

# How do my dog and I graduate through the various Agility, Jumpers and Games classes and/or gain awards?

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*A resource prepared by Jackie Olley,  
Hawke's Bay Dog Training Club*



## Author's Note

I was asked to devise something to help Hawke's Bay DTC club members and, in particular members new to Agility, to find their way around: Eligibility to enter competition; Graduation through the levels of Agility, Jumpers and Games; and, to identify which Awards and / or Titles they could or would achieve on the way.

Important: The booklet doesn't provide information about things like faults and refusals or what you need to do BEFORE you enter a Championship Event or Ribbon trial - that information can be found on the Dogs NZ Agility Site under *Information* in the menu or click on the following link or cut and paste into your browser - <http://www.dogagility.org.nz/information.html> - if you get a message 404 page not found when following the link - reselect *Information* on the left hand menu.

Context:

1. One handler with one dog - though a handler may run multiple dogs who may be graded at different Grades.
2. **Championship Events only** - corresponding information regarding Ribbon Trials, Open and Club days can be found in the Regulations usually close to the Championship info.
3. All numbered references refer to the appropriate Section or Subsection of the Dogs New Zealand (Dogs NZ) Agility Regulations effective 1 April 2020 ("the Regulations") although the text may have been paraphrased very slightly. Additionally, I have taken the liberty of changing New Zealand Kennel Club or NZKC to Dogs New Zealand or Dogs NZ to reflect the recent change of name.

Whilst all the information is provided by Dogs NZ in the Regulations it can be difficult to find and link it all together as I'm sure you will realise if you look at the Section and Subsection references - I hope this booklet helps us all to get the information we're looking for more easily.

To access the Regulations, cut and paste the address below into your browser

<http://dogagility.org.nz/ACdocs/Regulations/202004DogsNZAgilityRegulations.pdf>

By special request, I have grouped the information under the three subject headings of Agility, Jumpers and Games and therefore there is some repetition but it should save you having to cross refer.

Top priority though is to have fun with your dog and to both enjoy Agility,  
Cheers

*Jackie Olley*

## Agility

### 14.1 Standard Agility Classes and Eligibility to Enter

The Standard Classes for Agility are listed below with the lowest Grade listed first and the highest last. With the exception of Elementary B or A all newcomers enter at the lowest grade.

Standard Agility Classes are	Eligibility to Enter
Elementary C	14.1.1.1.1
Elementary B	14.1.1.1.2
Elementary A	14.1.1.1.4
Starters	14.1.2.1
Novice	14.1.3.1
Intermediate	14.1.4.1
Senior	14.1.5.1

Competitors are only eligible for two Grades of Standard Agility Classes at a time (proviso - there may be a period when a dog has graduated to a higher class but will compete at the lower level due to the competition it is entered in has already "closed" and it is too late to amend its entry).

viz:-

- Elementary C, B or A and Starters
- Starters and Novice
- Novice and Intermediate
- Intermediate and Senior

**NB** It is not obligatory to enter Elementary classes, however, if you do enter the Elementary classes, there are Exclusions (14.1.1.2) i.e. you may not enter both B and A, nor enter a Novice or AD class at that same Event. The same dog and handler combination entered in Elementary C may not also be entered in any other standard class.

### 5.5.1 Wins and Points

The following table shows the number of points available to place getters in all Agility Fixtures (**Agility**, Jumpers and Games) as defined by the number of dogs entered in the class. It is these points that may be used as part of the graduation.

Number of Dogs Entered*	1st	2nd	3rd	4th	5th	6th
0 - 75	Win					
76 - 100	Win	1				
101 - 150	Win	2	1			
151 - 200	Win	3	2	1		
201 - 250	Win	4	3	2	2	
251 - 300	Win	5	4	3	2	1

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

## 14.2 Graduation in Agility Classes

Graduation between the Classes occurs by a combination of the following:

- Gaining a specific number of clear rounds in an class; or,
- Winning out (winning a specific number of times) with a clear round; or,
- Winning out (winning a specific number of times) with a clear round plus having a number of points (see Wins and Points page 3) and / or an Agility award (e.g. AD or ADX).

### ***Graduating from Elementary C, B or A / Starters to Starters / Novice***

It is not necessary to graduate from Elementary C, B or A before entering the Starters / Novice class.

### ***Graduating from Starters / Novice to Novice / Intermediate***

#### **. 14.2.1.1 To graduate from Starters to Intermediate - criteria**

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

### ***Graduating from Novice / Intermediate to Intermediate / Senior***

#### **14.2.2.1 To graduate from Novice to Senior - criteria**

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 title) 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 title) 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; and
- If a Starters dog gains wins and/or points in both Starters and Novice **on 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.

## Agility Awards and Titles (in ascending order)

### 8.1.5.1 Agility Dog (AD)

- To qualify AD dogs must obtain two clear rounds in official AD Classes.

### 8.1.5.2 Agility Dog - Excellent (ADX)

- To qualify ADX dogs must obtain four clear rounds in official AD Classes.  
**ADX ADVANCED** - There are three levels of ADX Advanced
- To qualify dogs must be qualified ADX and obtain two clear rounds at ADX Advanced courses at each level before proceeding to the next level.  
ADX ADVANCED Bronze (ADXB)  
ADX ADVANCED Silver (ADXS)  
ADX ADVANCED Gold (ADXG)

### 8.1.5.3 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:  
Senior Dog - Excellent (SNX) - 25 certificates  
Senior Dog - Bronze (SNB) - 40 certificates  
Senior Dog - Silver (SNS) - 55 certificates  
Senior Dog - Gold (SNG) - 70 certificates

### 8.1.1 Agility Champion (Ag. Ch.)

- A dog is entitled to be awarded the title of Agility Champion, after it has won six Agility Challenge\* Certificates, at least one of which was a first place, under three different judges, obtained at least ten clear rounds in senior classes at Championship Agility Events and qualified ADX.

### 8.1.2 Agility Grand Champion (Ag.Gr.Ch.)

- A dog is entitled to be awarded the title of Agility Grand Champion, after it has won 20 Agility Challenge\* Certificates, at least ten of which are for first place, and qualified ADX GOLD.

### 8.1.3 Agility Grand Champion Multipliers

- After a dog has been awarded the title of Agility Grand Champion, the winning of further sets of 20 challenges will allow multipliers to be added to the title. These will be added up to and including the winning of 80 challenges as follows:  
Ag.Gr.Ch2 = 40 challenges  
Ag.Gr.Ch3 = 60 challenges  
Ag.Gr.Ch4 = 80 challenges

### 8.1.4 Agility Supreme Champion (Ag.Sup.Ch.)

- After a dog has been awarded the title of Agility Grand Champion and has won 100 Agility Challenge Certificates in total, it is entitled to be awarded the title of Agility Supreme Champion.

## 11.1.5 Challenge\* Certificates

Dogs NZ Agility Challenge Certificates must be offered for competition in every top level Class (i.e. Senior Classes) 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 with the Qualifying Course Time (QCT) 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:

Number of Dogs Entered <sup>1</sup>	Number of Challenges Awarded
1 - 14	No challenges awarded
15 - 24	1
25 - 74	2
75 - 124	3
125 - 174	4

<sup>1</sup>For numbers of dogs exceeding 175 - one additional challenge is awarded for every additional 50 dogs entered.

## Jumpers

### 15.1 Standard Jumpers Classes and Eligibility to Enter

The Standard Jumpers Classes are listed below with the lowest Grade listed first and the highest last.

Standard Jumpers Classes are	Eligibility to Enter
Jumpers C	15.1.1.1
Jumpers B	15.1.2.1
Jumpers A	15.1.3.1

Competitors are only eligible for one Grade of Jumpers classes at a time (proviso - there may be a period when a dog has graduated to a higher class but will compete at the lower level due to the competition it is entered in has already "closed" and it is too late to amend its entry).

### 5.5.1 Wins and Points

The following table shows the number of points available to place getters in all Agility Fixtures (Agility, **Jumpers** and Games) as defined by the number of dogs entered in the class. It is these points that may be used as part of the graduation.

Number of Dogs Entered*	1st	2nd	3rd	4th	5th	6th
0 - 75	Win					
76 - 100	Win	1				
101 - 150	Win	2	1			
151 - 200	Win	3	2	1		
201 - 250	Win	4	3	2	2	
251 - 300	Win	5	4	3	2	1

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

## 15.2 Graduation in Jumpers Classes

Graduation between the Classes occurs by a combination of the following:

- Gaining a specific number of clear rounds in an class; or,
- Winning out (winning a specific number of times) with a clear round; or,
- Winning out (winning a specific number of times) with a clear round plus having a number of points (see Wins and Points page 6) and / or an Agility award (i.e. AD or ADX); or,
- Winning out (winning a specific number of times) with a clear round plus a qualifying certificate (for Games classes).

### ***Graduating from Jumpers Grade C to Jumpers Grade B***

#### **15.2.1.1 To graduate from Grade C to Grade B - criteria**

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,
- Jumpers Dog (JD) title by gaining 25 clear rounds in Championship Grade C classes. Graduation is optional in this case (*i.e. it is at the owners discretion*).

#### **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.

### ***Graduating from Jumpers Grade B to Jumpers Grade A***

#### **15.2.2.1 To graduate from Grade B to Grade A - criteria**

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.

## Jumpers Awards and Titles (in ascending order)

### **8.2.5.1 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).

### **8.2.5.2 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.  
Jumpers Dog - Excellent (JDX) - 25 certificates.  
Dogs which graduated 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

### **8.2.5.3 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.  
Jumpers Dog A - Excellent (JAX) - 25 certificates.  
Jumpers Dog A - Bronze (JAB) - 40 certificates  
Jumpers Dog A - Silver (JAS) - 55 certificates  
Jumpers Dog A - Gold (JAG) - 70 certificates

### **8.2.1 Jumpers Champion (J.Ch.)**

- A dog is entitled to be awarded the title of Jumpers Champion, after it has won eight Jumpers Challenge\* Certificates, at least two of which was a first place, under three different judges, obtained at least ten clear rounds in Grade A classes at Championship Jumpers Events and qualified JDX.

### **8.2.2 Jumpers Grand Champion (J.Gr.Ch.)**

- A dog is entitled to be awarded the title of Jumpers Grand Champion, after it has won 20 Jumpers Challenge\* Certificates, at least ten of which are for first place.

### **8.2.3 Jumpers Grand Champion Multipliers**

- After a dog has been awarded the title of Jumpers Grand Champion, the winning of further sets of 20 challenges will allow multipliers to be added to the title. These will be added up to and including the winning of 80 challenges as follows:  
J.Gr.Ch2 = 40 challenges  
J.Gr.Ch3 = 60 challenges  
J.Gr.Ch4 = 80 challenges

### **8.2.4 Jumpers Supreme Champion (J.Sup.Ch)**

- After a dog has been awarded the title of Jumpers Grand Champion and has won 100 Agility Challenge Certificates in total, it is entitled to be awarded the title of Jumpers Supreme Champion.

## 11.1.5 Challenge\* Certificates

Jumpers Challenge Certificates must be offered for competition in every Jumper A 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 with the Qualifying Course Time (QCT) or without going a full second over the QCT. The number of challenges to be awarded is dependant on the number of dogs pre-entred in that class as follows:

Number of Dogs Entered <sup>1</sup>	Number of Challenges Awarded
1 - 14	No challenges awarded
15 - 24	1
25 - 74	2
75 - 124	3
125 - 174	4

<sup>1</sup>For numbers of dogs exceeding 175 - one additional challenge is awarded for every additional 50 dogs entered.

## Games

### 16.1 Standard Games Classes and Eligibility to Enter

The Standard Games Classes are listed below with the lowest Grade being C and the highest A.

Standard Games Classes are	Eligibility to Enter
Gamblers	Each of the Games Classes are Graded C, B or A.
Snooker	
Jumpers Pairs	
Blackjack	

### 5.5.1 Wins and Points

The following table shows the number of points available to place getters in all Agility Fixtures (Agility, Jumpers and **Games**) as defined by the number of dogs entered in the class. It is these points that may be used as part of the graduation.

Number of Dogs Entered*	1st	2nd	3rd	4th	5th	6th
0 - 75	Win					
76 - 100	Win	1				
101 - 150	Win	2	1			
151 - 200	Win	3	2	1		
201 - 250	Win	4	3	2	2	
251 - 300	Win	5	4	3	2	1

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

## **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.

Qualification criteria is provided under each individual games as follows:

### **17.1.4 Gamblers**

- Gaining the specified number of points during the Opening Sequence or Points Accumulation Period (PAP) at the start of the game; and,
- Completing the PAP within the time limit set for the game; and,
- Gaining the specified number of points during the Closing Sequence or the Gamble; and
- Completing the Gamble within the time limit set by the judge.

### **17.2.5 Snooker**

- Gaining the specified number of points during the Opening Sequence; and,
- Gaining the specified number of points during the Closing Sequence; and,
- Completing the course within the time limit set by the judge.

### **17.3.7 Jumpers Pairs**

- Both dogs must be of the same Grade C, B or A; and,
- Both dog must achieve a clear round within the overall Standard Course Time

### **17.4.7 Black Jack**

- Gaining 21 points within the time limit set by the judge.

## **16.4 Graduation in Games Classes**

Wins and points (page 9) 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.

### **Graduating from Games Grade C to Games Grade B**

#### **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.*

## ***Graduating from Games Grade B to Games Grade A***

### **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 certificate in each of Gamblers and Snooker.

## **Games Awards and Titles (in ascending order)**

### **8.3.1 Games Dog (GD)**

- To qualify GD dogs must obtain twenty five championship qualifying certificates (including at least five Snooker and five Gamblers) in Championship Grade C Games classes. Dogs which graduate out of Championship Grade C Games prior to gaining the required twenty five qualifying certificates will also be awarded the title of Games Dog (GD).

### **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 five Snooker and five Gamblers)