faults** are mistakes made on the equipment. As regards the weave faults can be given for

- hands/body passing thru the weave
- dog entering from the wrong side
- dog making a mistake in the body/end of the weave

Fault, must be corrected



### Disqualification.

A dog can be disqualified if it carries on to the next obstacle (or over the finish line) before correctly negotiating the weave.

## Other responsibilities of the judge with regards weave poles.

### Safety.

The weave has a base that is usually pegged down. You should check to ensure it is pegged down as straight as possible and that the pegs do not provide a hazard to the dog (ie. they do not stick up). Some weaves have a central connection that might bend slightly upwards, and you change the orientation of this so the base bends downward as the dog weaves down the poles. Some weaves have bases that poke out where the dog puts its feet – take special care to ensure these are flat with the ground and pegs do not stick up.

The poles should be vertical and not pegged so that they are on angle.

## ASSEMBLY AREAS – AGAIN!!

Yes, we seem to have some resistance to using assembly areas correctly. Perhaps this is because clubs find it easier for the call steward to also talk to the scrimmer, rather than leaving handlers to their responsibility of giving the scrimmer their number. This is further accentuated by having a scrimmer tent that cannot move.

If you can move your scrimmer then do so, placing them as close to the start as possible. Then it will be easy for handlers to give the scrimmer their number.

As the Judge in charge of the ring please make sure you communicate with the club officials that the call board is to be placed OUTSIDE the assembly area. The handler MUST give their number to the scrimmer (unless using another person to help scrimme.)

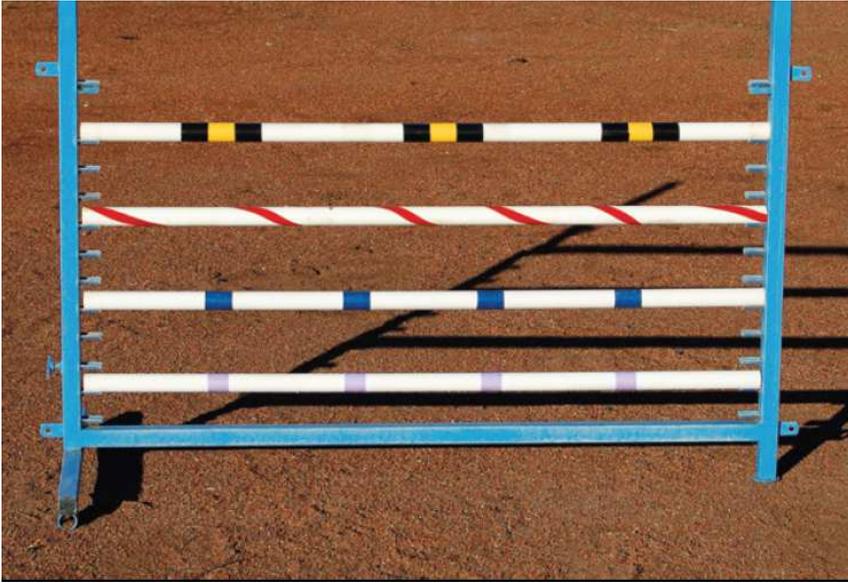
## LONG JUMPS.

What is the call when the dog touches an element of the long jump but does not knock it over?

It really depends what element the dog touches! If the dog touches the last element it can be treated much as a dog that banks a hurdle bar and it doesn't fall off – no penalty. However, if the dog puts its foot down on another element it constitutes "dog runs through the jump" and is penalised.



# RAILS - What do dogs see best?



## **Hierarchy: Rating Jump Bars**

*“...To begin to understand this process we look at the jump bars themselves. In **Diagram** you can see several bars on the jump. I have rated the bars from top to bottom in order of dominance, meaning how quickly your or your dog’s eye is drawn to it. If you look very quickly at the photo you will see that the top bar with its bold striping is really the first one that catches your eye. The second pole with the red spiral stripe would be the next most important, followed by the blue-striped pole, and the least dominant pole would be the faint lavender-coloured one on the bottom.”*

***From an article in Clean Run, April 2007 – Jumps from the dog’s perspective.***

Although there is no regulation stating what type of pole should be on the top lug, it would only be fair to keep the same pole on the top lug for all heights.

## **Comments and Questions to**

Karen de Wit

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## **TUNNEL SAFETY.**

When judging make sure you check the tunnels. Any method of fixation should be safe for the dogs. It is important that padding be on any solid/metal tunnel huggers. Many dogs actually run around the sides of the tunnel, so a piece of metal rod, whether before or past a curve, or at the entrance or exit. is dangerous.

