

Welcome to Agility at the JRTCC Nationals- Sept. 25, 2011

General Rules/Guidelines as to Performance Standards

This trial is being judged under modified Agility Association of Canada (AAC) rules. A copy of the Rulebook is available at the scoring table should you wish to review the full set of rules, but this flyer summarizes the major rules for each class. Note that AAC rules do fault refusals in the Starters class on some equipment, but refusals will only be called here in Agility III. In all classes, teams who complete the designated course without faulting and within the time allotted will receive a qualifying ribbon. All teams who complete the course (even with faults or over time) are eligible for placement ribbons.

Faults (if called in the class) are judged as follows-

Refusals, missed contacts and wrong courses- 5 faults

Teeter fly-off*- 10 faults

Non-completion of an obstacle- 20 faults

* If the terrier jumps off the teeter before the ramp touches the ground, it will be judged a fly-off.

You may not bring food or toys into the ring and, should your terrier foul in the ring, you will be eliminated for that class.

Gamblers I and Gamblers II

The object of the game is to accumulate as many points as possible in the opening and then complete the closing sequence within the allotted time. The opening gamble time is 40 seconds for all terriers. During this opening time, you may set your own course and complete each obstacle successfully no more than twice. After 40 seconds, a whistle will blow and you are required to go and attempt the closing gamble. Terriers will have approx 20 seconds to complete the closing gamble (the Judge will tell you how long you have), with Veteran terriers getting slightly more time. If you are successful at the closing gamble, you will receive 35 bonus points added on to your points earned in the opening (i.e. if you get 25 points in the opening and complete the closing gamble, your score would be 60). If you do not get the closing gamble, you keep your opening points as your score. Veteran terriers will have their opening points multiplied by 1.1. You need 20 opening points and a successful closing gamble to earn a qualifying run.

The mini (if offered in the course) and end gambles will require the terrier to work at a distance from the handler. A piece of tape is placed on the ground to indicate the distance you must be from your terrier when it completes the gambles. All wrong / off courses after the gamble has begun (after the first gamble obstacle has been attempted) will be recorded as a failure to complete the final gamble. There will be no refusals called in either mini gambles or the final gamble. If a terrier takes two gamble obstacles in sequential order in the opening sequence, the Judge shall blow the whistle and the competitor shall retain all opening points up to that time.

Each obstacle has a point value as follows in the opening-

Single jumps- 1 point

Round things- tire, chute, tunnels- 2 points

Contact obstacles- A-Frame, dog walk* (see weave poles below), teeter- 3 points

Weave poles- if there are 12, they are worth 5 points

- if there are 6, they are worth 2 points, BUT the dog walk is then worth 5 points

Obstacle of choice- the Judge will designate one obstacle which shall be worth 4 points and will be marked

Gamblers III

To receive a qualifying score, the terrier must successfully complete the gamble and reach the endpoint within the time allotted, as well as accumulate twenty-five (25) points in Gamblers III during the opening sequence. Veteran terriers will have their opening points multiplied by a factor of 1.1 to determine their opening points (i.e. a veteran terrier earning 18 points in the opening would earn an opening score of 19.8). These scores shall not be rounded up or down.

If the terrier successfully completes the gamble in the time allowed, a further 35 points shall be added to its score.

Jumpers I and Jumpers II

This game demonstrates a terrier's natural jumping ability. The terrier is required to complete a course comprised of jumps and tunnels as prescribed by the Judge. Wrong course, wrong end of the tunnel, etc. will be faulted. Refusals are not faulted in Jumpers I or Jumpers II. All terriers start with a score of 75, with points deducted for faults. Clean runs under SCT are also eligible for a time bonus. A qualifying run is a clean run at, or under, SCT.

Jumpers III rounds shall be judged per AAC Advanced III rules, and scored as above, except that each refusal shall incur a five (5) fault penalty, with no maximum

Tunnellers (non-Sanctioned) Optional

This course is comprised of both closed and open tunnels, which are taken in the order designated by the Judge. Refusals do not count, but taking the wrong end of the tunnel, popping out of the tunnel after entering or taking the wrong tunnel are all 5 faults.

Steeplechase Class (non-Sanctioned) Optional

Steeplechase is a time plus faults event. Refusals don't count.

Either 12 weaves or A-Frame must be used twice. Judged per AAC Steeplechase rules. This game demonstrates the terrier's ability to run and jump at high speeds while maintaining control on the A-Frame and weave poles.

The course shall consist of a minimum of 18 and a maximum of 20 obstacles

Agility I,II and/or III High in Trial and Reserve

At the discretion of the hosting organization, the trial may offer High in Trial and Reserve awards. The terriers with the highest TOTAL score from their Standard, Jumpers I/II or III and/or Gamblers I/II or III classes will win High in Trial and Reserve.

JRTCC AGILITY

Equipment	Performance Standard	Child/Junior Handler Classes 301-303	Novice On Lead Class 300	Agility I AAC Starter Class 304-305	Agility II AAC Starter Class 306-307	Agility III AAC Advanced Class 308-309
	See above for general guidelines as to performance standards. In Agility I, II and III, all terriers start with 100 points, with points deducted for faults. <u>Clean</u> runs under SCT will also receive a time bonus (i.e. Clean run 2.5 sec under SCT earns 102.5 points) Vets get 10% more time.	Refusals don't count. Accidental touching of the terrier or the equipment will not be faulted On-lead judged separately from off-lead.	Refusals don't count. Accidental touching of the terrier or the equipment will not be faulted	Refusals don't count. The terrier must demonstrate an ability to perform the obstacles safely.	Refusals don't count. The purpose of this level is to test the handler's ability to direct the terrier at a faster rate of speed, working through a more difficult course.	Refusals count The purpose of this level is to test both terrier and handler's ability to maneuver a complex course at a fast pace.
A-Frame Contact Obstacle	The terrier must ascend the up panel of the A-frame, in the direction designated by the Judge, go over the apex and descend the down panel, touching the contact zone on the down panel with at least one (1) foot or part thereof.	Refusals don't count. A-Frame is at 3' height or lower.	Refusals don't count. A-Frame is at 3' height or lower.	Refusals don't count. A-Frame is at 5' height for Vets, 5'6" for Regs	Refusals don't count. A-Frame is at 5' height for Vets, 5'6" for Regs	Refusals are counted. A-Frame is at 5' height for Vets, 5'6" for Regs
Dog Walk Contact Obstacle	The terrier must ascend the up ramp of the dog walk, in the direction designated by the Judge, go across the plank and descend the down ramp, touching the contact zone on the down panel with at least one (1) foot or part thereof.	Refusals don't count. Dog walk set at 2' or lower	Refusals don't count. Dog walk set at 2' or lower	Refusals don't count. Dog walk set at regulation height.	Refusals don't count. Dog walk set at regulation height.	Refusals are counted Dog walk set at regulation height.
Teeter totter Contact Obstacle	The terrier must ascend the ramp, continue to the point of balance and cause the ramp to lower, touching the contact zone on both the ascent and descent with at least one (1) foot or part thereof.	Not used in this class.	Not used in this class.	Refusals don't count.	Refusals don't count.	Refusals are counted.
Flexible Tunnel	The terrier enters the tunnel in the direction indicated by the Judge and exits at the other end of the tunnel.	Refusals don't count.	Refusals don't count.	Refusals don't count.	Refusals don't count.	Refusals are counted.
Chute	The terrier enters the tunnel through the rigid end and burrows through the collapsible portion.	Refusals don't count.	Refusals don't count.	Refusals don't count.	Refusals don't count.	Refusals are counted.
Tire and other Jumps	The terrier must jump through the tire opening or over the jump in the direction designated by the Judge.	The tire is not used in this class. Refusals don't count. Cavalettis may be used in place of jump standards.	The tire is not used in this class. Refusals don't count. Cavalettis may be used in place of jump standards.	Refusals don't count.	Refusals don't count.	Refusals are counted.
Table	The terrier is required to jump onto the table and down, sit or stand still for a count of five (5). Competitors to tell the Judge which they will do; the Judge will give the order to go.	Refusals don't count.	Refusals don't count.	Refusals don't count.	Refusals don't count.	Refusals are counted.
Weave Poles	The terrier is required to enter the weave poles from right to left (between poles one (1) and two (2) than then weave through all the poles in sequence in the direction designated by the judge. Weave poles may consist of either 6 or 12 poles.	Weave Poles will not be included in this event.	Weave Poles will not be included in this event.	Weave Poles will not be included in this event.	No faults assessed for incorrect entries. The terrier must complete the poles correctly before going on to the next obstacle or incur a non-completion penalty.	All wrong entries will be faulted a refusal penalty, Once the terrier has made a correct entry, it shall not be faulted for any subsequent wrong entries. The terrier must complete or it will incur a non-completion penalty.