

# New Zealand Kennel Club (Inc.)

(Affiliated with The Kennel Club, England  
(Associated with the Federation Cynologique Internationale)

## AGILITY



## REGULATIONS

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The interpretation of the words **SHALL**, **SHOULD** and **MUST** in the context of the Agility Regulations is as follows:

“**Shall**” - means there is a statutory requirement

“**Should**” - denotes a strong recommendation

“**Must**” - indicates a minimum standard

The Guidelines, Policy documents and Standing orders of the Agility committee shall be reckoned as part of these regulations.

# NEW ZEALAND KENNEL CLUB (INC)

## AGILITY REGULATIONS

### A. STRUCTURE

#### 1. AGILITY SECTION OF THE NEW ZEALAND KENNEL CLUB

##### 1.1 Agility Fixture Regulations

Agility Regulations cover the structures and procedures governing the conduct of the Agility section of the NZKC, and its activities including the conduct of Jumpers, Games and other Novelty classes.

##### 1.2 Responsibilities of the Agility Section

The Agility Committee of the NZKC is responsible to the Executive Council of the NZKC for all activities related to Agility Competitions under the NZKC structure.

### 2. AGILITY SOCIETIES

#### 2.1 Registered Agility Societies

Except for an Agility fixture conducted pursuant to Agility Regulation 2.2, to conduct any Agility fixture or regular training class a society must be registered as an Agility society pursuant to these regulations

##### 2.1.1 Associated All Breed Societies

All Breed Societies affiliated to the NKZC pursuant to NZKC Rule 8 or associated to the NZKC pursuant to NZKC Rule 9 can be registered pursuant to Agility Regulations as a:

- A registered Championship Agility Society or a registered Non Championship Agility Society.

Societies registered pursuant to this rule must be registered as a Championship society for either Obedience or Agility. All societies registered under this clause must conduct regular Agility training classes.

##### 2.1.2 Recognised All Breeds Societies

All Breed Societies recognised by the NZKC pursuant to NZKC Rule 11 can be registered pursuant to Agility Regulations as a

- registered Non Championship Agility Society. All societies registered under this clause must conduct regular Agility training classes.

##### 2.1.3 Associated Group, Multi-Breed, or Specialist Breed Societies

Group, Multi-breed, or Specialist Breed Societies affiliated to the NZKC pursuant to NZKC Rule 8 or associated to the NZKC pursuant to NZKC Rule 9 or 10 can be registered pursuant to Agility Regulations as a:

- registered Non Championship Agility Society. All societies registered under this clause must conduct regular Agility training classes

**2.1.4 Agility Judges Associations** - Societies recognised by the New Zealand Kennel Club pursuant to NZKC Rule 11 can be registered pursuant to Agility Regulations as an Agility Judges Association.

#### 2.2 Obligation to Conduct Agility Fixtures

##### 2.2.1 Championship Agility Societies

Societies registered as Championship Agility Societies pursuant to Agility Regulation 2.1 must conduct regular Agility training, must conduct at least one Championship Agility Event per year and must conduct at least one Agility Ribbon Trial per year.

##### 2.2.2 Non Championship Agility Societies

**2.2.2.1 Dual Discipline Societies** - Societies registered as Non Championship Agility Societies pursuant to Agility Regulation 2.1.1 must conduct regular Agility training and must hold at least one Agility Ribbon Trial per year.

**2.2.2.2 Recognised All Breed Societies** - Societies registered as Non Championship Agility Societies pursuant to Agility Regulation 2.1.2 must conduct regular Agility training and must hold at least one Agility Ribbon Trial per year

**2.2.2.3 Associated Group, Multi Breed, or Specialist Breed** - Societies registered as Non Championship Agility Societies pursuant to Agility Regulation 2.1.3 must conduct regular Agility training, may conduct Open Agility Events and Agility Ribbon Trials and must hold at least one Open Agility Event or Agility Ribbon Trial per year.

## **2.3 Procedure for Registration of Societies for Agility**

### **2.3.1 Application**

Applications for registration are made in writing to the Director/Secretary of the NZKC.

### **2.3.2 Information Required**

Every application for registration shall include the following:

**2.3.2.1** A list of officers and members at the date of application

**2.3.2.2** The Rules of the Society which shall include its aims and objects

**2.3.2.3** Names and addresses of instructors with written acknowledgement of availability to officiate with particulars in each case

**2.3.2.4** Venue of Training

**2.3.2.5** Dates and Times of Training

**2.3.2.6** The equipment available to be used by the society.

### **2.3.3 Affected Societies**

Every society likely to be affected by the proposed registration must be advised in writing of the application and may make written comment on the application to the Agility Committee.

### **2.3.4 Registration by Agility Committee**

Registration is made by the Agility Committee. If the society also requires allocation or alteration of status pursuant to NZKC Rules the Agility Committee shall make appropriate recommendations to the Executive Council of the NZKC for the allocation of the appropriate status to the society. Once appropriate status is conferred the registration will come into force.

### **2.3.5 Unrecognised Events**

Training Fixtures held by registered societies are recognised events. All other competitions are unrecognised events pursuant to these regulations.

## **3. NEW ZEALAND KENNEL CLUB AGILITY COMMITTEE**

### **3.1 The Agility Committee**

#### **3.1.1 Members**

The NZKC Agility Committee consists of a Chairperson, Deputy Chairperson and six representatives, of which two must reside in each of the North and South Islands of New Zealand. Only persons that are currently registered as Agility Voters with the NZKC are eligible to stand for membership of the Agility Committee.

#### **3.1.2 Term of Office.**

Members of the Agility Committee will sit for two years

#### **3.1.3 NZKC Annual Conference of Delegates**

The Agility Committee shall have four delegates at the NZKC Annual Conference of Delegates. These four delegates shall be made up of the Agility Committee Chairperson and a further three people selected from amongst its members by the Agility committee.

#### **3.1.4 The Agility Committee Chairperson**

The Agility Committee Chairperson shall be the Chair of the Agility Committee.

#### **3.1.5. Executive Committee delegate.**

A member of the Agility Committee will be selected to be the Executive Committee delegate. This person will represent the Agility Committee on Executive Council of the NZKC during their term of office. This member will be subject to all protocols and standing orders of the Executive Council. This member may be the Chairperson, of the Agility Committee, or another Agility Committee member. They will be selected by the Agility Committee.

**3.1.6** The Agility Committee shall elect from its remaining members a Deputy Agility Chairperson who shall represent the Agility committee at any Executive Council meeting, Agility committee meeting or any other official function when the delegated member is unable to attend.  
The Deputy Agility Committee Chairperson will be subject to all protocols and standing orders of the Executive Council.

**3.1.7 Secretary and Treasurer of the Agility Committee**

The Agility Committee shall elect a Secretary and Treasurer from amongst its members.

**3.1.8 Venue of Meetings**

Save in exceptional circumstances the Agility Committee will meet in Wellington.

**3.1.9 Frequency of Meetings**

The Agility Committee may meet as often as necessary.

**3.1.10 Notice of Meetings**

At least three weeks' notice of all Agility Committee meetings together with an agenda for such meetings shall be given to all members.

**3.1.11 Lapse of Meeting**

If no quorum is present the meeting shall lapse and the chairperson shall fix the time and place of the next meeting. All business on the agenda of the lapsed meeting shall be included on the agenda of the next meeting and shall take precedence over the new business.

**3.1.12 Order of Business**

The order of business at ordinary committee meetings shall be:

- (i) Apologies
- (ii) Roll Call
- (iii) Minutes of previous meeting
- (iv) Business arising from Minutes
- (v) Financial Report
- (vi) Correspondence
- (vii) Business arising from Correspondence
- (viii) Notices of Motion
- (ix) General Business

**3.1.13 Expenses**

All members of the NZ Agility Committee shall be paid reasonable travelling and accommodation expenses.

**3.1.14 Quorum**

The quorum for a meeting of the Agility Committee will be six members.

**3.1.15 Voting.**

The mode of voting shall be either by ballot or by show of hands. Individual member voting shall be recorded in the minutes. The Agility Committee must consult widely with the agility community when making significant decisions. In the case of a formal Agility Committee meeting, all matters require a two thirds majority of members present to pass.

**3.1.16 Committee Minutes**

The minutes of all Committee meetings and subcommittee meetings shall be circulated to the Chairperson of the Agility Committee, members of the Agility committee and the Director Secretary of the NZKC within one calendar month of the meeting. A report on all meetings shall be circulated to all club secretaries within one calendar month of the meeting.

**3.2 Election of the Agility Committee Chairperson**

**3.2.1 Election**

The Agility Committee will vote for the Chairperson from amongst their membership. The term of office of the Agility Committee Chairperson shall commence at the first meeting of the NZAC. The election is to take place at a meeting of Agility Committee held at the time of The NZKC Annual Conference of Delegates. The annual term of office of the Agility Chairperson shall commence at the conclusion of the Annual Conference of Delegates.

### **3.2.2 Nominations**

The NZKC will distribute profiles of those seeking the position of Chairperson to all members of the NZAC

### **3.2.3 Voting**

Voting is by secret ballot under the supervision of the NZKC who shall appoint the returning officer.

### **3.2.4 Tied Vote**

In the event of a tie the sitting Agility Committee Chairperson shall be deemed re-elected or, if the sitting Agility Committee Chairperson is not a candidate for election, the result shall be decided by second ballot.

### **3.2.5 Casual Vacancy of Agility Committee Chairperson**

In the event of a casual vacancy in the office of the Agility Committee Chairperson, the members of the NZ Agility Committee will elect a Chairperson from amongst their membership. Any person so appointed shall serve until the expiry of the term of the retiring NZ Agility Committee Chairperson

### **3.2.6. Election of the Agility Committee Members**

#### **3.2.6.1 Registered Agility Voters**

**3.2.6.1.1** Any NZKC member can register as an Agility voter.

**3.2.6.1.2** Only NZKC members who are registered as Agility voters will be entitled to nominate, second, vote, or be part of the Agility Committee.

#### **3.2.6.1.3 Register of Eligible Agility Voters**

The NZKC will maintain a register of people eligible to vote at Agility elections.

**3.2.6.1.4** Registration to be an agility voter must be indicated as provided on the official NZKC membership form.

#### **3.2.6.2 Election of the Agility Committee**

##### **3.2.6.2.1 Election**

**3.2.6.2.1.1** The Agility Committee will be elected from nominations received by the NZKC by 28<sup>th</sup> February from the Agility registered membership.

The election will take place over a two-week period, concluding as close as practicable to 30<sup>th</sup> April.

The term of office of any member of the Agility Committee shall be for two years and will commence from the time notification of election results are given.

##### **3.2.6.3 Nominations**

**3.2.6.3.1** The NZKC will call for nominations for the NZ Agility Committee in Dec/Jan NZ Dog World, via Notice to Clubs and on the NZKC official Web site.

Nominations to be received by the NZKC by the 28<sup>th</sup> February and be accompanied by a biography of the candidate.

The person must be nominated and seconded by financial NZKC members who are also registered as Agility voters.

##### **3.2.6.4 Voting**

Voting will be permitted by a variety of methods including postal. The NZKC will advertise the methods available.

###### **3.2.6.4.1 Voting Procedure.**

**3.2.6.4.1.1** Agility Registered Members may vote for up to 8 people.

**3.2.6.4.1.2** Notice calling the election will be published in February by a variety of methods including the Gazette and website. Voting forms will be included to be filled in by the member and sent to the NZKC where the Returning officers will enter the details into the system.

**3.2.6.4.1.3** When voting closes the Returning officers, as delegated by the NZKC will count the votes, and post the results of the election on the Webpage and in the official NZKC publication(s). The highest two polling candidates from the South Island and the highest two polling candidates from the North will duly be elected and the next four highest polling candidates will also be elected.

**3.2.6.4.1.4** The successful candidates will be informed by the NZKC, and will be given the date for the first meeting which will generally be held within one month of the results being notified.

#### **3.2.6.4.1.5 Returning officers**

Returning officers may be employees of the NZKC, or may be members of the NZKC delegated to fill the role. Where the Returning Officers are NZKC members there must be a minimum of three people.

#### **3.2.6.4.2 Tied Vote**

In the event of a tie the other members of the Agility Committee will vote. If there is still a tie then the NZKC Executive will have the power to split the vote.

#### **3.2.6.4.3 Casual Vacancy of Agility Committee Member**

In the event of a casual vacancy in any position of the Agility Committee, the next highest polling candidate must be given first opportunity to join the Committee, whilst maintaining the representational requirements. In the event of that person no longer being available, the Committee may appoint a replacement from the Agility Registered voting membership.

### **3.3 Responsibilities of the New Zealand Kennel Club Agility Committee**

The Agility Committee shall be responsible for the day to day running of the Agility Section of the NZKC and all matters concerning agility and shall, including but not restricted to:

- 3.3.1** Recommend to the Executive Council of the NZKC any Remit or Recommendation to the Annual Conference of Delegates or any Special General Meeting of Delegates of the NZKC.
- 3.3.2** Recommend to the Executive Council of the NZKC the adoption, revocation or amendment of any regulation of the NZKC.
- 3.3.3** Recommend to the Executive Council of the NZKC the approval or alteration of the status of any society pursuant to the rules of the NZKC.
- 3.3.4** Approve or amend the registration of any society pursuant to these regulations.
- 3.3.5** Institute, or recommend to the President or the Executive Council of the NZKC the institution of, disciplinary proceedings pursuant to the Rules of the NZKC.
- 3.3.6** Bring to the attention of the Executive Council of the NZKC any matters of concerns including any recommendations for action by the Executive Council of the NZKC.
- 3.3.7** Receive and respond to submissions on any Agility matters affecting policy or affecting the conduct of, criteria for, or judging of any test, trial, fixture or class.
- 3.3.8** Conduct Agility judges examinations and Judges seminars.
- 3.3.9** Recommend to the Executive Council of the NZKC changes to the Official Agility Judges Panel..
  - 3.3.10** Oversee the conduct of the New Zealand Dog Agility Championship
  - 3.3.11** Allocate AD and ADX Class dates, and Agility Ribbon Trial dates, and liaise with other dog training committees on Championship and Open Agility Event dates and set the Agility calendar.
  - 3.3.12** Delegate authority to a sub-committee for any purpose that is Agility related.

### **3.3 Procedure of the Agility Committee**

#### **3.4.1 Policy Matters Referred To Agility Registered Members**

All matters affecting the setting of levies and the governance structure of the Agility committee shall be referred to the Agility registered members who shall discuss and vote on the matter as requested.

#### **3.4.2 Considering Matters Without Referral To Registered Agility Members**

Nothing in this regulation shall prohibit the Agility Committee from acting without referring a matter to the Agility Registered Members in an emergency, if such referral is not warranted, or if a majority of Agility Committee members shall so decide.

### **3.5 Agility Committee Finances**

#### **3.5.1 Bank Accounts**

A bank account or accounts shall be operated as decided by a resolution of the NZ Agility Committee provided that cheques must be signed by the Agility Committee Chairperson and one other elected signatory. The bank statement and account books shall be produced to the Agility Committee whenever they so desire.

#### **3.5.2 Annual Accounts**

Audited Statement of Accounts for the past year shall be presented to the Agility Committee meeting immediately after the completion of the financial year.

#### **3.5.3 Committee Annual Returns**

The Agility Committee shall annually furnish to the NZKC:

3.5.3.1 A copy of the Committee's annual report.

3.5.3.2 Audited financial statements for the Agility Committee.

3.5.3.3 The names and addresses of the Agility Committee Chairperson and Deputy Agility Committee Chairperson.

3.5.3.4 A contact telephone number for the Agility Committee.

#### **3.5.4 Change of Details**

The Agility Committee shall promptly advise the NZKC of any alterations to names, addresses or telephone numbers.

## **4. REGIONAL GROUPS**

### **4.1. Clubs may group together to form regional groups.**

A regional group may or may not reflect an area defined in Agility Regulation 9.1.2.1, but in the event that it does, the regional group should be referred to as a Zone and the appropriate Zone number.

### **4.2. Responsibilities of regional groups.**

4.2.1 The promotion agility in their region by, for example, organising Interclub events and regional awards.

4.2.2 Application to conduct any regional event must be submitted to the NZ Agility committee for approval and inclusion in the national calendar of events.

4.2.3 Results of regional awards and competitions must be submitted to the NZAC

4.2.4 Application for funding of regional awards or competitions may be made to the NZ Agility Committee.

### **4.3 Structure of regional groups.**

4.3.1 Regional Groups may elect a Chairperson and Secretary and Treasurer for the purpose of conducting regional matters

4.3.2 The names and contact details and Club of any persons forming a regional group must be forwarded to the NZ Agility Committee.



## **B. GENERAL - FIXTURES**

### **5. AGILITY FIXTURES - GENERAL CONDITIONS**

#### **5.1 Agility Fixture Defined**

"Agility Fixture" includes

- New Zealand Dog Agility Championship,
- Championship Agility, Jumpers or Games event,
- Open Agility, Jumpers or Games event,
- Agility, Jumpers or Games Ribbon trial,
- AD Class, ADX Advanced Class,
- Agility, Jumpers or Games Interclub or Club Day.

##### **5.1.1 Open Events**

Open Events may only be held by clubs registered under Regulation 2.2.2 Non-Championship Agility Societies

##### **5.1.2 Agility Societies**

Only a Registered Agility Society may conduct Agility Fixtures.

##### **5.1.3 Fixture Approvals**

Prior approval of the NZKC Agility Committee is required for all Championship and Open events. The Agility Committee also approves the dates for all AD Classes, ADX Advanced Classes and Ribbon Trials. Any alteration to the number of sets of classes to be run at Championship Events must be approved by the Agility Committee.

#### **5.2 General Conditions of Entry**

##### **5.2.1 Competitor**

The competitor is defined as being the owner of the dog.

##### **5.2.2 New Zealand Kennel Club Membership**

Competitors at a Championship event, Open event, AD Class, or ADX Advanced Class must be members of the NZKC.

##### **5.2.3 Handlers**

Handlers of any dog at a Championship event, Open Event, AD Class, or ADX Advanced Class must be members of the NZKC

##### **5.2.4 Dress of competitors**

Any competitor whose dress is considered by the Event Manager to be inappropriate or unreasonable may be barred from the ring. No competitor will be permitted into the Event Ring with bare feet.

##### **5.2.5 Competitors' Numbers**

It is the responsibility of the handler to ensure that the scribe has their number recorded correctly prior to commencing their run.

##### **5.2.6 Registration of Dogs**

All dogs entering in a Championship event, Open event, AD Class or ADX Advanced Class must be registered with the NZKC in the name of the competitor on either Part I (the purebred register) or Part II (the Dog Training register) of the NZKC Register of dogs but not both.

##### **5.2.7 Endorsed Dogs**

The endorsement "Not to be Shown" does not prohibit competition in any Agility Fixture.

##### **5.2.8 Official Entry Form**

All entries for Championship or Open Events, AD Class or ADX Advanced Class must be on an Official NZKC Entry Form, or by online entry if the club is using this format for the taking of entries.

##### **5.2.8 Official Entry Form**

**5.2.8.1** Entries for a Championship or Open event must be on an official NZKC entry form or by online entry if the club is using this format for the taking of entries.

**5.2.8.2** Entries for AD or ADX Advanced classes must be on an official NZKC entry form, online, or on the day into a computerised entry system that contains the NZKC registration details of the dog and handler.

### **5.2.9 Qualified Dog Deemed to Have Been Awarded Title**

For the purposes of competition only, in any class, test or fixture restricted by qualification, any dog entitled to apply for the award of any title or certificate will be deemed to have been awarded that title or certificate, whether or not it has been confirmed by the NZKC.

### **5.2.10 The Closing Date for Entries**

For any Championship or Open Event, the closing date shall be no later than 7 days prior to the first day of the event.

### **5.2.11 Conduct of competitors**

Competitors shall at all times act with courtesy, sportsmanship and integrity. By their actions they should set an example to other NZKC members and demonstrate a respect for judges, Event officials and fellow competitors.

### **5.2.12 Refusal of Entry**

No formal standard is prescribed by the NZKC for entry into agility training or an agility fixture. Organising clubs have the right to refuse the entry of any dog into training or competition where the dog's safety or the safety of others is, in the opinion of the club, in jeopardy.

### **5.2.13 Non-Competitive Entries**

Non-Competitive entries may be accepted at any Ribbon Trial, Inter-club or Club day. The acceptance and conditions of any non-competitive entries will be at the discretion of the club holding the fixture.

### **5.2.14 Australian entries**

An Australian Owner and Dog, temporarily in New Zealand, is deemed to be registered with the New Zealand Kennel Club for the purposes of competition only, upon the following conditions:-

5.2.14.1 The owner and/or dog compete pursuant to this regulation at no more than eight events.

5.2.14.2 The owner and/or dog competes in New Zealand for a period of not more than six months.

5.2.14.3 The dog does not obtain any New Zealand Kennel Club title.

5.2.14.4 The dog remains in the ownership of its Australian owner.

5.2.14.5 The owner is a member with one of the Australian Kennel Controls.

5.2.14.6 The dog is registered with one of the Australian Kennel Controls.

5.2.14.7 If any of the above conditions do not apply or cease to apply, then the deemed registration shall lapse and full registration with the New Zealand Kennel Club pursuant to these regulations is required

## **5.3 Judges at Agility Fixtures**

See Section C Subsection 7

## **5.4 General Conditions of Competition**

### **5.4.1 Harsh Handling**

Any allegation of harsh handling shall require that a complaint be laid of a breach of NZKC Rules and shall be dealt with in accordance with those Rules, provided however that this clause shall not necessarily apply to a judge who whilst judging exercises discretionary powers to penalise or disqualify for harsh handling, any dog and handler.

In an extreme case of harsh handling the dog and handler may be disqualified from that class and/or all classes held on that day.

### **5.4.2 Bitches in season**

Bitches in season are forbidden to compete at or attend Agility Fixtures and training classes. Any person presenting a bitch in season at any Agility Fixture or training classes and the bitch itself, will be liable to suspension for a period of up to 12 months.

### **5.4.3 Safety of Dog**

In all agility fixtures at all times the safety and wellbeing of the dog is paramount. No dog shall compete where its safety and/or wellbeing are in jeopardy.

### **5.4.4 Food or Training Aids**

The judge will disqualify the dog from that class if the handler uses or carries into the ring in any class food, manufactured whistle, clicker, squeaky toy or other related training aid other than those required to complete the class.

### **5.4.5 Collars**

No check chains are to be worn while a dog is training or competing. Flat collars which may have a D ring but no other attachment may be used while competing. No lead may be carried (whether visible or not) by the handler or be attached to the dog while running the course. Leads must be removed and discarded prior to commencing the round.

#### **5.4.6 Walking the Course**

Provision must be made for competitors to walk the course before the competition begins when the judge should explain any necessary features of the course e.g. direction of negotiation for the Crossover, performance of the table in Games classes.

#### **5.4.7 Event Area**

The event area must measure not less than 40m x 30m and have a non-slip surface, to the satisfaction of the judge on the day. The ring must be demarcated by a rope or fence which must be off the ground on all 4 sides with two separate gateways provided through which the dogs are to enter and exit. The integrity of the ringrope must be maintained through the duration of each class.

Event organisers may apply to the NZKC Agility Committee for an exemption to the minimum ring size should the physical characteristics of their venue so require.

An assembly area will be set up along one whole side (or end) of each ring. The assembly area must be 3-5m wide, roped or fenced off and will be used to accommodate the dog which has just run the course as well as the next dog to start. Food and toys will be permitted in the assembly area.

Personnel and equipment that pertain to the running of any class may be located within the assembly area, but must be located in such position so as to not impede upon the entry and exit of the dog to and from the assembly area.

A Dog must be on lead when it enters the assembly area prior to its run and must also be on lead prior to exiting the assembly area at the completion of its run. It is the responsibility of the Event Management to ensure that leads are available to the handler at the completion of their run.

#### **5.4.8 Course Set-up**

**5.4.8.1** The first and last obstacles must be placed to allow a minimum of a 5m run-up within the ring and at least a 5m run-out within the ring. The first and last obstacles must be at least 6m apart. All dogs must commence their runs from inside the ring proper.

**5.4.8.2** In all cases where a course length is required to be established for any class, the course shall be measured by or under the direction of, the presiding judge. The course length shall be measured using a metered wheel, by the following process:

1. There shall be two measures done and the final course length to be used shall be the average of the two.
2. The wheel shall be set at zero and placed initially at the right hand side of the start of the first obstacle
3. Holding the wheel in the left hand, the measurer will then walk the wheel from obstacle to obstacle, following the numbered sequence of the course, traversing the wheel along the path that follows along the right hand side of the obstacles and following the path a dog would ideally take to complete the course if it were on the handler's left hand side for the entire course.
4. In assessing the ideal path, consideration shall be given to tightness of turns and approaches to obstacles that would be expected in the level of the class being measured.
5. For a crossover ramp, the measurement will be taken on the inside of the ramps that will be negotiated.
6. The metre reading will establish the course length upon arrival at the exit point of the final obstacle
7. The process above is repeated on the opposite side, with the wheel being placed on the left hand side of the first obstacle, and the measurer holding the wheel in the right hand.
6. If the wheel calculates measurement inclusive of a decimal place, the length will be rounded up to the next whole metre.

#### **5.4.9 Clear Round Certificates**

**5.4.9.1** Clear Round Certificates are to be issued to dogs gaining Clear Rounds, i.e. no time faults or course faults, in any Agility or Jumpers class. The certificate must include the placing, points awarded and the number of dogs entered.

**5.4.9.2** For Games classes, qualifying certificates will be issued to those dogs meeting the qualifying criteria applicable to each game.

**5.4.10 Handlers With Disabilities**

- 5.4.10.1.1 Mobility aids are permitted at Agility events. Application for a dispensation to use an aid can be made to the NZKC Agility Committee. If approved, the NZKC Agility Committee Secretary will provide an approval document.
- 5.4.10.1.2 Where a handler has a temporary or permanent disability, they are permitted to use a mobility aid (including motorised mobility aids) or medical equipment at an event. This includes within the event area, during the walking of the course and whilst competing with their dog(s).
- 5.4.10.1.3 Where the handler has special requirements related to their disability they must liaise with the Club on entering the competition and present on request an approval document signed by the NZKC Agility Committee Secretary.
- 5.4.10.1.4 Where a mobility aid is used in the ring it will be viewed as a part of the person's body and marked accordingly.
- 5.4.10.1.5 Motorised aids are permitted at agility events provided that the speed during course walks and outside of the ring is limited to walking speed only.
- 5.4.10.1.6 Where a person wishes to compete at Agility events and use assistance other than provided for in this regulation, they must apply to the NZKC Agility Committee. If approved, the Agility Committee will produce a document outlining any conditions of approval, which must be presented to the Club if requested.

**5.5 Wins and Points**

**5.5.1 Allocation of Points for Graduation in Agility Fixtures**

The following table shows the number of points available to placegetters in all Agility Fixtures (Agility Jumpers and Games) as defined by the number of dogs entered in the class.

No of Dogs Entered*	1st	2nd	3rd	4 <sup>th</sup>	5 <sup>th</sup>	6 <sup>th</sup>
0-75	Win					
76-100	Win	1				
101-150	Win	2	1			
151-200	Win	3	2	1		
201-250	Win	4	3	2	1	
251-300	Win	5	4	3	2	1

\*For numbers of dogs entered exceeding 300, the table will continue adding a point for each place for each additional commenced 50 dogs.

**5.5.2 Awarding of First place wins and Points for Agility, Jumpers and Games**

- 5.5.2.1 First prize wins and/or points gained at Ribbon Trials will not be reckoned in the qualification of a dog for classes at Open and Championship Events but will be reckoned for subsequent Ribbon Trials.
- 5.5.2.2 First prize wins and/or points gained at Open Events will not be reckoned in the qualification of a dog for classes at Championship Events but will be reckoned for subsequent Ribbon Trials and Open Events.
- 5.5.2.3 Any win and/or points gained at a Specialist Breed Show will NOT be reckoned in the qualifications of a dog for that class at an All Breeds show, but will be reckoned for subsequent Specialist Breed Shows.
- 5.5.2.4 Previous Wins and Points  
In estimating the number of prizes won, and clear rounds or qualification certificates awarded, all wins, points, clear rounds and qualification certificates awarded previous to the

midnight preceding the day specified for closing entries shall be counted when entering for any class.

- 5.5.2.5 Any wins and/or points gained at Agility events in Starters, Novice, Intermediate and Senior will not be reckoned for Jumpers or Games levels A,B and C, and vice versa.

## **6 CONDUCT OF FIXTURES**

### **6.1 Show Regulations Apply**

NZKC Show Regulations apply to the conduct of Agility Fixtures only where applicable. In the event of a conflict between Show Regulations and Agility Regulations, Agility Regulations take precedence. If a matter is not mentioned in Agility Regulations the Show Regulations will apply.

### **6.2 Agility Fixture Approvals**

#### **6.2.1 NZ Agility Committee Approval**

The NZ Agility Committee will set a national calendar for all fixtures to be held within NZ. All fixtures require the approval of the NZKC Agility Committee in addition to any NZKC approval required.

#### **6.2.2 New Zealand Kennel Club Approvals**

Every Championship and Open event must be granted a licence and allocated a fixture date by the NZKC Agility Committee in accordance with Show Regulations.

#### **6.2.3 AD Class and ADX Advanced Class Dates**

Dates for, AD Classes and ADX Advanced Classes are set by the Agility Committee and published in the NZ Dog World. AD and ADX Advanced classes which are to be held at Ribbon trials, must also be advertised in a NZKC Publication.

### **6.3 Approval of the Format of an Event and Official Schedules**

#### **6.3.1 Championship**

Championship Agility, Jumpers and Games events require approval of the format of the event by the NZKC Agility Committee, and Official Schedules must be published in the NZ Dog World.

#### **6.3.2 Open Events**

Agility, Jumpers and Games Open events require the approval of the format of the show by the NZKC Agility Committee. Publication of the Official Schedule in the NZ Dog World is optional.

### **6.4 Catalogues**

Event catalogues must be produced for Championship and Open events.

### **6.5 Event Levies**

#### **6.5.1 Agility Fixture Levies**

NZKC Event levies are payable on all entries in Championship and Open events pursuant to the Rules of the NZKC.

#### **6.5.2 AD and ADX Class Levies**

NZKC levies are payable on all AD Class and ADX Advanced Class entries.

#### **6.5.3 Due Date**

All Event levies are payable before the first day of the show.

#### **6.5.4 Agility Committee Levies**

##### **6.5.4.1 NZKC Agility Committee Annual Agility Levy**

The Agility Committee may set an annual levy payable to the Agility Committee by all registered Agility Societies. The amount shall be decided at the biannual elections, the quantum being proposed by the Agility Committee, and voted upon by individual agility voters. No recognised activity may be held thereafter until payment is received

##### **6.5.4.2 NZKC Agility Committee Event Levy**

The NZ Agility Committee Event levy is payable to the NZKC Agility Committee on all entries in any class at all Championship Events, Open Events, ADX and ADX Advanced Classes and Ribbon Trials. The rate for these levies will be set annually by the Agility Committee.

#### **6.5.5 Levy Administration**

For the purposes of administration, the NZKC levies detailed in 6.5.1 and 6.5.2 along with the levies payable to the Agility Committee under 6.5.4.2 will be combined and payable as one sum to the NZKC Agility Committee using the official form.

## **6.6 Agility Judging Sheets**

Scribe Sheets must be provided by the club and used in all classes at Agility Fixtures

## **6.7 Withdrawal and Dismissal from Competition**

### **6.7.1 Exclusion or Removal from Competition**

Show Regulations governing the exclusion or removal of dogs from the show grounds which are, owing to disease, savage disposition, or any other cause, unfit for competition apply to all Agility fixtures except where they conflict with specific Agility Regulation in 6.7.2.

### **6.7.2 Report to New Zealand Kennel Club**

A dog dismissed from the ring due to its savage disposition must be reported to the New Zealand Kennel Club in accordance with Show Regulations. The following procedure relating to excluded dogs shall also apply to any dog which is the subject of a complaint laid against that dog on the grounds of savage disposition, whether or not that dog was excluded from the show at the time of the alleged offence.

Any and all correspondence regarding such exclusion or complaint shall be copied to the Chairman of the Agility Committee including detail of the completion of the observation period and the results of such observation.

#### **6.7.2.1 Procedure on Exclusion**

Where an exclusion of a dog is made under Show Regulation 19.13.1 or 19.13.2 then:-

**6.7.2.2** The club conducting the show shall forthwith upon the conclusion of the show notify the New Zealand Kennel Club full particulars of the exclusion

**6.7.2.3** Any dog so excluded, or which is the subject of a complaint laid on the grounds of savage disposition, shall not be eligible for exhibition at any recognised fixture for a period of seven days from and including the date of the exclusion.

**6.7.2.4** Once a complaint of a dog on the grounds of savage disposition, has been received by the NZKC, an independent mentor will be appointed to work with the owner of the dog in order to arrange the observation criteria outlined in 6.7.2.5 and assist the owner in meeting their obligations during the observation period.

**6.7.2.5** After the expiration of seven days from the date of the exclusion or complaint, the dog concerned shall not be exhibited unless the behaviour of the dog both in and outside the ring is observed by two official New Zealand Kennel Club observers at the next six shows at which it is exhibited.

The observation period shall continue for six shows provided that no unfavourable report is received from the New Zealand Kennel Club official observers at the six shows at which it is observed.

At the end of the observation period, the NZKC shall advise the owner in writing of the expiration of the observation period.

Where the dog concerned in the complaint or exclusion attends training at an NZKC dog training club, that club shall be made aware of the complaint and may impose such restrictions on the dog attending training during the observation period as they see fit.

**6.7.2.6** Where the exclusion or complaint arises from an aspect specific to agility (e.g. dog causing issues off lead), the six show observation period must be completed at agility events.

**6.7.2.7** If an unfavourable report is received the dog shall forthwith be declared ineligible for exhibition at any show held under New Zealand Kennel Club Rules and Regulations exhibition. The dog shall remain ineligible until the Executive Council meet following the unfavourable report.

#### **6.7.2.8 New Zealand Kennel Club Official Observers**

New Zealand Kennel Club Official Observers shall be appointed by the New Zealand Kennel Club to observe the behaviour of any dog pursuant to these regulations

The owner of the dog shall notify the Director/Secretary of any show they have entered requiring observation at least 14 days prior to the exhibition of the dog (except in the case of a show held within 14 days of the date of initial exclusion, in which case notification shall be immediately upon exclusion).

The Director/Secretary shall appoint the observers prior to the show and notify the exhibitor.

The observers shall report to the Director/Secretary immediately after the show with either a favourable or unfavourable report. If the report is unfavourable then the

observers shall give full reasons for this, and include full details of any incident including the names of any other person involved.

**6.7.2.9 Exclusion by Executive Council**

The Executive Council may declare a dog ineligible for exhibition at any show held under New Zealand Kennel Club Rules and Regulations due to disease, menacing disposition, or any other cause.

**6.7.2.10 Right of Review**

**6.7.2.11** The owner of the dog may, within 28 days of the date of the order for exclusion from exhibition pursuant to Show Regulation 19.13.1 or 19.13.2 or Agility Regulation 6.7.2 or the date of being declared ineligible for exhibition pursuant to Show Regulation 19.13.3.4 or 19.13.5 or Agility Regulation 6.7.2, apply for the order to be reviewed by the Executive Council. Any such review shall be heard by the Executive Council at the first appropriate meeting of the Executive Council following the exclusion order.

**6.7.2.12** Before conducting any review the President can at his absolute discretion request that a New Zealand Kennel Club investigator investigate and report on the exclusion. The Executive Council when conducting any review must consider statements from the Show Manager or judge dismissing the dog, the owner of the dog dismissed, any other member involved, the owners of any other dog involved, and any report of any New Zealand Kennel Club investigator or New Zealand Kennel Club observer appointed. All parties must be given the opportunity to be heard and to present evidence.

**6.7.3 Withdrawal With Permission**

A dog may be withdrawn from a class or part thereof with permission of the Test Manager and may be permitted to compete in a subsequent class at the same fixture.

**6.7.4 Judge May Stop Judging**

A judge may ask a competitor to leave the ring if in the opinion of the judge the competitor is not competing seriously.

**6.8 Objection to a Dog**

The provisions for objection to a dog contained in Show Regulations apply to Agility fixtures.

**6.9 Veterinary Surgeon for Shows**

The provisions for veterinary surgeons at Events contained in Show Regulations apply to Agility fixtures.

**6.10 Uploading of Results**

All Clubs are required to upload all Championship event results and all AD and ADX Advanced Trial results, to the Agility Committee database within 1 week of the event.

**6.11 Presentation of Prizes**

At any fixture where a presentation to prize winners is made, the presentation may be done either in order of merit or reverse order of merit, at the discretion of the organising show committee.

**6.12 Records to be retained**

For all Championship events, Open events, AD and ADX Advanced Classes the entry forms, scribe sheets and result sheets must be retained for one year from the date of the event.

## **C. JUDGES**

### **7 JUDGES**

#### **7.1 Requirements of a Judge**

##### **7.1.1 Financial Membership of New Zealand Kennel Club.**

All judges must be financial members of the NZKC at the date of judging.

##### **7.1.1.2 Judge May Arrange Steward, Timekeepers and Scribes**

Judges may arrange their own stewards, timekeepers and scribes provided they state this on their judging contract and the club conducting the fixture agrees.

##### **7.1.1.3 Handling of dogs by Judges**

A judge may handle a dog in any class they are not judging, provided that there is no interruption to the class they are judging, and provided they have prior written approval from the organising club.

##### **7.1.1.4 Competition by Judges and Officials**

**7.1.1.4.1** Judges may compete at any Agility Fixture provided they may not enter the class for which they are officiating.

**7.1.1.4.2** Scribes and timekeepers may be any person(s) provided that, where the class is unsplit, they may not enter that class. Where the class is split they may not enter the particular height category for which they are officiating.

##### **7.1.1.5 Reserve Judge**

In the event of unforeseen circumstances which prevent the scheduled judge from officiating, a reserve judge may be appointed by the Event committee and if practicable all competitors and the NZKC must be advised prior to the Event.

If the reserve judge appointed is not listed in the schedule a dog can be withdrawn from the class affected and any entry fee paid shall be refunded

#### **7.1.2 Listing on Panels**

Only a judge qualified to judge the class and listed on the appropriate Agility Judges Panel may judge any Championship or Open Event, AD Class, ADX Advanced Class or Ribbon Trial.

#### **7.1.3 Elementary Class and Special Classes at Ribbon Trials**

At Agility Ribbon Trials the Judge of a Special Class or Elementary Class can be any person not being a disqualified person under the Rules of the NZKC. The course for any special class shall be approved by an Agility Judge as suitable in both standard and safety prior to the day of the competition. Any non-panel judge who is asked to officiate over any Elementary class must use one of twelve official Elementary courses supplied by the NZKC Agility Committee.

#### **7.1.4 Club and Interclub Days**

At Agility, Jumpers and/or Games Club and Interclub Days the Judge can be any person not being a disqualified person under the Rules and Regulations of the NZKC.

#### **7.1.5 New Zealand Residency**

A Judge who has been appointed to an Agility Judges Panel and subsequently becomes non-resident in New Zealand may maintain their position on the Panel, providing they continue to meet all criteria for maintaining their status on the Panel.

#### **7.2 Judging Standards**

##### **7.2.1 Judge's Decision Final**

A judge's decision shall be deemed to be final at the termination of judging a class, except in a case of fraud, misrepresentation or miscalculation.

##### **7.2.2 Conduct of the Ring**

Judges shall be responsible for the conduct of the Ring, including but not limited to ensuring that stewards instruct handlers in accordance with the provisions of these Regulations and the correct timing of all exercises where this is necessary.

##### **7.2.3 Alteration to Judging Sheets**



Any alteration made by a judge to a judging sheet must be initialled by him/her, and when such alteration is made the judging sheet must bear the time and date of such alteration. All entries on judging sheets must be made in ink.

#### **7.2.4 Deduction for Harsh Handling**

Judges may add such faults as they think fit for any harsh handling of a dog at any stage of any Agility, Jumpers and/or Games Class, before, during or after the dog runs in the class whilst handler and dog are under their area of jurisdiction and/or scrutiny. In an extreme case the dog and handler may be disqualified from that class.

#### **7.3 Integrity of Agility Judges**

Judges, as experienced members of the dog world, shall at all times, act with courtesy, professional integrity and complete impartiality. By their actions they shall set an example to other NZKC members and demonstrate a sound knowledge of Agility Regulations and NZKC Rules.

#### **7.4 Judging Overseas**

No person may accept any appointment to judge Agility overseas without prior approval of the NZKC Agility Committee.

#### **7.5 Judge of Agility Fixtures**

##### **7.5.1 Agility Trainee Panel**

**7.5.1.1** The Agility Trainee Judge can conduct probationary appointments, under the supervision of a Senior Agility Judge, at any level with the exception of Senior and Jumpers A at a Championship Event.

##### **7.5.2 Agility Ribbon Trial Panel**

**7.5.2.1** Judges listed on the Agility Ribbon Trial Panel can judge all classes at Agility, Jumpers and Games Ribbon Trial.

**7.5.2.2** All judges on the Agility Ribbon Trial Panel must have two Mentors who they select from the Mentor Panel. The Mentor's role is to support and give guidance to the Agility Ribbon Trial judge.

**7.5.2.3** Clubs may apply to the NZKC Agility Committee for a travel subsidy to contract an Agility Ribbon Trial Judge for a fixture. Clubs apply by completing the application form and sending it to the NZKC Agility Committee for approval no later than 30 days before the fixture.

**7.5.2.4** Agility Ribbon Trial Judges are not permitted to judge AD or ADX Advanced Classes.

**7.5.2.5** The Agility Ribbon Trial Panel Judge can conduct probationary appointments, under the supervision of a Senior Agility Judge, at any level with the exception of Senior and Jumpers A at a Championship Event.

##### **7.5.3 Agility Panel**

**7.5.3.1** Judges listed on the Agility Panel may judge any Championship class excepting Senior, Jumpers A and Grade A games. They may judge any class at an Open event or Ribbon Trial including AD or ADX Advanced Classes.

**7.5.3.2** An Agility Panel Judge is not required to use the support of the Mentor Panel. However the use of the Agility Mentor Panel is to be encouraged.

##### **7.5.4 Senior Agility Panel**

**7.5.4.1** The judge of a Senior, Jumpers A or Grade A Games class at a Championship event, shall be any judge listed on the NZKC Senior Agility Panel.

##### **7.5.5 Games**

**7.5.5.1** Judges listed on the Ribbon, Agility or Senior Judges panel may judge any Games Class at a Games Ribbon Trial.

## **7.6 Appointment to the Panels**

### **7.6.1 General**

#### **7.6.1.1 Exceptional Circumstances**

Although the following procedures and conditions are a guide they will generally be strictly applied and be departed from in exceptional circumstances only with the express approval of the Agility Committee or the Executive Council of NZKC.

#### **7.6.1.2 Minimum Criteria**

The criteria for appointment to any panel shall be a minimum requirement before an application can be considered. In addition the Agility Committee and the Executive Council shall consider the following criteria:

- . The contribution of the applicant to the canine world in relation to the status of the appointment sought.
- . The demeanour and behaviour of the applicant at canine activities.
- . The standard and conduct of judging exhibited by the applicant at previous appointments.
- . The nature and status of previous appointments.
- . The personal qualities of the applicant.
- . The integrity of the applicant.
- . Any other relevant matters.

### **7.6.2 Term of Appointment**

Appointments to any Agility Judges Panels will be effective from the date set by the Executive Council upon fulfilling the requirements for promotion. The term for appointment for all panels, except Senior Agility Panel will be one year from this date. The Senior Agility Panel term will be two years from this date, subject to continued payment of the annual Judging Licence Fee.

### **7.6.3 Reappointments**

#### **7.6.3.1 Judging Licence Fee**

A judge will be reappointed to the appropriate Agility Judges Panels already held for a further year upon payment of the annual Judging Licence Fee. Initial appointees to the Agility Judges Panel shall pay a judging licence equal to the annual judging licence fee for the period concluding on 31st December of that year. Senior Agility Judges are required to pay the Judging Licence fee every year regardless of whether or not they are due for reappointment to the Senior Agility Panel.

**7.6.3.2** Senior Agility Judges will be reappointed every 2 years subject to meeting the conditions outlined in Agility Regulation 7.8.5.

**7.6.3.3** Any judge wishing to apply for inclusion on the Retired Judges Roll or a leave of absence for a period of up to one year can do so at any time.

**7.6.3.4** Any Senior Agility Judge that has not met the minimum requirements outlined in Agility Regulation 7.8.5 can apply to the NZKC Agility Committee for special consideration to waive the minimum standard for that term.

**7.6.3.5** Any Senior Agility Judge who has not met the minimum requirements to maintain status on this panel, will be advised of any requirements that need to be met before they may accept any Senior or Jumpers A or Grade A games contracts for Championship Events.

**7.6.3.6** Any Senior Agility Judge who has not met the minimum standard within 6 months of being advised of the outstanding requirements by the NZKC Agility Committee will be demoted to the Agility Panel. Any subsequent request for reinstatement to the Senior Agility Panel will require satisfaction of the conditions for promotion under Agility Regulation 7.8.4.

#### **7.6.3.7 Disciplinary Action**

A judge can be removed or suspended from any judging panel by a Regional Disputes Committee as a disciplinary measure pursuant to NZKC Rules.

### **7.6.4 New Applications and Promotions**

**7.6.4.1** The NZKC Agility Committee shall periodically consider applications for new appointments to, or promotion within, the NZKC Agility Judges Panels.

#### **7.6.4.2 Form of Application**

Application is made by completing the NZKC Application Form and lodging it with the NZKC Agility Committee Secretary. All fees payable and evidence that all criteria have been met to support the claim for any promotion, must accompany the application.

#### **7.6.4.3 Recommendations to Executive Council**

**7.6.4.3.1** The NZKC Agility Committee will consider each application for promotion by its merits based where applicable, on Mentor reports and or any official communication received by the NZKC Agility Committee regarding the applicant.

**7.6.4.3.2** For promotion onto the Senior Agility Panel the applicant must have demonstrated behaviour and integrity beyond reproach, both in and out of the ring.

**7.6.4.3.3** Applicants for new appointments and promotions that are assessed by the NZKC Agility Committee as meeting all requirements will be presented biannually to an Executive Council Meeting for recommendation that the applicant is appointed to, or promoted within the NZKC Agility Judges Panels.

#### **7.6.4.4 Signature of Applicant**

The signature of the applicant on the Application Forms for the NZKC Agility Judges Panels will imply acceptance by the applicant of the decision of the NZKC Agility Committee and the Executive Council.

#### **7.6.4.5 Decision Final**

The decision of the NZKC Agility Committee and the Executive Council with regard to any application or promotion is final and no correspondence will be entered into. If an application is declined, the NZKC Agility Committee will give reasons in full to the applicant.

### **7.7 Judges Examinations**

#### **7.7.1 Coordinator**

A co-ordinator will be appointed by the NZKC Agility Committee.

#### **7.7.2 Setting Examinations**

The NZ Agility Committee will appoint suitable persons to set appropriate examination papers.

#### **7.7.3 Contents of Examination**

The examination paper shall be of 30 minutes duration and consist of 30 multi choice questions on NZKC Agility Regulations, Show Regulations and Rules relevant to the panel being applied for.

#### **7.7.4 Pass Mark**

A pass mark is a minimum of 80%.

#### **7.7.5 Date and Time of Examination**

The Agility Committee shall set dates for the examination, which shall be held twice a year. The Agility Committee will appoint suitable independent members of NZKC to act as coordinator and to supervise the examinations. The location of the examinations will be agreed by the coordinator and the examinee.

#### **7.7.6 Permission to Sit Examination**

Any person who has been approved by the Agility Committee to be appointed to the Agility Trainee Panel can sit the examination.

#### **7.7.7 Re-count**

Within 21 days of being advised of the results of a theoretical examination candidates may apply for a re-count of their examination mark which shall be conducted upon payment of the appropriate fee. The re-counted mark once given shall be final and no correspondence shall be entered into.

### **7.8 Agility Judges Panel - Appointment**

#### **7.8.1 Criteria for Appointment**

New applicants for Agility Judges Panel appointment must have:

**7.8.1.1** Agility experience - Scribing, Scoring, Ring/Event Managing and any other associated tasks associated with running an Agility Fixture.

**7.8.1.2** The applicant should have been involved in Agility for at least two years prior to application.

**7.8.1.3** Handling Experience - The applicant needs to have trained and handled a dog to obtain a minimum of 2 Clear Round Certificates at Intermediate classes at Championship Agility Events or Open Agility Events.

**7.8.1.4** The NZKC Agility Committee has the right to waive any or all of these criteria in special cases. Request of waiver of any criteria needs to be made at time of application.

**7.8.1.5** The Approval of the NZKC Agility Committee.

### **7.8.2 Criteria for Appointment – Agility Ribbon Trial Panel**

For promotion to the Agility Ribbon Trial Panel the applicant must have:

**7.8.2.1** Conducted a minimum of four probationary judging appointments, conducted in terms of Agility Regulation 7.8.7, and be subject to a favourable report to the NZKC Agility Committee by the Agility Senior Panel Judge who supervised each case.

**7.8.2.2** Judged a minimum of 200 dogs total at Agility Fixtures.

**7.8.2.3** Sat and passed the Examination set by the NZKC Agility Committee.

**7.8.2.4** The approval of the NZKC Agility Committee.

**7.8.2.5** If the applicant does not qualify for promotion in that year, the NZKC Agility Committee will support that applicant to help with future success for promotion.

### **7.8.3 Criteria for promotion – Agility Panel**

For promotion to the Agility Panel the applicant must have:

**7.8.3.1** A minimum of 12 months on the Agility Ribbon Trial Panel.

**7.8.3.2** Forwarded to the NZKC Agility Committee reports from the applicant's mentors which portray favourable performance, or show growth and improvements during the 12 month period which conclude in a favourable result.

**7.8.3.3** Judged a total of eight classes whilst on the Agility Ribbon Trial panel. Within those eight classes, there must be at least one of every level of standard Agility classes and two Jumpers classes.

**7.8.3.4** Absence of any negative reports or disciplinary action relating to the applicant's behaviour in and outside of the ring. Applicants may request a waiver of this criteria, if sufficient evidence of improvement can be made to the NZKC Agility Committee.

**7.8.3.5** Completed a short course or seminar that is approved by the NZKC Agility Committee, within the year of application for promotion.

**7.8.3.6** The approval of the NZKC Agility Committee.

### **7.8.4 Criteria for promotion – Senior Agility Panel**

For promotion to the Senior Agility Panel applicants must have:

**7.8.4.1** A minimum of 24 Months on the Agility Panel.

**7.8.4.2** Judged a total of twelve Championship Agility Event Classes, two of which must be Jumpers classes, and a further two Senior classes at Agility Ribbon Trial/Open Event Level. All of these must be in addition to any classes that were counted towards past promotions.

**7.8.4.3** Absence of any negative reports or disciplinary action relating to the applicant's behaviour in and outside of the ring. Applicants may request a waiver of this criteria if sufficient evidence of improvement can be made to the NZKC Agility Committee

**7.8.4.4** Completed a short course or seminar that is approved by the NZKC Agility Committee within the previous two years of application for promotion.

**7.8.4.5** The approval of the NZKC Agility Committee.

### **7.8.5 Maintaining Senior Agility Panel Status**

To maintain a Senior Agility Panel status, a Senior Agility Judge must:

**7.8.5.1** Renew their judging licence every year.

**7.8.5.2** Show evidence within two years, prior to the application for renewal, that they have trained and/or competed with a dog in agility, or actively been involved in training other people at a club or professional level.

**7.8.5.3** Have judged one full set of agility classes at any level in the previous two years prior to application for renewal.

**7.8.5.4** Have attended at least one short course or seminar that is approved by the NZKC Agility Committee in the previous two years prior to application for relicensing.

**7.8.5.5** Absence of any negative reports or disciplinary action relating to the applicant's behaviour in and outside of the ring. Applicants may request a waiver of this criterion, if sufficient evidence of improvement can be made to the NZKC Agility Committee.

**7.8.5.6** The NZKC Agility Committee has the right to waive any or all of these criteria in special cases. Request of waiver of any criteria needs to be made at time of application.

### **7.8.6 Agility Mentor Panel**

Senior Agility Judges who wish to apply to join the Agility Mentor Panel must:

**7.8.6.1** Have spent a minimum of two years on the Senior Agility Panel.

- 7.8.6.2 Be currently on the Senior Agility Panel. Any Mentor who applies for a leave of absence, retires or is demoted, from the Senior Agility panel, also relinquishes their Mentor Panel status.
- 7.8.6.3 Demonstrate the ability to analyse courses in terms of safety, judgability and suitability for the level intended. They must be able to explain any alterations to course design in a supportive and positive manner.
- 7.8.6.4 Demonstrate a willingness to actively work with all Agility Judges on all Panels to provide assistance where required in all areas of the judge's responsibilities.
- 7.8.6.5 Behave professionally and in a manner that is expected of all judges at all times.
- 7.8.6.6 Be available, helpful and offer an environment that is supportive of all judges, but particularly to the judges on the Agility Ribbon Trial Panel.
- 7.8.6.7 Be able to teach/oversee the Judges Seminar syllabus set by the NZKC Agility Committee.

### **7.8.7 Probationary Judging Appointments**

- 7.8.7.1 Permission to conduct a probationary appointment.  
A probationary judging appointment may only be carried out with the consent of the Club conducting the Fixture.
- 7.8.7.2 Officiating Judge.  
The officiating judge must be from the Agility Senior Panel and is the judge assessing the Agility Trainee Judge. The officiating judge remains in charge of the ring. As such they must remain in the ring at all times to assist the Agility Trainee Judge. The final decision on any judging matter rests with the officiating judge.
- 7.8.7.3 The officiating judge must send a report for every probationary class completed to the NZKC Agility Committee.
- 7.8.7.4 Announcement of Probationary Appointments  
Where an Agility Trainee or Ribbon trial panel Judge is undertaking a probationary appointment at a Championship event, they must be listed either in the schedule for the event or in a notice on the NZKC Agility Committee website. The class in which they are to conduct their probationary must also be stated. The notice must be published at least one week before entries close.
- 7.8.7.5 Number of Probationary Appointments.  
A maximum of one Probationary Judging Appointment can be held per day.

### **7.9 Retired Judges Roll**

Any person having served on any panel is entitled to apply to be placed or be nominated for a placement on the Honorary Retired Agility Judges Roll. The Agility Committee if it deems it appropriate can place any person making application on the roll. A judge placed on the Honorary Retired Agility Judges Roll will not be permitted to judge.

## **D. NEW ZEALAND KENNEL CLUB TITLES AND AWARDS**

### **8.1 Agility Titles and Awards**

#### **8.1.1 Agility Champion**

After a dog has won six Agility Challenge Certificates, at least one of which was a first place, under three different judges, obtained at least ten clear round certificates in senior classes at Championship Agility Events and qualified ADX, it is entitled to be awarded the title of Agility Champion and once the Agility Championship Certificate is issued by the NZKC may carry the prefix Ag.Ch. before its name. Application for championship status is made in writing to the NZKC submitting the original Challenge Certificates and clear round certificates supporting the application.

#### **8.1.2 Agility Grand Champion**

After a dog has won 20 Agility Challenge Certificates, at least ten of which are for first place, and qualified ADX GOLD, it is entitled to be awarded the title of Agility Grand Champion and once the Agility Grand Championship Certificate is issued by the NZKC may carry the prefix Ag.Gr.Ch. before its name. Application for Agility Grand Championship status is made in writing to the NZKC submitting the original Challenge Certificates supporting the application.

#### **8.1.3. Agility Awards**

The following awards can be conferred on dogs for Agility:

##### **8.1.3.1. Agility Dog (AD)**

To qualify AD dogs must obtain two Clear Rounds in official AD Classes.

##### **8.1.3.2. Agility Dog Excellent (ADX)**

To qualify ADX dogs must obtain four clear rounds in official AD Classes.

Agility Dog Excellent Advanced (ADX ADVANCED)

There are three levels of ADX Advanced. In ascending order they are:

ADX ADVANCED Bronze (ADXB)

ADX ADVANCED Silver (ADXS)

ADX ADVANCED Gold (ADXG)

To qualify dogs must be qualified ADX and obtain two Clear rounds at ADX Advanced courses at each level before proceeding to the next.

##### **8.1.3.3 Senior dog awards. (SD)**

There are four levels of Senior dog awards. A dog will qualify at each level after accumulating the required total of Championship clear round certificates. In ascending order, with number of certificates required, they are:-

Senior Dog – Excellent (SNX) – 25 certificates

Senior Dog – Bronze (SNB) – 40 certificates.

Senior Dog – Silver (SNS) – 55 certificates

Senior Dog – Gold (SNG) – 70 certificates

Qualifying certificates will be gained from January 2014

### **8.2 Jumpers Titles and Awards**

#### **8.2.1 Jumpers Champion**

After a dog has won eight Jumpers Challenge Certificates, at least two of which are a first place, under three different judges, obtained at least ten clear round certificates in Grade A classes at Championship Jumpers Events and qualified JDJ, it is entitled to be awarded the title of Jumpers Champion. Once the Jumpers Championship Certificate is issued by the NZKC the dog may carry the prefix J.Ch. before its name. Application for championship status is made in writing to the NZKC submitting the original Challenge Certificates and clear round certificates supporting the application.

#### **8.2.2 Jumpers Grand Champion**

After a dog has won 20 Jumpers Challenge Certificates, at least ten of which are for first place, it is entitled to be awarded the title of Jumpers Grand Champion and once the Jumpers Grand Championship Certificate is issued by the NZKC may carry the prefix J.Gr.Ch. before its name. Application for Jumpers Grand Championship status is made in writing to the NZKC submitting the original Challenge Certificates supporting the application.

#### **8.2.3. Jumpers Awards**

The following awards can be conferred on dogs for Jumpers:

**8.2.3.1** Jumpers Dog (JD) - To qualify JD dogs must obtain twenty five Clear Rounds in Championship Grade C Jumpers Classes. Dogs which graduate out of Championship Grade C Jumpers classes prior to gaining the required twenty five clear rounds will also be conferred the title of Jumpers Dog (JD).

#### 8.2.3.2 Jumpers B Dog Awards.

There are four levels of Jumpers B dog awards. A dog will qualify at each level after accumulating the required total of Jumpers Championship Grade B clear round certificates. In ascending order, with number of certificates required, they are:-

Jumpers Dog – Excellent (JDX) – 25 certificates. Dogs which graduate out of Championship Grade B Jumpers classes prior to gaining the required twenty five clear rounds will also be conferred the title of Jumpers Dog Excellent (JDX).

Jumpers Dog – Bronze (JDB) – 40 certificates.

Jumpers Dog – Silver (JDS) – 55 certificates

Jumpers Dog – Gold (JDG) – 70 certificates

Qualifying certificates will be gained from January 2014

#### 8.2.3.3 Jumpers A Dog awards.

There are four levels of Jumpers A dog awards. A dog will qualify at each level after accumulating the required total of Jumpers Championship Grade A clear round certificates. In ascending order, with number of certificates required, they are:-

Jumpers A Dog – Excellent (JAX) – 25 certificates

Jumpers A Dog – Bronze (JAB) – 40 certificates.

Jumpers A Dog – Silver (JAS) – 55 certificates

Jumpers A Dog – Gold (JAG) – 70 certificates

Qualifying certificates will be gained from January 2014

### 8.3 Games Awards.

The following awards can be conferred on dogs for Games:

#### 8.3.1 Games Dog (GD)

To qualify GD dogs must obtain **TWENTY FIVE** (25) championship qualifying certificates (including at least 5 Snooker and 5 Gamblers) in Championship Grade C Games Classes. Dogs which graduate out of Championship Grade C Games prior to gaining the required 25 qualifying certificates will also be conferred the title of Games Dog (GD).

##### Transition rule for GD title.

Those dogs which start in Grade B will need to collect **TEN Grade B** championship qualifying certificates (including at least 2 Snooker and 2 Gamblers) in Grade B Games before they can apply for the GD title

#### 8.3.2 Games Dog Excellent (GDX)

To qualify GDX dogs must graduate out of Championship Grade B Games classes.

#### 8.3.3 Games Dog Master (GDM)

To qualify GDM dogs must obtain **TWENTY FIVE** championship qualifying certificates in Grade A Games, (including at least 5 Snooker and 5 Gamblers).

### 8.4 Clear Round Certificate Milestones Awards

#### 8.4.1 Issue of Certificates

The NZKC will issue achievement certificates to dogs who have accumulated milestone numbers of clear round certificates. To be eligible, a minimum of one CRC must be gained on or after 1 Jan 2009.

#### 8.4.2 Eligible Certificates

Any certificates gained in standard classes or Trials at Ribbon Trial, Open Events or Championship Events will be eligible to count toward the milestone awards.

#### 8.4.3 Milestone Levels

Certificates will be issued when the following numbers of CRCs have been gained:  
100, 250, 500, 750, 1000

#### 8.4.4 Administration

Applicants will need to fill in an application form for CRC recognition. This form will need to be signed by NZKC Club President or Secretary, NZKC Agility Judge, or an NZKC Agility Committee member who will attest that they have sighted the certificates as detailed on the form. The completed form should be forwarded to the NZKC office who will issue the milestone certificate.

**E. NEW ZEALAND DOG AGILITY CHAMPIONSHIP**  
**9 NEW ZEALAND DOG AGILITY CHAMPIONSHIP**

**9.1 General**

**9.1.1 New Zealand Dog Agility Championship**

New Zealand Dog Agility Championship (NZDAC) is a national event conducted by the NZKC Agility Committee on behalf of the NZKC.

**9.1.2 Host Zone**

NZDAC is conducted by each Zone, where possible, in rotation as decided by the NZKC Agility Committee five years in advance.

**9.1.2.1 Zones**

For the purpose of the NZDAC, Zone boundaries will be:

- Zone 1** The northern part of the North Island from a line drawn from the north of Awakino passing north of Tokoroa then following the Kaimai Ranges to a point East of Whitianga.
- Zone 2** That area of the North Island not included in Zone 1 north of a line drawn from the north of Awakino on the west coast to Porangahau on the east coast.
- Zone 3** The remainder of the North Island.
- Zone 4** South Island down to an east-west line south of Ashburton.
- Zone 5** The remainder of the South Island.

**9.1.3 NZDAC Committee**

At least three years prior to the event being conducted in a Zone a Zone Representative in conjunction with a delegated NZDAC Agility Committee member shall form an NZDAC committee for that Zone. The Chairperson of this Committee is to be selected from the members on the NZDAC Organising Committee.

**9.1.4 Approval of Programme**

Programmes for an NZDAC shall be the prerogative of the host Zone NZDAC Committee. An outline of the programme shall be presented to a meeting of the NZKC Agility Committee at least two years in advance for approval and detailed reports provided to every meeting thereafter.

**9.1.5 Format of NZDAC**

The agility programme for every NZDAC shall include:

- . An- Inter-Zone competition
- . An interclub agility competition
- . Championship agility event/s
- . Championship Jumpers event/s
- . Finals for all levels of agility and jumpers events.
- . Such AD and/or ADX Advanced classes as the NZDAC Committee may decide.

Any additional classes as the NZDAC Committee may decide subject to the approval of the NZKC Agility Committee

**9.1.6 Inter-Zone and Interclub Competitions**

Inter-Zone and interclub competitions at the NZDAC must be conducted in accordance with these Regulations.

**9.1.7 NZDAC Financial Reports**

The NZDAC Treasurer shall present an audited Statement of Accounts of the NZDAC at the next meeting of the NZKC Agility Committee following the NZDAC held in that Zone.

**9.1.8 Registration at NZDAC**

Before any person can enter any competition or attend any social event at an NZDAC, they must be registered with that NZDAC. To effect such registration there will be a nominal fee of no more than \$5.00 single and \$10.00 family (being 2 adults and children under 18 years).

**9.2 Rules for Conduct of Inter-Zone Competition**

The NZKC Agility committee is required to approve the format of the InterZone Teams competition. The Inter-Zone teams competition must include Starters, Novice, Intermediate and Senior. The inclusion of Jumpers is optional.

**9.2.1 Courses**

**9.2.1.1 Agility courses.** There will be four agility courses - Starters, Novice, Intermediate and Senior with a Standard Course Time (SCT). All dogs at each level will compete on the same course, with the same SCT.



9.2.1.2 **Jumpers course.** There will be one course set up at Jumpers B level which all Jumpers dogs will run.

## 9.2.2 Composition of Team

The teams shall each consist of four handlers and four dogs, one selected to compete in each of the four approved Agility Classes. Two dogs and handlers from the team will compete in the Jumpers class. Micros, minis, medium dogs and maxis are eligible.

## 9.2.3 Team Entry

Teams from each Zone shall be selected for entry into the Inter-Zone Competition.

### 9.2.3.1 Organisation of the Teams Selection Process

The NZKC Agility Committee will appoint Agility Team managers for each Zone. The Agility Team managers will co-ordinate the trials in their Zone, including submitting the Agility Team details by 15th September. The Team shall be selected from performance at separate trials held within each Zone.

**9.2.3.1.1 Jumpers dog selection process.** The two top qualified Jumpers dogs from the selected team will represent the Zone in Jumpers, however the handler may opt out of running their dog in Jumpers in addition to the Inter-Zone agility run. In this case the next highest qualified dog will be selected. The selection for jumpers dogs must follow the order:- Grade, Titles, No. of challenge certificates, No. of wins, No. of clear rounds. In the event of a complete tie after all criteria have been taken into account, the team manager will decide.

### 9.2.3.2 Team Uniforms and Travel Subsidy

A Team subsidy will be paid to individuals in the Team each year, with the amount and method to be set by the NZKC Agility Committee on an annual basis.

The NZKC Agility Committee will organise Team uniforms.

The Agility Team managers contact details must be supplied to the NZDAC Agility Test Manager by 15<sup>th</sup> September.

## 9.2.4 Eligibility to Compete in Inter-Zone Team Trials.

### 9.2.4.1 Dogs

Dogs must be eligible to compete in the appropriate class on 1 June each year. This regulation is not intended to prevent dogs which turn 18 months old subsequent to this date from competing in the Zone Teams Selection process. Dogs must be 18 months or older on the day of the first day of the Selection Trials for their Zone.

### 9.2.4.2 Handlers

Handlers must be resident in the Zone for which they trial. Handlers must be members of a NZKC dog agility training Club within the Zone for which they trial.

**9.2.4.3** No dog or handler can be entered in more than one Zone.

## 9.2.5 Running Order

Classes shall be run beginning with Agility - Starters then Novice, Intermediate and ending with Senior. The running order for each level will be:- Starters - host Zone dog then remaining Zones in numeric order. The Zone that ran last in the previous class runs first in the next class with the remainder in numeric order (eg 3,4,5,1,2). The Jumpers class will follow Senior.

## 9.2.6 Posting of Scores

The number of faults and time of each competitor will be announced and posted immediately following the round. The next competitor must not start until this is done. Each dog's score will be posted.

## 9.2.7 Scoring

### 9.2.7.1 Scoring Elimination

The scoring will be as for a standard Championship agility event, except that eliminated dogs must complete the course with additional faults added, and receive 50 faults for each elimination.

### 9.2.7.2 Ranking Competitors

**9.2.7.2.1 Agility.** All competitors will be ranked. First receives 5 points, second 4 points, third 3 points etc.

**9.2.7.2.2 Jumpers.** All competitors will be ranked. First receives 10 points, second 9 points, third 8 points etc.

### 9.2.7.3 Winning Team

The winning team is the team with the highest number of points

### 9.2.7.4 Equal Individual Scores

If dogs are tied on equal faults and equal time then they will receive a formulated ranking by adding the rankings and dividing by the number of dogs (e.g. if two dogs are tied in second place, both dogs receive a ranking of 2).

#### **9.2.7.5 Tied Team Scores**

In the event of a tie, the team with the lowest accumulated number of faults will be the winner, if still tied the team with the fastest accumulated times will be the winner.

#### **9.2.8 Time Keeping**

Times will be recorded to at least 100ths of a second.

#### **9.2.9 Replacement Dog**

If a team dog is unable to compete, a replacement may be chosen from any eligible dog from that Zone present at the NZDAC. The NZ Agility Committee Chairperson, and Team Managers are to be consulted before any replacement takes place.

#### **9.2.10 Reasons for Withdrawal**

Dogs may not be withdrawn from the Teams competition for any reason other than the following:

- Sickness and/or disability of the dog certified by a veterinary certificate, which should be presented to the Show Manager.
- Sickness and/or disability of the handler.

### **9.3 Rules for Conduct of Interclub Agility Competition**

#### **9.3.1 Number of Teams**

All registered Agility societies may enter a maximum of two teams.

#### **9.3.2 Composition of Teams**

Teams will comprise 3 dogs and 3 handlers with no more than two dogs eligible for the same classes in any one team.

#### **9.3.3 Format of Interclub Agility Competition**

The Competition may either be run in either one of the following methods

**9.3.3.1** A separate Interclub Teams Event may be scheduled and may be run on such course or courses as proposed by the NZDAC Organising Committee and approved by the NZKC Agility Committee. The method of defining the winning team must be included in the schedule for the NZDAC.

**9.3.3.2** The Interclub Teams Competition may be decided by the calculation of places gained by Team members in such standard classes at the NZDAC as the NZDAC Organising Committee may decide.

**9.3.3.3** If the Interclub teams competition is to be run over standard classes at the NZDAC, the following method of deciding the winning team will be used.

The winning team will be that which gains the most points gained in such classes on the following basis.

First place 10 points down to Tenth place 1 point with team members gaining an additional 1 point for a clear round regardless of the place gained in the class

#### **9.3.4 Entry In One Team Only**

No dog or handler to be entered in more than one team.

**F. AGILITY GENERAL PROVISIONS**

**10 GENERAL PROVISION**

**10.1 Age and Height of Dogs and Measurement Certificates**

**10.1.1 Age of Dogs**

Dogs under 18 months of age are not eligible to compete in Agility Fixtures.

**10.1.1.1** The Agility Committee will permit Clubs to train dogs less than 18 months of age provided that they follow 10.1.1.2 “Code of Practice for training agility dogs under 18 months.”

**10.1.1.2** Code of Practice for training agility dogs under 18 months.

1. Mixed classes. Where a class is comprised dogs of mixed ages, all dogs must train on the minimum recommended level for all obstacles. In addition to age, consideration should also be given to the dog’s fitness for agility in relation to its weight and Breed type.
2. The guidelines given are the maximum for each obstacle.
3. Tunnels. Any dog of any age is permitted to train on the tunnels.
4. Jumping
  - a. For all dogs the height must be raised gradually over several months.
  - b. For dogs less than 12 months the maximum Jumping height is the dog’s carpal height (wrist height).
  - c. For dogs between 12 – 16 months the maximum height is the dog’s elbow.
  - d. From 16 – 18 months the jump height can be gradually raised to the competition height.
5. Long Jump.
  - a. For all dogs the length must be increased gradually over several months.
  - b. For dogs less than 12 months the smallest Long jump unit must be used.
  - c. For dogs between 12 – 16 months: Micros jump 1 unit, Minis jump 1-2 units, midis jump 2-3 units, maxis jump 3-4 units.
  - d. From 16 – 18 months the length can be gradually increased to competition length.
6. Elevated equipment.
  - a. For dogs under 12 months the maximum height is equivalent to the mini table.
  - b. For dogs from 12- 16 months the obstacles can be gradually raised to a maximum height equivalent to the maxi table.
  - c. From 16 months the obstacle may be raised to competition height.
7. Weave poles.
  - a. For all dogs, irrespective of the technique used, the progression towards 12 poles in a straight line must be done gradually over several months.
  - b. For dogs under 12 months bending of the body must be minimised. They must not weave more than 4 poles in a straight line.
  - c. For dogs aged 12-16 months: Irrespective of the technique used, the weaves may be moved towards 12 poles in a straight line, however this must be done gradually over a number of months.
  - d. Dogs over 16 months of age may weave 12 poles in a straight line.

<b>10.1.1.2 Code of Practice for training agility dogs less than 18 months of age.</b>					
Age of dog	Recommendations for Obstacles (maximum)				
	Where there are mixed ages the min will apply	Jumping	Long Jump	Elevated equipment	Weave poles
<12 mths		Jump height max: Carpal (wrist) height	Max number of units, all heights: 1	Slightly elevated using mini table or equivalent height.	Bending of the dog is permitted over 4 poles max.
12-16 mths		Jump height max: Elbow height	Max no. of units: Micro: 1 unit, Mini: 1-2, Midi: 2-3, Maxi: 3-4	Slightly elevated using maxi table or equivalent height	Gradually move to 12 poles in a straight line.
16 mths +		Gradual increase to competition height	Gradual increase in length of long jump to competition length.	Competition height permitted	12 poles in a straight line permitted.

## **10.1.2 Height of Dogs**

### **10.1.2.1 Micro Dogs**

Dogs not exceeding 325mm are eligible to compete as Micro Dogs.

### **10.1.2.2 Mini Dogs**

Dogs exceeding 325mm but not exceeding 430mm in height are eligible to compete as Mini Dogs.

### **10.1.2.3 Midi Dogs**

Dogs exceeding 430mm but not exceeding 520mm in height are eligible to compete as Midi Dogs.

### **10.1.2.4. Maxi Dogs**

All other dogs compete as Maxi Dogs.

### **10.1.2.5 Dogs Competing in Height Categories**

All dogs competing in any class at any agility fixture must compete in the appropriate height category, unless an exemption is given.

### **10.1.2.6 Exemptions to height category.**

Exemptions may be approved by the NZ Agility Committee for dogs to compete at a higher height category.

#### **10.1.2.6.1 Interim Exemptions**

Dogs less than two years old with an interim height measure within 10mm of a height cut-off may compete at a height one level higher than which the dog is measured. Handlers must apply to the Agility Committee for an exemption to compete at the height 1 level higher. If approved by the Agility Committee, the dog must compete at the height of the exemption until the permanent measure at two years old. The dog must then compete at the height of the permanent measure.

#### **10.1.2.6.2 Permanent Exemption**

Dog two years of age and older may compete at a height one level higher than that which the dog is measured on a permanent basis.

#### **10.1.2.6.3 Exemption Endorsement**

Owners must apply to the NZKC Agility Committee for an exemption prior to competing at the higher height category. If exemption is given the dog's measurement certificate will be endorsed by the NZKC Agility Committee and will show which height category the dog will compete at.

#### **10.1.2.6.4 Relinquishing an exemption.**

Where a dog has been approved for a permanent exemption, the dog may only compete at the height category it is eligible for with the approval of the NZKC Agility Committee. The dog will not be eligible for any further exemption.

## **10.1.3 Permanent Numbers and Measurement Certificates**

All dogs competing in Championship events must be measured and issued with a permanent number. The measure must be conducted no earlier than four (4) weeks prior to the dog turning 18 months or two (2) weeks prior to the dog turning two years old.

### **10.1.3.1 Interim Measurement Certificates**

Any dog between the ages of eighteen months and twenty seven months may compete upon the issue of an interim Certificate of Measurement. Any interim certificate issued for any dog so competing shall be produced to the secretary of the club conducting the event upon request.

### **10.1.3.2 Permanent Measurement Certificate.**

A dog over the age of two years may compete in agility upon the issue of a permanent certificate of measurement. All permanent certificates of measurement for NZKC registered dogs shall be registered with the NZKC.

### **10.1.3.3 Agility Ribbon Trial Measurements**

Dogs wishing to compete in Agility, Jumpers and/or Games Ribbon Trials, shall be required to have a Certificate of Measurement completed prior to competition. Where such dogs are subsequently registered with the NZKC the measurement details will be forwarded to NZKC.

### **10.1.3.4 Revocation of Measurement Certificate**

A Certificate of Measurement once registered shall be revoked and/or amended only by order of the Agility Committee upon such conditions as they shall impose.

#### **10.1.4 Measurement of Dogs**

##### **10.1.4.1 Definition of Height**

The height of the dog to be measured shall be the height in millimetres (mm) from the ground to the top of the shoulder.

##### **10.1.4.2 Method of Measurement**

The dog shall be measured by two people who must be official measurers appointed by the NZKC Agility Committee. The official measurer will issue a NZKC Certificate of Measurement, signed by both parties conducting the measurement. This measurement will be done utilising a measuring device approved by the NZKC Agility Committee and following the 'Guidelines for Measuring dogs' as produced by that Committee.

### **11. APPROVED FIXTURES**

#### **11.1 Championship Events**

##### **11.1.1 Eligibility to Enter**

A Championship Event is for all breeds of dogs at which cash, prizes and/or trophies may be offered.

##### **11.1.2 Standard Classes**

At every Championship Event all standard classes applicable to that type of fixture must be offered. In addition clubs may offer other approved classes as laid down in these regulations. Where more than one Championship Event is being held on one day or on consecutive days for every top level class offering challenge certificates one or more of each of the other standard classes must be held. A club may offer one or more Games classes at a fixture. It is optional for clubs to run Elementary classes at Championship Events.

##### **11.1.2.1 Standard Classes Split by Height groups.**

At every Championship Event an individual Standard Class must be split when, at the date for closing of entries, entry numbers in each height group in that class reach 15 or more.

**11.1.2.1.1** For the purpose of splitting by height, mini and micro height groups may be combined to form a Small group of 15 or more.

**11.1.2.1.2** Each height group where numbers exceed 15, will compete as a separate class for separate placings and prizes.

**11.1.2.1.3** Height groups may compete under the same or different judges, and on the same or different courses for that class.

##### **11.1.3 Approved Classes**

Only approved classes as laid down in these Regulations may be conducted at Agility Championship Events and Agility Open Events.

##### **11.1.4 Notice to Judge**

Prior to Open and Championship Events the club secretary shall notify all judges of the number of dogs entered in each class and the equipment available for the event.

##### **11.1.5 Challenge Certificates**

NZKC Agility and Jumpers Challenge Certificates must be offered for competition in every top level Class provided that the dog(s) to be awarded the challenge have achieved a qualifying clear round. A qualifying clear round will be a clear round within the QCT (qualifying course time) or without going a full second over the QCT. The number of challenges to be awarded is dependant on the number of dogs pre-entered in that class as follows:

1-14 dogs entered – no challenges

15-24 dogs entered – 1 challenge

25-74 dogs entered – 2 challenges

75-124 dogs entered – 3 challenges

125-174 dogs entered – 4 challenges

175+ dogs entered – one additional challenge for every additional 50 dogs entered.

The Club Secretary or an officer authorised by the Event Committee are responsible for the provision of Challenge Certificates.

#### **11.2 Open Events**

Open Events are run on identical lines as Championship Events except that no Challenge Certificates are on offer. Only Specialist breed, multi-breed and group clubs may run Open Events.

### **11.3 Agility, Jumpers and Games Ribbon Trials**

#### **11.3.1 Standard Classes**

All standard classes must be offered at Agility and/or Jumpers Ribbon Trials.  
Games Ribbon Trial may contain such Games as the club hosting the Ribbon Trial wishes to run.  
All Agility Ribbon Trials must include Elementary classes within their program.

#### **11.3.2 Other Approved Classes**

In addition to the standard classes, Clubs may offer other approved classes as laid down in these regulations

#### **11.3.3 Standard Classes Split by Height groups.**

At every Ribbon trial an individual Standard Class must be split when, at the date for closing of entries, entry numbers in each height group in that class reach 15 or more.

11.3.2.1 For the purpose of splitting by height, mini and micro height groups may be combined to form a Small group of 15 or more.

11.3.2.2 Each height group where numbers exceed 15 will compete as a separate class for separate placings and prizes.

11.3.2.3 Height groups may compete under the same or different judges, and on the same or different courses for that class.

#### **11.3.4 Novelty Classes**

Special classes may be held in addition to the classes laid down in these Regulations. The course shall be approved by an Agility Judge as suitable for the standard of competition. The conditions to govern any Special class are to be decided by the society conducting the trial and must be displayed for all competitors.

#### **11.3.5 Prizes**

The prizes must be ribbons, rosettes or cards only.

#### **11.3.6 Membership of New Zealand Kennel Club**

The owner of any dog exhibited at a Ribbon Trial is not required to be a member of the NZKC.

#### **11.3.7 Registration of Dog**

A dog exhibited at a Ribbon Trial need not be registered with the NZKC.

#### **11.3.8 Schedule Optional**

The issue of a schedule for a Ribbon Trial is optional.

#### **11.3.9 Entries on the day**

All Societies must accept entries at a Ribbon Trial on the day of the Ribbon Trial up to a time laid down for closing of entries. Societies may choose to accept pre-entries for Ribbon Trials.

A discounted entry fee may be offered for pre-entry. Entries on the day of the Ribbon Trial shall be payable at the amount publicised for the Trial, exclusive of any pre-entry discount. No additional surcharge shall be added for entries on the day of the Trial.

#### **11.3.10 Event Levies**

No Event Levies are payable to NZKC on Ribbon Trials.

#### **11.3.11 Report to New Zealand Kennel Club**

After any Ribbon Trial is held, the Society organising the trial will notify the NZKC of the date, venue and judges of the Ribbon Trial.

#### **11.3.12 Competition by Champion Dogs**

Agility and/or Jumpers Champion and Grand Champion dogs may compete at Agility, Jumpers and Games Ribbon Trials.

## **11.4 AD and ADX Advanced Classes**

### **11.4.1 Definition**

An AD Class is a set class offering a Clear Round Certificate which can be used to qualify a dog for an AD or ADX award. An ADX Advance Class is a set class offering a Clear Round Certificate which can be used to qualify a dog for an ADX Advanced award.

### **11.4.2 AD Class Courses**

#### **11.4.2.1 Approval of Courses**

The Agility Committee will approve twelve official AD Courses.

#### **11.4.2.2 Selection of Courses**

The officiating judge will choose one course from the official approved AD courses at random before the course is set out. In the case of ring or venue restrictions or due to unavailability of equipment, unsuitable courses may be removed prior to a course being chosen.

#### **11.4.2.3 Course Set Up**

The officiating judge will ensure the course as set up conforms to the specifications.

#### **11.4.2.4 Obstacles Approved For Use in AD Classes**

AD classes must include a set of 12 weaving poles and a minimum of three of the following obstacles: Dog Walk, Aframe, Crossover Ramp, See-Saw. AD classes may include other obstacles detailed in Agility Regulations 12.2, 12.3 and 12.4.

#### **11.4.2.5 Rate of travel.**

The rate of travel required for AD is 2.5 m/s

### **11.4.3 ADX Advanced Class Courses**

#### **11.4.3.1 Approval of Courses**

The Agility Committee will approve twelve official ADX Advanced courses.

#### **11.4.3.2 Selection of Courses**

The officiating judge will draw one course from the approved ADX Advanced courses at random before the course is set out. In the case of ring or venue restrictions or due to unavailability of equipment, unsuitable courses may be removed prior to a course being chosen.

#### **11.4.3.3 Course Set Up**

The officiating judge will ensure the course set up conforms to the specifications.

#### **11.4.3.4 Obstacles Approved For Use in ADX Advanced Classes**

ADX Advanced classes must include a minimum of three of the following obstacles: Dog Walk, Aframe, Crossover Ramp, See-Saw. ADX Advanced classes may include other obstacles detailed in Agility Regulations 12.2, 12.3 and 12.4.

#### **11.4.3.5 Rate of travel for ADX advanced.**

The rate of travel for ADX advanced is 3 m/s.

### **11.4.4 AD and ADX Advanced Class Organisation**

#### **11.4.4.1 Agility Committee Approvals**

The Agility Committee can approve up to eight AD Classes and eight ADX Advanced Classes within each Zone (which for the purpose of this clause shall be the areas defined in Agility Regulation 9.1.2.1) in each year except that in the calendar year in which a Zone hosts the NZ Dog Agility Championships, up to nine AD Classes and nine ADX Advanced Classes can be approved for that Zone, one of which must be at the NZ Dog Agility Championships. In addition, the NZKC may run an AD and/or ADX Advanced class at the National Dog Show.

#### **11.4.4.2 Closing Date of AD and ADX Advanced Classes.**

**11.4.4.2.1** At Championship Events. On the day, if the club has published this in the schedule, otherwise no later than seven days prior to the date of the class.

**11.4.4.2.2** Ribbon trial events. On the day.

#### **11.4.4.3 Entry Fee**

The Agility Committee will set the entry fees for AD & ADX classes held in each year.

#### **11.4.4.4 Score Sheets**

The organising Club is responsible for providing individual scribe sheets for each entry. They will also provide the result sheet on which all individual score totals will be recorded. These must be retained by the club for a period of no less than 12 months.

#### **11.4.4.5 Report to New Zealand Kennel Club**

The organising Club will forward to the Director/Secretary within 14 days of each AD and ADX Advanced Class a completed Class result sheet and a note of the total number of entries.

#### **11.4.4.6 Clear Round Certificates**

The organising Club shall provide the NZKC Clear Round Certificates at all AD and ADX Advanced Classes. AD and ADX Advanced Clear Round Certificates shall be signed by the Officiating Judge and either the Show Secretary or an officer authorised by the Show Committee.

#### **11.4.5 AD, ADX and ADX Advanced Qualified Dogs**

All dogs are permitted to enter AD Classes. Only a dog Qualified ADX or eligible to apply for the award ADX can enter an ADX Advanced Class. A dog with ADX Advanced qualifications can enter subsequent ADX Advanced classes.

### **11.5 Interclub or Club Day**

**11.5.1** Any Registered Agility Society may conduct an Interclub or Club Day.

**11.5.2** The conditions to govern any Interclub or Club Days are to be agreed before the Interclub or Club Day commences.

**11.5.3** Only financial members of the club(s) competing may take part in an Interclub or Club Day.

**11.5.4** The judge can be any person not being a disqualified person under the Rules and Regulations of the NZKC.

## **12. APPROVED AGILITY FIXTURE OBSTACLES**

### **12.1 General Conditions for Obstacles**

#### **12.1.1 Conform to Specifications**

Agility course obstacles shall conform to the specifications laid down in these Regulations. Micro, Mini and Midi agility obstacle specifications are shown in parentheses.

#### **12.1.2 Inspection by Judge**

Obstacles must be inspected and approved by the officiating judge prior to commencement of judging.

#### **12.1.3 Approval of Non-standard Obstacles**

Any obstacles other than standard must be approved by the NZKC Agility Committee prior to use.

#### **12.1.4 Championship Agility Clubs are required to have available a full set of equipment**

All Clubs conducting Championship Agility Events should have available all the obstacles listed in Agility Regulations 12.2, 12.3 and 12.4 for all heights.

#### **12.1.5 Tolerances**

In all cases where regulations specify an exact measurement other than a maximum/minimum limit a toleration of 5mm either way is allowed.

#### **12.1.6 Equipment Certificate of Fitness**

**12.1.6.1** A Certificate of fitness programme will be scheduled every year, with clubs within the Zone holding NZDAC being inspected. Final inspections must conclude no later than 30 days prior to commencement of NZDAC.

**12.1.6.2** Certificate of Fitness assessors.

The NZKC Agility Committee will delegate the checking of all agility obstacles to Certificate of Fitness assessors. The Certificate of Fitness assessors have the right to remove any equipment from use at any time if it is unsuitable for purpose.

**12.1.6.3** Certificate of Fitness report.

A report will be issued to the club, within one month of the inspection, listing all of the equipment inspected. Where the report is unsatisfactory the NZKC Agility Committee will inform the Club, and request action be taken to bring the equipment up to standard within a specified time frame as set by the committee. The Club cannot use that equipment until the NZKC Agility Committee receives a satisfactory report. A certificate of fitness will be issued once all equipment passes inspection.

**12.1.6.4** All new equipment must be inspected prior to use.

**12.1.6.5** Any equipment used solely for training purposes must be clearly marked by the club.



## 12.2 Standard Obstacles

### 12.2.1 Hurdles

Consist of a supported bar which is displaceable upon impact. Height of bar from ground (maximum) . (Micro 300mm, Mini 380mm, Midi 570mm, Maxi 650mm). Additional displaceable bars may be added underneath. The uprights of a hurdle must be at least 900mm high

### 12.2.2 Hoop

The hoop must be designed so that it is able to be displaced. Aperture diameter 500mm – 600mm, base of aperture from ground (Maximum) Micro 200mm, Mini 300mm, Midi 500mm, Maxi 600mm. The thickness of the hoop is to be 65mm - 100mm. The hoop must have bands of contrasting colour around its circumference.



Measure height from the ground to the base of the aperture – i.e. at the inside of the hoop.

### 12.2.3 Brush Fence

As for the hurdle. In addition, the area below the bar must comprise a material which completely blocks vision from one side to the other.

### 12.2.4 Collapsible Tunnel/Tube

Diameter 600mm - 760mm, Length 3-4m. Circular, of non-rigid material construction. All forms of fixation throughout the length of the tunnel must be safe, which includes filling apertures and padding tunnel cradles. The tunnel exit must, even when pegged, measure at least 600mm diameter.

### 12.2.5 Pipe Tunnel

Diameter 600mm minimum throughout the length of the tunnel; Length 3m minimum. Circular, of rigid or bendable construction. All forms of fixation throughout the length of the tunnel must be safe, which includes filling apertures and padding tunnel cradles.

### 12.2.6 Weaving Poles

An even number of vertical poles secured in a straight line. The distance between one pole and the next is 600 mm (measured from centre to centre). Minimum height of poles 900mm. Base supports must be placed where the dog would not normally put its feet. Note for weaving pole sets manufactured prior to 1 February 2009 the distance between poles may be measured as the distance between the outside edge of one pole and the inside edge of the next pole.

### 12.2.7 Long Jump

Length:- Micro 300mm - 600mm, Mini 600mm- 800mm, Midi 800mm -1.1m, Maxi 1.1m - 1.6m. Height from ground (maxm) – 1st element 100mm, 2nd element 150mm, 3rd element 200mm, 4th element 250mm , 5<sup>th</sup> element 300mm. Width 1.2m minimum. Number of elements:- Micro lowest 2, Mini lowest 3, Midi lowest 4, Maxi all 5. Corner poles recommended. All Elements to be coloured similarly for all dog heights. The elements must be designed so that they are displaceable.

### 12.2.8 Wings

Wings are permitted to be used on any hurdles, brush fences, asymmetrical spread jumps and multiple bar ascending spread jumps. Dimensions:- Height of inner upright of the wing 900 mm min, width 400 – 650mm. The start of the taper to the outside upright of the wing should be at least 750mm high. The hurdle wings must not be connected or fixed to each other. Dogs should not be able to go under or through any part of the wing.



**12.2.9 Bars.**

Bar length 1.2 metre minimum, Bar diameter 30mm minimum. Bar weight: minimum 375g per metre, maximum 1000g per metre, evenly distributed along the length of the bar. Bars must have stripes or bands of contrasting colour throughout their length. The diameter of end caps, if used, must not exceed the bar diameter.

**12.3 Standard Obstacles Approved for Use in Novice, Intermediate and Senior Classes Only:**

**12.3.1 Dog Walk**

Height 1m minimum, 1.2m maximum; Width 300mm; - length of ramps, 2.4m minimum, 3m maximum, - length of middle section 3.65m minimum, 4.3m maximum. The ramps are to have non-slip surface and slats at intervals and to be firmly fixed to top of planks. There must be no slats within 150mm at the top of the contact area. Both ramps are to be marked with a line 1m from ground, below this line to be known as the "contact area".

**12.3.2 Aframe**

Length of each ramp 2.75m minimum, 2.9m maximum; Width 900mm minimum. The angle made between the ground and the incline of the ramp is to be 39 degrees. Two ramps hinged at apex, with no gap between the ramps, which is not otherwise completely filled by the hinging mechanism or a firmly affixed insert. Surface of ramps to be non-slip and slatted at intervals not exceeding 380mm and marked with a line 1070mm from the ground up the angle of the ramp. The area below the line to be known as the "contact area". The base of the ramp must commence at ground surface. There must be no slats within 150mm of the top of the contact area. See table below for a guide to height versus ramp length to achieve the 39 degree angle required.

Ramp length	Aframe height	Ground length
2750	1730	4275
2800	1760	4350
2850	1795	4430
2900	1825	4510

The diagram illustrates an A-frame obstacle as a triangle. The vertical height from the ground to the apex is labeled 'Height'. The length of one of the inclined sides is labeled 'Ramp Length'. The horizontal distance from the left base to the right base is labeled 'Ground Length'. Arrows indicate the direction of measurement for each label.

**12.3.3 Crossover Ramp**

Height 1-1.2m; Table 750-800mm squared; Ramps 2.4-3m long, 300mm wide, non-slip surface, contact points 1m from ground. The surface of the ramps are to be slatted at intervals not exceeding 380mm. There must be no slats within 150mm of the top of the contact area.

**12.3.4** Slats on dog walk, crossover and A frame: slats must be a maximum of 20mm wide and 10mm high and be fixed horizontally. Slats of rigid construction shall have no sharp edges.

**12.4 Obstacles Approved for Use in Intermediate and Senior Agility Classes Only:**

**12.4.1 Asymmetrical Spread Jump**

Consists of front and rear supported bars which are displaceable upon impact. Height of bar from ground (maximum): Micro 250mm front bar, 300mm rear bar with 200mm between, Mini 300mm

front bar, 380mm rear bar with 300mm between, Midi 380mm front bar, 570mm rear bar with 450mm between, Maxi 570mm front bar, 650mm rear bar with 600mm between (, ,). The distance between the front and rear bar is taken as a horizontal measurement, not ascending the spread. Where smaller dimensions are used the ratio between the height of the front bar and the height of the rear bar must be maintained as close as is practical to that produced above. Additional displacement bars may be added underneath the front and rear bars, but not solely under the rear bar

#### **12.4.2 See-Saw**

Width 300mm; Length 3.65m minimum, 4.3m maximum; Height of central bracket from ground 600mm minimum, 700mm maximum. A plank with a non-slip surface (without slats) is to be firmly mounted on a central bracket and marked with a line 1m from the ground, below this to be known as the "contact area". The time for the end of the see-saw to touch the ground must be not less than 1 second or more than 3 seconds when a 1.5kg weight is placed 300mm from the end of the ramp while it is in the up position.

### **12.5 Obstacles Approved by the Agility Committee for Use in Novelty Classes Only:**

#### **12.5.1 Kiwi Klimb**

Plans and specifications are available from the NZKC upon application

### **12.6 Optional Equipment Approved for Use in Intermediate and Senior Classes**

#### **12.6.1 Wishing Well**

The wishing well will consist of a box base, two uprights and a rooftop, with a displaceable hurdle bar to be placed above the box base. The base must be solid from the ground to the top. Size of the base: height and depth (maxm) micro 200mm x 200mm, mini 300mm x 300 mm, midi 450mm x 450mm, maxi 535mm x 535mm. The length of the box base should be wider than the length of the uprights. The minimum distance between the bar and the base: all four sizes 50mm. The overall length of the hurdle should be a minimum of 1000mm. Bar height from the ground as for hurdles. The gap between the bar height and the rooftop should be a minimum of 1.3 times the height of the bar from the ground.

#### **12.6.2 Multiple Bar Ascending Spread Jump**

Consists of a series of supported bars, ascending in height, which are displaceable upon impact, with bars sitting on a pair of risers that span the spread (distance between front and rear bars). Height of bar from ground maximum) Micro 195mm front bar, 300mm rear bar with 200mm between, Mini 195mm front bar, 380mm rear bar with 300mm between, Midi 195mm front bar, 570mm rear bar with 450mm between, Maxi 195mm front bar, 650mm rear bar with 600mm between (, ,). The distance between the front and rear bars is taken as a horizontal measurement, not ascending the spread. Where smaller dimensions are used the ratio between the height of the front bar, the height of the rear bar and the distance between must be maintained as close as is practical to that produced above. Additional displaceable bars are to be added in between the front and rear bars, evenly spaced, with a maximum of 225mm between the centres of each bar. The distance between the centres of each bar is taken as ascending the spread, not a horizontal measurement. Only the riser required for the height division being judged must be used at that time. Other risers must be removed or folded in such a manner so as to not protrude and be a potential hazard. If wings are used on the multiple bar ascending spread jump it is acceptable for risers to fold back against the wings provided they do not protrude beyond the width of the wing.

### **12.7 Obstacles Approved for Use in Games classes**

In addition to the obstacles outlined in Agility Regulation 16.2 the following obstacles are approved for use in Games classes:

#### **12.7.1 Table**

Surface 900mm square (Micro, Mini and Midi 760 square), Height 760mm maximum (micro, mini and midi 380mm maximum). To be of stable construction with a non-slip surface.

### **13. JUDGING AGILITY AND JUMPERS CLASSES**

#### **13.1 Marking of Standard Classes**

Agility and Jumpers Courses are judged using Standard Marking. The dog with the least number of faults wins a class. In the event of two or more dogs achieving the same number of faults the dog with the faster time beats the slower dog. A disqualification means a dog is eliminated from competition in that class.

#### **13.2 Time Faults**

Time faults are awarded at the rate of one point per completed second over the Standard Course Time.

#### **13.3 Correct Negotiation of the Weave**

When approaching the negotiation of the weave, the first pole is taken on the dog's left and all subsequent poles on alternate sides thereafter.

#### **13.4 Negotiation of the Cross-Over**

Judges may require that dogs enter the cross-over from any direction. Dogs must be directed to exit either left or right and must never be directed to exit straight ahead.

#### **13.5 Refusals**

##### **13.5.1 Points for Refusals**

Each refusal 5 points.

##### **13.5.2 Elimination by Refusal**

Three refusals during the round means elimination.

##### **13.5.3 General Definition of Refusal**

When a dog once put at the obstacle then backs off or goes past and must be put at the obstacle again. If the dog refuses it must re-attempt that obstacle before it can go on (see "Disqualifications").

##### **13.5.4 Definition of Refusal for Specific Obstacles**

In addition to the general definition of a refusal, the following are specific descriptions of refusals pertaining to each obstacle.

###### **13.5.4.1 Hurdles and Spread Jump**

Dog going around or jumps parallel but to one side.

###### **13.5.4.2 Aframe**

Dog going past or leaving the obstacle before the start of descent.

###### **13.5.4.3 Dog Walk**

Dog going past or leaving the obstacle before the start of descent.

###### **13.5.4.4 See-Saw**

Dog going past or leaving the obstacle before the balance point is reached. The balance point is defined as where the see-saw starts to move.

###### **13.5.4.5 Hoop**

Dog going through the frame, space between hoop and frame, going around or underneath.

###### **13.5.4.6 Long Jump**

Dog running past without jumping or jumps parallel but to one side.

###### **13.5.4.7 Tunnels**

Dog entering the tunnel, even if only to the extent of paw or nose and then backing out, or if the dog's head goes past the opening on the outside and has to be brought back to re-take the obstacle.

###### **13.5.4.8 Table**

Performance of the table in Games classes is at the discretion of the Officiating Judge, who may invoke the provision of 13.5.3 General Definition of Refusal.

###### **13.5.4.9 Weaving Poles**

Passing the second weaving pole with no prior attempt to enter the weave. This applies to either side of the weaving poles. No additional refusal or fault will be scored subsequent to having incurred the refusal, until such time as the dog returns to the start of the weaving poles and is re-presented to the obstacle. Subsequent to incurring a refusal, a disqualification may be still be assessed in terms of Agility Regulation 13.7.3.

###### **13.5.4.10 Crossover Ramp**

**10.5.4.10.1** The dog, once having been presented to the crossover, going past the designated up ramp with no attempt to perform the crossover.

**10.5.4.10.2** Once having commenced the designated up ramp, the dog leaving the crossover (i.e. touching the ground) prior to placing a minimum of one foot on a ramp other than the designated up ramp.

## 13.6 Faults

### 13.6.1 Points For Faults

Each fault earns 5 points.

### 13.6.2 General Definition of "Fault"

A fault is incurred when a dog negotiates an obstacle inaccurately.

### 13.6.3 Faults For Specific Obstacles

#### 13.6.3.1 Hurdles, Brush Fence and Asymmetrical Spread Jump

Dog going underneath any bar, jumps a wing, displaces a bar so that any part of a bar falls below its original height or knocks over any part of the jump.

#### 13.6.3.2 See-Saw

If the dog does not maintain contact with See-Saw plank until its latter end touches the ground.

#### 13.6.3.3 Contact Areas

If the dog does not touch a contact area on the See-Saw, Aframe, Dog Walk or Cross-over Ramp.

#### 13.6.3.4 Long Jump

Dog runs through the Jump, cuts any corner or knocks over any part of the jump.

#### 13.6.3.5 Table

No faults but the exercise must be completed correctly.

#### 13.6.3.6 Hoop

Dog displaces or breaks the hoop. Should the broken section of the hoop re attach itself, this is still a fault.

#### 13.6.3.7 Multiple Bar Ascending Spread Jump

Dog going underneath any bar, jumps a wing, displaces a bar so that any part of a bar falls below its original height, cuts a corner or knocks over any part of the jump.

#### 13.6.3.8 Weaving Poles

**13.6.3.8.1** The dog entering the weaving poles with the first weaving pole on the dog's right-hand side.

**13.6.3.8.2** The dog (once it has correctly entered the weaving poles) failing to complete negotiation of the weaving poles in terms of Agility Regulation 13.3.

**13.6.3.8.3** Any part of the handler's body passing between two weaving poles, or touching a weaving pole.

### 13.6.4 General Faults

#### 13.6.4.1 Knock-Downs

Dog or handler knocks down a hurdle or bar or any part of an obstacle.

#### 13.6.4.2 Touching the Dog

**13.6.4.2.1** Physical contact between the handler and dog shall incur a fault if, in the opinion of the judge, the instance of making contact was

(a) a deliberate action by the handler; or

(b) accidental, but resulted in the dog receiving an advantage that it would not have otherwise received.

**13.6.4.2.2** Accidental physical contact between the handler and dog shall not be faulted where the judge deems that no advantage was received as a result of the contact.

#### 13.6.4.3 Handler interacting with Equipment –

A fault shall be incurred if the handler deliberately or accidentally

(a) interacts with any obstacle by touching, jumping or straddling or stepping over any part of it. or

(b) places any part of their body within the aperture of a Hoop, Collapsible Tunnel/Tube or Pipe Tunnel. or

(c) places any part of their body between any two weaving poles at any time; or

(d) goes under any part of any obstacle at any time; or

(e) breaks the start or finish beam of an electronic timer

## **13.7 Disqualifications**

### **13.7.1 Elimination by Disqualification**

A dog that earns a disqualification is eliminated from competition in that class.

### **13.7.2 Harsh handling**

Disqualification by judge.

### **13.7.3 Mandatory Disqualification**

- Taking an obstacle in the incorrect sequence.
- Taking the correct obstacle from the wrong direction. For weaving poles this means the dog passing between the two end poles (i.e. the two furthest from the start of the weaving poles) as if it were negotiating or attempting to negotiate the weaving poles in the wrong direction.
- Three refusals during a round.
- Outside interference during a run includes “double handling” but does not include cheering during around.
- Taking more than the maximum course time.
- Running out of the ring out of control of the handler.
- Fouling (Vomiting, Urinating or defecating) in the ring.
- If the dog starts the course wearing a check chain or any collar other than that allowed under these regulations.
- If the dog commences its run from outside the roped ring area.
- Failure to complete correct negotiation of the weaving poles in terms of Agility Regulation 13.3 either (a) before negotiating the next obstacle, or (b) where the weaving poles are the final obstacle, completing the course by breaking the finish beam of the electronic timer, or crossing the finish line if manual timing is being utilised.
- Where a dog has only been able to complete an obstacle due to the physical assistance of the handler, the dog shall be disqualified. “Physical assistance” shall mean touching or holding the dog so as to guide or control it through or over an obstacle, where the dog would (in the opinion of the judge) have been unable to complete the obstacle otherwise.

## **13.8 Scoring Specific Obstacles**

### **13.8.1 Scoring the Weaving Poles**

**13.8.1.1** There shall be no points penalty in Elementary classes, but the weave must be completed correctly.

**13.8.1.2** In Starters, Novice, Intermediate and Senior classes a maximum of one fault may be awarded under Agility Regulation 13.6.3.8.

**13.8.1.3** In Starters, Novice, Intermediate and Senior classes up to three refusals may be awarded under Agility Regulation 13.5.4.9 (thereby incurring disqualification in terms of Agility Regulation 13.7.3.).

**13.8.1.4** In Games classes, scoring of the weaving poles may vary depending on the nature of the game and the scoring basis must be outlined within the rules of each Games class.

**13.8.1.5** In AD and ADX Advanced classes, any refusal or fault on the weaving poles shall negate the dog from achieving a clear round.

### **13.8.2 Scoring the Table**

Performance of the table in Games classes is at the discretion of the Officiating Judge, who may require the dog to assume a position on the table for a specified count. In this instance, the dog must be in the correct position before counting can commence. If the dog jumps off the table or changes position, the counting is repeated until the dog is back in the correct position, instead of continuing e.g. 5,4,3-3-3,2,1, Go. An electronic counter should be used as a guide for any specified count on the table.

### **13.8.3 Scoring Spread Jumps**

These are to be scored as if the jump was one jump and any refusal or fault to be counted once only.

### **13.8.4 Scoring the Crossover Ramp**

- 13.8.4.1** The dog must go up and down the ramps as designated by the judge.
- 13.8.4.2** If a dog attempts to descend an incorrect ramp by putting more than two paws on the ramp it is a fault. In this instance, the dog must continue down the ramp to the ground and return to the designated up ramp and negotiate the obstacle correctly before continuing.
- 13.8.4.3** A dog failing to complete the descent of an incorrect ramp once it has placed more than two paws on the incorrect ramp, or attempting to ascend the crossover by other than the designated up ramp is to be disqualified.
- 13.8.4.4** In the event of a dog descending via an incorrect ramp, the off contact point of the incorrect ramp is not judged.
- 13.8.4.5** In Novice, Intermediate and Senior classes a maximum of one fault may be incurred under Agility Regulation 13.8.4.2.
- 13.8.4.6** In Novice, Intermediate and Senior classes up to three refusals may be awarded under Agility Regulation 13.5.4.10 (thereby incurring disqualification in terms of Agility Regulation 13.7.3.).
- 13.8.4.7** In Games classes, scoring of the crossover may vary depending on the nature of the game and the scoring basis must be outlined within the rules of each Games class.
- 13.8.4.8** In AD and ADX Advanced classes, any refusal or fault on the crossover shall negate the dog from achieving a clear round.
- 13.8.4.9** Additional faults or disqualification may be awarded on the crossover for failure to touch a contact point, handler interaction with the equipment, touching the dog, physically assisting the dog, or any other means of faulting or disqualification that may apply as described within the Agility Regulations.

### **13.8.5 Scoring the Hoop**

In the event of a refusal having been incurred where the dog runs past the hoop, no penalty shall be assessed for the dog returning underneath the hoop or through any frame supporting the hoop.

### **13.9 Stopping A Round**

A judge may stop a dog and handler during their round if some unforeseen circumstance places either at risk, e.g. another dog loose in the work area, a dog or handler apparently injured, an obstacle blown down or the collapsible tunnel twisted.

### **13.10 Re-runs**

#### **13.10.1 Re-runs permitted in some circumstances**

Competitors will be allowed re-runs at the judge's discretion under the following conditions

- (i) Failure of any obstacle.
- (ii) Outside interference.
- (iii) Timing failure.
- (iv) Any other unforeseen circumstance which in the opinion of the judge has unfairly disadvantaged the chances of the dog continuing unimpeded and/or safely.

#### **13.10.2 Timing of Re-run**

In the event of a dog being awarded a re-run the judge shall liaise with the handler to determine when the dog will re-run.

#### **13.10.3 Calculation of Faults on Re-run**

Faults accumulated up until the point at which the incident occurred in the original round will count. No further faults for this part of the course may be incurred, except that the course must ultimately be run correctly. A missed obstacle not corrected will be penalised with elimination.

### **13.11 Practice**

No practice is to be allowed on the course prior to judging. If the host club allows practice in the ring after the completion of the class, no food may be carried into the ring during the practice time or at any other time until the completion of the Event.

### **13.12 Standard Course Time**

A Standard Course Time will be set by the judge for each individual course, taking into account the level of the class. The maximum course time allowed per dog in Senior and Jumpers A classes will be 150 per cent of the Large dog Qualifying Course Time, and in all other classes will be 150 per cent of the Standard Course Time.

### 13.13 Distance Between Obstacles.

#### 13.13.1 Consecutive Jumping Obstacles

Consecutive Jumping obstacles (other than spread and long jumps) placed so that the dog can travel in a straight line between them must have a minimum of four metres between centres. If either or both of the obstacles is a spread or long jump this distance must be increased to a minimum of six metres.

#### 13.13.2 Unimpeded Run Up

There must be a minimum of four metre unimpeded run up before and after Jumping obstacles. For long and spread jumps this distance must be a minimum of six metres. Asymmetrical spread jumps and Multiple bar ascending spread jumps must not be situated on a corner or with a tight turn required either before or after.

## G. AGILITY

### 14. APPROVED AGILITY CLASSES

#### 14.1 Standard Agility Classes

Standard agility classes are Elementary B, Elementary A, Starters, Novice, Intermediate, and Senior.

#### 14.1.1 Elementary A & B

##### 14.1.1.1 Eligibility to Enter

- 14.1.1.1.1 Elementary B – Open to new handlers who are handling new dogs. A new handler is defined as the handler never having won an Elementary on a clear round, placed 1st to 3rd in any other standard agility class on a clear round or attained the title of AD or JD with any dog. Open to dogs that have never won an Elementary class on a clear round, placed 1st to 3rd in any other standard agility class on a clear round or attained the title of AD or JD.
- 14.1.1.1.2 Dogs winning Elementary B on a clear round are eligible for Elementary A.
- 14.1.1.1.3 Elementary A – Open to any handler with a dog that has never won an Elementary A class on a clear round, placed 1st to 3rd in any other standard agility class on a clear round or attained the title of AD or JD

##### 14.1.1.2 Exclusions

- Dogs may not be entered in both Elementary B and Elementary A.
- Dogs entered in Elementary B or A may not also be entered in the Novice class or AD at the same event.

##### 14.1.1.3 Obstacles

Elementary B :Standard Obstacles defined in clause 12.2 only to be used, excluding the weave and hoop.

Elementary A :Standard Obstacles defined in clause 12.2 only to be used excluding the hoop. All Elementary A courses must contain one set of either 4 or 6 weaving poles.

##### 14.1.1.4 Number of Obstacles

Courses for Elementary classes must comprise a minimum of 10 and a maximum of 15 numbered standard obstacles. All obstacles must be numbered and run in sequence.

##### 14.1.1.5. Rate of travel.

The standard course time for Elementary will be calculated using 2 /m/s as the rate of travel.

##### 14.1.1.6 Judge of Elementary Class

Any person not being a disqualified person under the Rules or Regulations of the NZKC.

##### 14.1.1.6.1 Course for Elementary classes.

Trainee judges and other people who are not on any Agility Judges Panel, must use an Elementary Course drawn from the standard courses supplied by the NZKC Agility Committee. Changes may be made to the course only if approved by a Senior judge on the day.

#### 14.2.1 Starters

##### 14.1.2.1 Eligibility to Enter

Only open to dogs which have not achieved the requisite win and/or points requirement (as detailed in 14.2 below) in classes at recognised Agility Fixtures with clear rounds. AD and ADX qualified dogs are not eligible for this class.



- 14.1.2.2 Obstacles**  
Standard Obstacles defined in clause 12.2 to be used. All Starter Agility classes must contain a full set of 12 weavepoles.
- 14.1.2.3 Number of Obstacles**  
Courses for Starters classes must comprise a minimum of 13 and maximum of 18 numbered standard obstacles. All obstacles must be numbered and run in sequence.
- 14.1.2.4. Rate of travel.**  
The standard course time for Starters will be calculated using 2.5m/s as the minimum rate of travel
- 14.1.3 Novice**
- 14.1.3.1 Eligibility to Enter**  
Open to all except Senior qualified dogs.
- 14.1.3.2 Obstacles**  
Standard obstacles defined in clauses 12.2 and 12.3 to be used. Weave poles, if used must be an even number from 6-12
- 14.1.3.3 Number of Obstacles**  
Courses for Novice classes must comprise a minimum of 15 and maximum of 18 numbered standard obstacles. All obstacles must be numbered and run in sequence.
- 14.1.3.4. Rate of travel.**  
The standard course time for Novice will be calculated using 2.5m/s as the minimum rate of travel.
- 14.1.4 Intermediate**
- 14.1.4.1 Eligibility to Enter**  
Open to all dogs except dogs eligible to enter Starters.
- 14.1.4.2 Obstacles**  
Standard obstacles defined in clauses 12.2, 12.3 and 12.4 to be used. In addition further obstacles defined in clause 12.6 may be used with the prior approval of the officiating judge. Weave poles, if used, must be an even number from 6-12.
- 14.1.4.3 Number of Obstacles**  
Courses for Intermediate classes must comprise a minimum of 15 and maximum of 20 numbered standard obstacles. All obstacles must be numbered and run in sequence.
- 14.1.4.4. Rate of travel.**  
The standard course time for Intermediate will be calculated using 2.75m/s as the minimum rate of travel.
- 14.1.5 Senior**
- 14.1.5.1 Eligibility to Enter**  
Open to all dogs that have achieved the requisite win and/or points requirement (as detailed in 14.2 below) in Novice and/or Intermediate classes at recognised Agility Events.
- 14.1.5.2 Obstacles**  
Standard obstacles defined in clauses 12.2, 12.3 and 12.4 to be used. In addition further obstacles defined in clause 12.6 may be used with the prior approval of the officiating judge. Weave poles, if used, must be an even number from 6-12.
- 14.1.5.3 Number of Obstacles**  
Courses for Senior classes must comprise a minimum of 15 and maximum of 25 numbered standard obstacles. All obstacles must be numbered and run in sequence.
- 14.1.5.4 Rate of travel for QCT.**  
A qualifying course time will be set for the purpose of awarding challenge certificates. A qualifying course time (QCT) will be calculated using rate of travel.
- 14.1.5.4.1** Where the class is not split, a QCT will be calculated using the rate of travel of 3.25-3.75 m/s and adding 7.5%.
- 14.1.5.4.2** Where the class is split, two QCTs will be calculated – a large dog QCT (for maxi and midi dogs) and a small dog QCT(for micro and mini dogs). The large dog QCT will be calculated using the rate of travel of 3.25-3.75 m/s. The small dog QCT will be calculated by adding 7.5% to the large dog QCT.
- 14.1.5.5 Standard course time (SCT) .**  
The SCT is determined by adding 20% to the large dog QCT.
- 14.1.5.6 Maximum course time (MCT).**  
The MCT is calculated by multiplying the large dog QCT by 1.5.

## **14.2 Graduation in Agility Classes**

### **14.2.1 Graduation from Starters to Intermediate**

#### **14.2.1.1 Criteria for Graduation**

A dog will become eligible to enter Intermediate classes when they have achieved:

- 2 wins with clear rounds in Starters and/or Novice Agility classes or,
- 1 win with a clear round in Starters and/or Novice Agility classes plus a further 3 points gained in such classes or,
- the award of the AD title.

### **14.2.2 Graduation from Novice to Senior**

#### **14.2.2.1 Criteria for Graduation**

A dog will become eligible to enter Senior classes when they have achieved:

- 3 wins with clear rounds in Novice and/or Intermediate Agility classes or,
- 2 wins with clear rounds in Novice and/or Intermediate classes plus a further 3 points (or ADX) gained in such classes or,
- 1 win with a clear round in Novice and/or Intermediate classes plus a further 6 points (or 3 points plus ADX) gained in such classes.

## **14.3 Clean Slate Policy**

Wins and Points counting for Agility Graduation

A Starter dog which gains wins and/or points in Novice classes in order to meet the graduation criteria from Starters to Intermediate, may not use those same wins and/or points to count toward graduation from Novice to Senior.

Subsequent wins and/or points gained in Novice classes after the Starters graduation criteria has been met, will however count toward graduation criteria for Senior.

In the event that a Starters dog gains wins and/or points in both Starters and Novice in the same day, the Starters wins and points will be reckoned toward graduation prior to the consideration of Novice wins and points gained on that day.

## **14.4 Novelty Classes**

### **14.4.1 Novelty Classes**

Novelty classes may be held in addition to the classes laid down in these Regulations. Novelty classes may be held at any agility fixture. The course shall be approved by an agility judge as suitable for the standard of competition. The conditions to govern any Novelty class are to be decided by the society conducting the class and must be displayed for all competitors.

### **14.4.2 Obstacles**

Standard Obstacles shall be used. In addition further approved obstacles may be used with the prior approval of the officiating judge

## H. JUMPERS

### 15. JUMPERS GRADES AND GRADUATION

#### 15.1 Standard Jumpers Classes

Standard jumpers classes are Jumpers C, Jumpers B and Jumpers A.

##### 15.1.1 Grade C

###### 15.1.1.1 Eligibility to Enter

Open to all dogs which have not achieved the requisite win and/or points requirement (as detailed in 15.2.1 below) in Grade C Jumpers classes at recognised Agility Fixtures with clear rounds. JDX qualified dogs are not eligible for this class.

###### 15.1.1.2 Obstacles

Standard Obstacles defined in clause 12.2 to be used. However no weaves are to be used in any Jumpers classes.

###### 15.1.1.3 Number of Obstacles

Courses for Grade C Jumpers must comprise a minimum of 15 and maximum of 18 numbered standard obstacles. All obstacles must be numbered and run in sequence.

###### 15.1.1.4 Rate of Travel

Grade C Jumpers course times must be calculated at a rate of travel of between 2.75 and 3.25 metres per second

##### 15.1.2 Grade B

###### 15.1.2.1 Eligibility to Enter

Open to all dogs that have met the graduation criteria as detailed in 15.2.1 below and not yet met the graduation criteria as detailed in 15.2.2.

###### 15.1.2.2 Obstacles

Standard obstacles defined in clauses 12.2 to be used. However, no weaves are to be used in Jumpers classes.

###### 15.1.2.3 Number of Obstacles

Courses for Grade B Jumpers must comprise a minimum of 15 and maximum of 20 numbered standard obstacles. All obstacles must be numbered and run in sequence.

###### 15.1.2.4 Rate of Travel

Grade B Jumpers course times must be calculated at a rate of travel of between 3.25 and 3.75 metres per second

##### 15.1.3 Grade A

###### 15.1.3.1 Eligibility to Enter

Open to dogs who have met the graduation criteria as outlined in 15.2.2 below.

###### 15.1.3.2 Obstacles

Standard obstacles defined in clauses 12.2 to be used. In addition further obstacles defined in clause 12.4.1 and 12.6 may also be used. No weaves are to be used in any Jumpers classes.

###### 15.1.3.3 Number of Obstacles

Courses for Grade A Jumpers must comprise a minimum of 15 and maximum of 25 numbered standard obstacles. All obstacles must be numbered and run in sequence.

###### 15.1.3.4 Rate of Travel

A qualifying course time will be set for the purpose of awarding challenge certificates. A qualifying course time (QCT) will be calculated using rate of travel.

**15.1.3.4.1** Where the class is not split, a QCT will be calculated using the rate of travel of 3.75-4.25 m/s and adding 5%.

**15.1.3.4.2** Where the class is split, two QCTs will be calculated – a large dog QCT (for maxi and midi dogs) and a small dog QCT (for micro and mini dogs). The large dog QCT will be calculated using the rate of travel of 3.75-4.25 m/s. The small dog QCT will be calculated by adding 5% to the large dog QCT.

###### 15.1.3.5 Standard course time (SCT)

The SCT is determined by adding 15% to the large dog QCT.

###### 15.1.3.6 Maximum course time (MCT).

The MCT is calculated by multiplying the large dog QCT by 1.5.

#### 15.2 Graduation in Jumpers Classes

##### 15.2.1 Graduation from Grade C to Grade B

###### 15.2.1.1 Criteria for Graduation

A dog will become eligible for entry into Grade B classes when it has achieved:

- 2 wins with clear rounds in Grade C Jumpers classes or,
- 1 win with a clear round in Grade C Jumpers classes plus 3 points gained in such classes or,

- JD title by gaining 25 clear rounds in Championship Grade C classes. Graduation is optional in this case.

#### **15.2.1.2 Additional Criteria for Graduation at Open Agility Events**

A dog shall become eligible for entry into Grade B classes at Open agility events once it has gained any of the criteria in 15.2.1.1 or

- 25 clear rounds in Open Agility Event Grade C classes or,
- A combined total of 25 clear rounds from Open and Championship Agility Events

#### **15.2.1.3 Additional Criteria for Graduation at Ribbon Trials**

A dog shall become eligible for entry into Grade B classes at Ribbon Trials once it has gained any of the criteria in 15.2.1.1 or 15.2.1.2 or

- 25 clear rounds in Ribbon Trial Grade C classes or,
- A combined total for 25 clear rounds from Open, Championship or Ribbon Trial Grade C classes.

#### **15.2.1.4. Graduation using 25 clear rounds.**

This is an optional method of graduation. Once a dog graduates to Jumpers B using this method they cannot go back down to Jumpers C.

#### **15.2.1.5 Clear Rounds gained at Specialist Breed Fixtures**

When assessing the number of clear rounds gained under 15.2.1.2 and 15.2.1.3, clear rounds gained at Specialist Breed fixtures will not be counted towards the graduation criteria of the dog at an All Breeds fixture but will be counted towards the graduation criteria of the dog at subsequent Specialist Breed fixtures.

### **15.2.2 Graduation from Grade B to Grade A**

#### **15.2.2.1 Criteria for Graduation**

A dog will become eligible for entry into Grade A classes when it has achieved:

- 3 wins with clear rounds in Grade B Jumpers classes or,
- 2 wins with clear rounds in Grade B Jumpers classes plus a further 3 points (or JDX or 25 clear rounds) gained in such classes or,
- 1 win with a clear round in Grade B Jumpers classes plus a further 6 points (or 3 points plus JDX or 3 points plus 25 clear rounds) gained in such classes.

## I. GAMES

### 16 GAMES GRADES AND GRADUATION

#### 16.1 Standard Games Classes

Standard Games classes are: Gamblers, Snooker, Jumpers Pairs and Blackjack. A Club may offer one or more Games classes at a fixture. Standard games classes will be offered in three grades – C, B and A, with A being the highest grade.

#### 16.2 Games Obstacles

##### 16.2.1 Grade C obstacles

Hurdle, hoop, flexitunnel, collapsible tunnel, long jump, brush fence, weave, wings, dog-walk, A-frame and crossover may be used, depending on the game.

##### 16.2.2 Grade B obstacles

Standard obstacles defined for Grade C may be used. In addition, the asymmetric spread jump and seesaw may also be used, with the prior approval of the officiating judge.

##### 16.2.3 Grade A obstacles

Standard obstacles defined for Grade C and B may be used. In addition, the wishing well and multiple bar ascending spread jump may be used, with the prior approval of the officiating judge.

##### 16.2.4. Combination obstacles.

Combination obstacles may be used in Snooker, Blackjack and Gamblers, except that in Grade C combination obstacles are not permitted. A combination may be formed by combining two or more obstacles into a sequence.

###### 16.2.4.1 Use of weaving poles and contact obstacles in combinations.

Only one of the following may be used in combination:- weave, A-frame, dog-walk, crossover, seesaw.

###### 16.2.4.2 Value of combination obstacles.

In Blackjack and Gamblers a combination obstacle is worth 7 points. In Snooker the judge puts the value on it.

###### 16.2.4.3 Use of combination obstacles. In Grade B two (2) obstacles may be paired to form a combination. In Grade A up to four (4) obstacles may be combined. The direction of the obstacles within a combination is determined by the judge and may be different in the opening and closing sequence.

###### 16.2.4.4 Number of combination obstacles. In Grade C no combination obstacles are to be used. In Grade B one (1) combination may be used. In Grade A two (2) combinations may be used.

#### 16.3 Qualifying Certificates

Qualifying Certificates will be offered for competition in Games classes and will be awarded to those dogs which meet the criteria set down for that game.

#### 16.4 Graduation in Games Classes

Wins and points will count for graduation purposes only if a Qualifying Certificate was also awarded. Once a dog has met the criteria for graduation from a grade, it will then be considered to have advanced out of that grade for ALL Games classes.

##### 16.4.1 Graduation from Grade C

A dog will become eligible for entry into Grade B classes when it has achieved one of the following:

- 3 wins (or 2 wins and 1 point, or 1 win and 6 points) in Grade C Games classes. They must gain at least 1 qualifying certificate in each of Gamblers and Snooker, or
- gained an award or title at Senior agility, or
- gained 25 qualifying certificates (GD title). Graduation is optional in this case.

##### 16.4.2 Graduation from Grade B

A dog will become eligible for entry into Grade A classes when it has achieved one of the following:

- 3 wins (or 2 wins and 1 point, or 1 win and 6 points) in Grade B Games classes. They must gain at least 1 qualifying certificates in each of Gamblers and Snooker.

#### 16.5 Rates of Travel

The rate of travel of the dog for the purposes of qualifying certificates must be as specified.

##### 16.5.1 Gamblers, Snooker and Blackjack.

Rate of travel (minimum) is 2.5 m/s (Grade C), 2.75 m/s (Grade B) and 3 m/s (Grade A)

##### 16.5.2 Jumpers pairs.

Rate of travel (minimum) is 2.75 m/s (Grade C), 3.25 m/s (Grade B) and 3.75 m/s (Grade A)

## 17. Games Classes

### 17.1 GAMBLERS

Gamblers is an agility game. The purpose of this game is to demonstrate strategy and to test the ability of the handler to work their dog at a distance.

#### 17.1.1 General Description

Gamblers is a game with two parts – The opening sequence (or points accumulation period), and the closing sequence (or Gamble). During the points accumulation period (PAP) the handler creates their own course accumulating as many points as possible in a given time. The judge will call out the points for each obstacle after it has been successfully completed. The “Gamble” is a distance challenge during which, the handler stays behind a determined line while the dog negotiates a sequence as determined by the judge, within the time given.

#### 17.1.2 Points Accumulation Period (PAP)

##### 17.1.2.1 Obstacles used and Value.

Obstacles listed for each grade in 16.2. Number of contact obstacles to be used:- 1 for Grade C, 2 for Grade B and 3 for Grade A. Value: Jump 1pt, tunnel, hoop, long jump 3pts, 6 pole weave, contacts 5 pts, 12 pole weave, combinations 7 pts

##### 17.1.2.2 Start and finish of PAP.

The dog negotiates the scoring or non-scoring start obstacle as defined by the judge and continues completing obstacles as desired until the end of the Points Accumulation Period. A sound at 30 seconds denotes the end of the opening sequence.

##### 17.1.2.3. Negotiation of obstacles during PAP.

The dog may negotiate an obstacle from any direction (except for the seesaw and collapsible tunnel) any number of times, but can only score each obstacle twice. Obstacles may not be taken back to back. Obstacles taken after the gamble horn has sounded, on the way to the gamble, are not scored.

##### 17.1.2.4 Negotiation of gamble obstacles during the Points accumulation period (PAP).

The dog may negotiate one obstacle in the gamble at a time, from any direction. During the PAP the handler may go inside the gamble area. If the horn sounds to signal the start of the gamble period, the handler must exit the Handler restriction area before beginning the gamble sequence.

##### 17.1.2.5 Judging during the PAP.

Dogs negotiating obstacles correctly score points. A dog must reach the contact point before the obstacle can be scored.

###### 17.1.2.5.1 Mistakes made during a run.

Knocked poles and missed contacts score no points. Poles are not replaced during the round so that when a pole is knocked that jump is not worth any points should it be negotiated later in the run. The weave will gain points if mistakes are corrected. Refusals are not judged during the PAP.

###### 17.1.2.5.2 Negotiating gamble obstacles during PAP.

If a dog negotiates two or more gamble obstacles, without putting a non-gamble obstacle in between, the dog is disqualified.

#### 17.1.3 Gamble.

**17.1.3.1. Start and finish of the gamble.** Following the sound to denote the end of the PAP, the handler must direct the dog to attempt the gamble. The dog will not be penalised for negotiating (non-gamble) obstacles when moving from the end of the PAP to the start of the gamble; however none of those obstacles negotiated will be scored. The timer is set on the last obstacle of the gamble, which may be the table. The start line and the gamble will usually be positioned further away from the highest point obstacles.

**17.1.3.2 Obstacles used.** Obstacles that may be used for each grade are listed in 16.2. Judges may use contacts and weave in the Gamble as per the qualification table.

##### 17.1.3.3 Negotiation of obstacles during the gamble.

Obstacles must be negotiated in number order, in the direction indicated by the judge.

##### 17.1.3.4 Scoring the Gamble.

First obstacle: 2 points, Second obstacle:4 points, Third obstacle: 6 points, Fourth obstacle: 8 points, Fifth obstacle: 10 points. A gamble with 4 obstacles will be worth 2 + 4 + 6 + 8 = 20 Points.

##### 17.1.3.5 Judging during the gamble.

Refusals will not be judged during the gamble. Any other mistakes will be judged during the gamble. The judge will signal end of scoring and the dog should be directed to the finish. The gamble time will be set based on the total distance for the gamble and the level of the class.

##### 17.1.3.6 Handler restriction area.

There will be a handler restriction area, which the handler may not enter. This may be formed by a rope or line marked on the ground, or by placement of obstacles (eg. handler may not pass the first hurdle in the gamble.) If the handler puts a foot into the handler restriction area no points will be received for the gamble. If the handler is in the restricted area when the signal sounds, and they leave it before their dog performs the first gamble obstacle, they will not be penalised.

#### 17.1.4. Qualification Criteria

In order to gain a qualifying certificate, dogs must meet the minimum requirements as laid out in the Qualification table.

#### Qualification Table

Level	Time allowed for PAP (sec) maxm	Points to be gained in PAP minm	Gamble distance maxm	No. of obstacles in Gamble maxm	Obstacles permitted in gamble	Points to be gained in Gamble
C	30	20	3	3	16.2.1. No weave or contacts	all
B	30	25	5	4	16.2.2. maxm 12 weave and one contact	all
A	30	30	7	5	16.2.3. maxm of 12 weave, one contact	all

#### 17.1.5. Defining the class winner

The winner will be determined by placing dogs that qualified above dogs that did not. The dog with the highest points is ranked first. In the event of a tie on points, the dog with the fastest time is declared the winner.

### 17.2 Snooker

Snooker is an agility game. It is a two part game involving strategy and teamwork. The handler and dog will often run past obstacles on their way to higher scoring ones.

#### 17.2.1 General Description

The course comprises 9 obstacles (unless a combination is used for a colour) and is set up with three "red" jumps and 6 other "colour" obstacles, the, yellow, green, brown, blue, pink and black in order of difficulty. The aim is to collect as many points as possible in the opening sequence and then to complete the closing sequence without faults or refusals within the time allowed. The judge will set a time limit based on the ROT for that level, which must not exceed 50 seconds.

##### 17.2.1.1 Obstacles used in snooker.

Obstacles that may be used for each grade are listed in 16.2. The number of contact obstacles to be used is:- one(1) for Grade C, two(2) for Grade B and three(3) for Grade A. The highest scoring obstacles should be the most difficult ones to negotiate or to get to on the course. In all Grades three (3) red jumps are to be used.

##### 17.2.1.2 Obstacle Points Values

Red =1, Yellow =2, Green =3, Brown =4, Blue =5, Pink =6, Black =7. The Black is the most difficult obstacle.

##### 17.2.1.3. Displaced obstacles.

Displaced obstacles are not replaced during a round and gain no points.

#### 17.2.2 Opening Sequence

The opening sequence involves the handler directing the dog to negotiate a "red" obstacle, followed by a "colour" obstacle in sequence until all of the red obstacles have been negotiated. eg. Where there are 3 reds, the opening sequence goes red-colour-red-colour-red-colour. Successfully negotiating a red earns you the right to negotiate a colour.

##### 17.2.2.1 Start and finish of the opening period.

To commence the opening sequence, the judge may use a non-scoring jump, or a red.

##### 17.2.2.2 Negotiation of the red jumps.

The red jumps should be clearly distinguishable from any other jumps. A red can be taken from either direction. A red must be taken successfully before a colour is attempted. If a red is knocked down, the handler may not carry on to a colour, but must take another red obstacle. Each red can be taken only once. If the last red is knocked down the handler must proceed to the closing sequence.

##### 17.2.2.3 Negotiation of the coloured obstacles.

Coloured obstacles can be taken from any direction (except seesaw and collapsible tunnel). Only one colour obstacle may be completed between each red obstacle. The handler may direct the dog to perform the same coloured obstacle each time.

#### 17.2.2.4 Combination obstacles.

##### 17.2.2.4.1 Use of combination obstacles.

Combination obstacles are not to be used in Grade C. In Grades B and A, coloured obstacles may be combination obstacles. In Grade B two (2) obstacles may be paired to form a combination. In Grade A up to four (4) obstacles may be combined. The direction of the obstacles within a combination is determined by the judge and may be different in the opening and closing sequence.

##### 17.2.2.4.2 Number of combination obstacles.

In Grade C no combination obstacles are to be used. In Grade B one (1) combination may be used. In Grade A two (2) combinations may be used.

#### 17.2.2.5 Scoring of the opening sequence.

Only obstacles correctly negotiated will score points. The red jumps will score 1 point. The other coloured obstacles will score the points allocated to them by the judge.

#### 17.2.2.6 Judging the opening sequence.

17.2.2.6.1 There are no refusals.

17.2.2.6.2. Faulted are judged as usual.

17.2.2.6.3 Disqualification will result where the sequence is taken incorrectly.

#### 17.2.3 Closing Sequence.

At the completion of the opening sequence, the handler must direct the dog to attempt each of the colour obstacles in a numerical (colour) sequence commencing with 2 (yellow) and concluding with the 7 or (black) obstacle prior to crossing the finish line and stopping the clock. The finish for the closing sequence may be a non-scoring jump, or the final obstacle in the sequence.

##### 17.2.3.1 Judging the closing sequence.

A refusal, fault or wrong course gained during the closing sequence causes the game to end. The judge signals the mistake and the handler immediately takes the dog over the finish line. Failure to continue and stop the clock results in disqualification.

#### 17.2.4 End of the Game

A signal is given when the time given by the Judge has elapsed, and scoring will then cease. The Game ends when the dog crosses the finish line and stops the clock. If the time elapses while the dog is still negotiating an obstacle, the obstacle will be scored if the dog has reached a point on the obstacle where the obstacle could no longer be faulted (eg dog is on contact point).

The game will also end, and the dog must be taken to the finish, if

17.2.4.1 any obstacle is taken out of sequence (in either opening or closing sequence)

17.2.4.2 any fault or refusal is made during the closing sequence.

#### 17.2.5 Qualification Criteria

The judge will work out a time based on the rate of travel allowed for the level, up to a maximum time of 50 seconds. Qualification Certificates for each grade will be awarded to the dogs which attain the standard as set down in the table below, within the allotted time.

Level	Opening Sequence points must complete opening sequence	Closing Sequence points must complete closing sequence
Grade C	10	27
Grade B	15	27
Grade A	20	27

#### 17.2.6 Defining the Class Winner

The winner of a Snooker Class is the dog who successfully completes the opening and closing sequence, and has the highest total points accumulated during the given amount of time. In the event of a tie, the dog with the fastest time is declared the winner. The maximum number of points is  $24+27 = 51$



## 17.3 Jumpers Pairs

Jumpers Pairs is a Jumpers game. There are to be no weaves and no contact obstacles. There are no combination obstacles in Jumpers Pairs.

### 17.3.1 General Description

Jumpers pairs is a game where two dogs and two handlers of the same grade run a relay style event over a jumpers course as set by the judge. The course is usually different for each dog, although some non-jumping obstacles may be in common. The first dog of the pair negotiates the first course. When they complete the last obstacle, the second dog starts and negotiates the second course.

### 17.3.2. Obstacles to be used.

**17.3.2.1 Grade C.** Standard Obstacles defined in clause 12.2 to be used. In a Grade C Jumpers pairs course each dog must negotiate between 8 -10 obstacles. Grade C Jumpers pairs course times must be calculated at a rate of travel of between 2.75 and 3.25 metres per second

**17.3.2.2 Grade B.** Standard obstacles defined in clauses 12.2 to be used. . In a Grade B Jumpers pairs course each dog must negotiate between 10-12 obstacles. Grade B Jumpers pairs course times must be calculated at a rate of travel of between 3.25 and 3.75 metres per second

**17.3.2.3. Grade A.** Standard obstacles defined in clauses 12.2 to be used. In addition further obstacles defined in clause 12.4.1 and 12.6 may also be used.. In a Grade A Jumpers pairs course each dog must negotiate between 12-15 obstacles. Grade A Jumpers pairs course times must be calculated at a rate of travel of between 3.5 and 4 metres per second

### 17.3.2 Entering a Jumpers Pairs competition.

#### 17.3.2.1 Jumpers Pairs height.

Clubs may offer Jumpers Pairs at one of two levels: either mixed height team competition or same height team competition. In mixed height the Club may define which course the smallest dog of the pair attempts to minimise the number of jump height changes. Where the type of competition is not defined in the schedule it will be assumed to a same height competition.

#### 17.3.2.2 Entering Jumpers pairs.

An entry for Jumpers pairs is reckoned as a single entry.

##### 17.3.2.2.1 Altering a Jumpers pair.

Once entries have closed, alterations may only be made if two pairs are each affected by the withdrawal of a partner. In this case, at the discretion of the club, the remaining members may form a new pair.

### 17.3.3 Start and finish of jumpers pairs.

The start and finish will be defines like a normal jumpers course. Numbering may be consecutive, or a different set of numbers may be used for each part of the course.

### 17.3.4 Scoring.

Standard scoring for jumpers courses applies.

### 17.3.5 Judging Considerations

Standard judging as regards refusals, faults and disqualification applies.

17.3.5.1 Any rails displaced during the round will not be replaced. If that hurdle is required to be negotiated subsequently, it must be performed even if the performance is simply to send the dog through the jump uprights.

17.3.5.2 Where the second dog starts before the first dog finishes the team will be disqualified.

### 17.3.6 Qualification

Both dogs in the team must be in the same Grade C, B, or A. Those pairs which achieve a clear round within the set Standard Course time will be deemed to have qualified, and both members of the team will receive a Qualification Certificate. The Standard course time will be calculated using the rate of travel as outlined under Jumpers for each Grade.

### 17.3.7. Defining the class winner.

The team with the lowest faults in the fastest time will win.

## 17.4 BlackJack

Blackjack is a game which is drawn from the popular gambling card game. It involves strategy and teamwork, and the ability to recalculate should things go wrong. The aim of the game is for the dog and handler combination to accumulate 21 points in as short a time as possible.

### 17.4.1 General Description

The handler must start on the start obstacle, decide their own course and complete the obstacles correctly until 21 points have been collected, and then finish the course. The obstacles on the course are given a points value and the judge will call out the points for each obstacle after it has been correctly negotiated.

### 17.4.2. Obstacles used in Black jack.

Obstacles that may be used for each grade are listed in 16.2. The number of contact obstacles to be used is:- one (1) for Grade C, two (2) for Grade B and three (3) for Grade A.

#### 17.4.2.1 Obstacle points.

The obstacles on the course will be allocated points as follows:

Hurdles - 1pt, tunnels, Spread Jumps, Long jump & hoop, - 3pts, Contact Obstacles or 6 weave poles - 5 pts, Weave (12 poles) and combination obstacles -7pts

### 17.4.3 Start and finish.

The dog starts by negotiating the start obstacle as defined by the judge. This is a non-scoring obstacle at the start, but can score points later in the sequence. The finish obstacle is simply a point at which the time stops, and is non-scoring.

### 17.4.4 Negotiation of obstacles.

Obstacles may be taken in any order and from either direction, with the obvious exception of the seesaw and collapsible tunnel. Obstacles may not be done back to back.

### 17.4.5 Scoring

Each obstacle can be scored a maximum of twice, with further attempts not scoring.. Bars are not replaced during the round and those jumps cannot be scored. If during the round the dog takes the denoted finish obstacle, the run is ended and the dog is credited with the points gained up to that time.

### 17.4.6 Judging

Refusals are not judged in Blackjack. Missed contacts and knocked rails result in that obstacle not being scored. Errors in the weave are not faulted however the weaves must be completed correctly in order to be scored. The judge calls the value of each obstacle correctly completed which are noted by the scribe. If an obstacle is not scored the judge will call "No".

### 17.4.7 Qualification

The judge will define an appropriate course length based on the shortest possible course which can gain 21 points. A qualifying time will be calculated according to the course length, using the rate of travel as outlined for agility at each grade. This time must not exceed 50 seconds.

All dogs which gain 21 points within the time set by the judge will be awarded a qualification certificate.

### 17.4.8 Defining the Class Winner

The winner of the class is the dog which accumulates 21 points in the shortest time. If no dog collects 21 points, then the highest score less than 21 with the fastest time will win. Any dog accumulating more than 21 points will be disqualified.

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