

DOGS ON COURSE IN NORTH AMERICA, LLC (DOCNA)
Judges Guidelines & Course Design
February 14, 2011 Edition

DOCNA holds its Judges in the highest esteem; we do not have mileage restrictions or number of months between requirements because they are professionals.

All Judges listed on the DOCNA Judge's List are eligible to Judge DOCNA Sanctioned trials. All judges must be approved by DOCNA to judge a DOCNA Sanctioned Trial.

Judges should have knowledge of the sport of agility, how it operates, be or have been a dog owner, run agility at many different levels. Additionally, DOCNA views it as an asset if the individual has run or judged in multiple organizations. Judges are required to be a registered DOCNA member.

Grandfathering In of Judges from other organizations will be done on an individual case by case basis and may require some initial training and supervision. Knowledge of DOCNA rules will be essential.

Judges must be experienced in and have completed the following requirements:

- Setting courses at trials, classes, fun matches; applicants must build courses at a trial to the level of approval of the judge or DOCNA personnel. This will include accuracy, amount of time to build and attitude with co-workers.
- Computer skills and access to a computer.
- Prospective judge must have a agility course design program and the applicant will be required to complete a set of courses for DOCNA for review.
- Complete an online Judges Application Form - <http://www.docna.com>
- Applicants may be required to complete a course building clinic.
- Applicants must have the physical capabilities to perform the duties of a judge; these may include lifting and bending to build courses, standing in all types of weather conditions for long hours and the ability to concentrate/focus for extended periods.
- Knowledge of DOCNA rules and the ability to use common sense.
- Applicants will have had experience in timing, scribing, course building, gate stewarding, table/scoring.
- DOCNA Judges must have people skills, know how to work with trial club/group personnel and competitors and treat each person with respect.
- DOCNA Judges, through their people skills as a teacher, manage the trial, ensuring accuracy of results, timeliness of completion of each event by knowledge of how to get the most out of the workers with respect and courtesy.
- DOCNA Judges can calculate courses times by correctly measuring distances, assigning collections, taking into consideration any weather or surface conditions, etc for each division and level of an event.
- DOCNA Judges are Professionals.

You may apply to be a judge by filling out the judges application at http://www.docna.com/Forms/Judges_Application.doc.

Judging Status Categories

Supervising Judge

- May accept judging assignments.
- Judge and may supervise Judges requiring supervision.

Judge

- May accept judging assignments
- Completed the requirements to Judge

Judge under Supervision

- A Trial Club may request a Judge under supervision for a judging assignment, however the trial club must contact and gain approval from DOCNA and the supervising judge for the arrangements to supervise the Judge under Supervision.
- Change in status to Judge is determined by the DOCNA staff and other supervising judges and will be based on, but not limited to, general knowledge of the DOCNA rules, course design abilities, skill level in judging calls, course building efficiency, and the ability to deal with the public, DOCNA staff, and other judges.

In Training

- May not accept judging assignments, but your name will be placed on the judges list.
- Judges in training are working skills such as on designing courses, developing courses building skills by building courses at various trials, and judging calls.
- Candidate's must submit a resume of course building experience, previous judging experiences, and design and submit courses for review to DOCNA. Candidate's not submitting the above may be removed from the In Training status and placed in the Pending status category.
- Judges in training require a significant level of supervision and training in DOCNA design, philosophy and must demonstrate a working knowledge of the DOCNA rules.
- Candidates need to attend DOCNA trials to work on skills that include, but are not limited to, course building, shadow judging (working with a judge on course calls), and measuring of courses. Trial clubs may give you the opportunity to assist with course building. For any of the other opportunities such as shadow judging, measuring, etc, prior to the trial, please contact DOCNA so arrangements can be made with the trial judge. At this time DOCNA will contact the Judge and ask for permission for this additional effort.
- Requires more skills to become Judge under Supervision

Pending

- Applicants may not accept judging assignments and your name will not be placed on the judges list.
- Application received, candidate may submit a resume of course building experience, previous judging experiences, and may submit courses for review.

DOCNA – GUIDELINES for JUDGES

DOCNA does not make it a requirement that judges enter DOCNA trials, but it is encouraged.

Judges will be reviewed at a trial within 24 months. Any areas needing improvement will be assessed. A plan will be given to correct any deficiencies found. Throughout the year, all judges may be reviewed at any time by a DOCNA staff member.

Throughout the year, judges will be given examples of situations, asked to define their rule interpretations by email, and each situation will be discussed and a satisfactory result applied for all judges to be calling a particular situation with the same rule interpretation.

Confirmation of a judging assignment can be made once the trial club/group dates have been approved by DOCNA. Clubs are welcome to ask a judge prior to approval. Once the approval has taken place, the judge and club are responsible for notifying DOCNA of the acceptance of assignment.

The judge assigned to a trial, is the "Judge of Record". The judge will have final decision on all matters of authority where a final opinion is needed. These include:

- Course Design
- Course times and distance.
- Judging calls on course
- Submission to score table; all course times, course yardages for all divisions and levels for each event.
- Completion of the Trial Judges Report that verifies all course and yardage times.
- Submission of Courses used at the trial with any changes made.

Judges are professionals and at no time should they use their status to promote for personal gain.

Judging Responsibilities

DOCNA holds its Judges in the highest esteem; we do not have mileage restrictions or number of months between requirements, because they are professionals.

DOCNA Judges must have people skills, know how to work with trial club/group personal and competitors, treating each person with respect, being a teacher and listener. They always conduct themselves in a professional manner. They are representatives of DOCNA.

Judge(s)

Prior to Trial

- Receive request to judge and accept or decline. Prior to DOCNA recognizing the acceptance of an assignment, the club must accept the list of expected expenses and the judge must accept the list of events the club has asked them to judge. The Judge must notify DOCNA of acceptance of an assignment.
- Judges must give their permission to the host club/group if their judging assignment for a given trial exceeds 350 runs per day.
- Receive course size and equipment list and events to judge from club/group
- Design courses for trial and send to DOCNA for approval (**must be to DOCNA a minimum of 1 month prior to the trial**).
- Arrange with club for airline reservations (or other transportation) and accommodations

At the Trial

- Inspect equipment to ensure it meets regulations.
- Confirm contact zone sizes, chute fabric length, double and triple jump spacing
- Set/tweak each course prior to judging
- Measure each course; calculate distance and give Yardage to table, fill in Yardage Sheet at scoring table.
- Through out the trial check yardage in scoring books to ensure correct yardage used from Yardage Form.
- Brief competitors and event levels as needed
- Supply course copy to post, course builder copy or copies, a master copy to submit with any changes.
- Ensure timers and scribes understand their tasks including judge's signals given for faults and eliminations. In addition, the timers and scribes should be briefed on start and finish lines rules such as what happens when the dog crosses the finish line prior to finishing the last obstacle.
- The timers and scribes should be briefed on points given in gamblers, what the call is for a successful gamble, or a missed gamble.
- Judges may submit the first course of the day without numbers or lines to the club up to 2 days prior to the trial. This course is to be used only for course building for the trial, the supplied course is not to be set where any training classes or pre trial events are allowed to run on it. Clubs abusing this privilege will lose the ability to have a course ahead of time to help get set up.
- If the expense is covered, **it is encouraged** that judges provide copies of courses to the club/group for competitors or provide a copy the night of arrival to the club for the purpose of making copies available to exhibitors. It is always understood that a judge may be using courses at another location in the future and it is solely at the discretion of the judge whether or not to allow course copies at a trial. The judge's decision is final.
- At all times there shall be a posted copy of the current day's courses
- After checking yardage used in scoring books, complete the Yardage Form and give to trial committee to attach with copy of courses used with any changes made. Sign the form, this tells DOCNA you have checked correct yardage and gamble times were used for all courses.

After the Trial

- Fill out all reports/course changes/paper work for the trial to submit to DOCNA (within 7 days)
- Complete a judges report and submit to DOCNA

Accepting a Assignment

Confirmation of a judging assignment can be made once the trial club/group dates have been approved by DOCNA. Clubs are welcome to ask a judge prior to the approval of their dates. Once the approval has taken place, the judge and club are responsible for notifying DOCNA of the acceptance of assignment at a trials@docna.com

A Judge may judge up to 2 consecutive times for a club/group. DOCNA does not have other mileage restrictions or number of months between assignments in a location requirement, but it is recommended that clubs/groups look at bringing in judges from other locations, as this allows clubs to experience different styles of courses and enhances the opportunity to train.

At the time a judge accepts an assignment, they must clearly inform the club of any special needs they have such as non-smoking accommodations, food allergies, etc. They must also notify the club/group of their departure and arrival times.

When making travel arrangements for an assignment, judges should be aware that there could be weather conditions as well as trial time running situations. In accepting this assignment they have committed to the trial club/group to successfully complete their trial. This commitment is for the time period necessary to finish the trial and may require staying over until the next day.

Judges will design courses for their assignments based on the information given to them from the club including, size of course, surface, and equipment available. The judge should confirm the number of lengths of tunnels, type of tire, length of chute fabric, slat and non slat contacts, and the number double and/or triples jumps that are available.

Course Copies

At time of acceptance the club must identify a request to have course copies for competitors. If this expense is covered, it is encouraged judges provide copies of courses to the club/group for competitors or provide a copy the night of arrival for the club to make copies for the purpose of making copies available to exhibitors. At all times there shall be a posted copy. Competitor copies can be done using the 2, 3 or 4 per sheet format.

The host club should be aware the posted copy is a guideline; judges may change a course to create better flow, for the safety of a dog, to give a handler a better handling path. Judges have the authority from DOCNA to make changes that common sense dictates. At all times any changes made must be submitted on the trial copy.

The Judge must supply, at clubs expense, 6 sets of courses. These will include, 2 sets of courses for Course Builders, 1 set for Posting, 1 set (trial copy) to be attached to Trial Judges Report, 2 sets for the Judge (suggest carrying 1 set in luggage and 1 set in carry on or another bag.)

It is always understood that a judge may be using courses at another location in the future and it is solely at the discretion of the judge whether or not to allow course copies at the trial. The judge's decision is final.

Expected Judges Expenses

The judge must inform the club about what expected expenses they will be claiming. It is important that the judge and club reach an agreement on expenses before final acceptance of assignment (confirmation to DOCNA).

The host club is responsible for the following reasonable expenses incurred by the judge, and these expenses should be agreed to prior to accepting the assignment. **At no time should anything be purchased before the club/host group has accepted the expense list.**

- The club is responsible for the judge(s) airfare (notification to club of cost and agreement of that cost prior to purchase). Club/Groups may not request judges take multiple stop or red eye flights

in order to save money. At no time is the judge responsible for airfare price increases, while awaiting a decision by the club or group. The club must be prepared to reimburse the airfare costs at the time the ticket is purchased, not the weekend of the trial. Travel agency fees are the responsibility of the judge unless negotiated with the club.

- Other travel related expenses may include travel to the airport and parking at the airport (mileage to and from the airport @ \$0.585 per mile) or shuttle to and from the judge's home to the airport, and meals while traveling and tips where applicable.
- The club should arrange for the hotel/motel for the judge. The hotel/motel should be prepaid before or at time of check in so that the judge will not have to use their personal credit card for any expenses. The club should work with the judge to determine smoking or non-smoking and any other reasonable lodging preferences before making reservations.
- If the club is asking the judge to billet (be put up at a club member's house or RV, etc), this must be negotiated with the judge prior to accepting assignment and at no time is a judge required to do this.
- The club is responsible for meal expenses incurred during travel and throughout the duration of the trial, including Friday or Sunday night if it is necessary for the judge to stay over.
- The club is responsible for any printing (courses and/or course copies for exhibitors) and paper/cost of cartridges/disks/courses/reports within reason, photo copies and mileage to go get them made, long distance calls to club for information and confirmation, car rental and insurance/gas/mileage if club has requested the judge or judges to rent a car or shuttle costs to and from if the club does not provide other transportation.
- It is also recognized that this list may not be complete.
- There are times minor things are missed in the list of expenses; we expect the club/group to act in good faith and honor these costs. Should there be a discrepancy between the judge and the club/group, Dogs On Course in North America, LLC will act as the mediator.

Mileage Reimbursement

- The mileage reimbursement rate for use of a privately owned automobile (POA) when used for official travel as determined by GSA. This updated rate reflects current costs of operating a POA as determined in cost studies conducted by GSA. The government regulation for mileage allowance for the cost of operating a POA for official travel is \$0.585 per mile as of 7/1/08. **At no time should the cost of mileage be more than the cost of airfare, the judge and club/group must agree to the mode of travel and what fees will be paid for this travel.**
- By Law, GSA is responsible for reviewing the privately owned vehicle mileage reimbursement rate on a yearly basis. However, by law, GSA may not exceed the standard mileage reimbursement rate for a privately owned automobile (POA) established by the Internal Revenue Service (IRS).
- Clubs and Judges may agree/negotiate a lower mileage fee or a set fee. **At no time should the cost of mileage be more than the cost of airfare, the judge and club/group must agree to the mode of travel and what fees will be paid for this travel.**

Rental Vehicles

- Mileage fees do not apply to rental cars, but all expenses must be covered for the agreed rental

Negotiated Expenses

- These are any expenses that a club may agree to cover, but must be agreed to prior to acceptance of the judging assignment. They may include boarding/kennel fees, or house sitting for the judges dogs, travel agency fees, etc. The club is in no way obligated to cover these expenses unless approved by the club or group prior to the judge accepting the assignment.

Measuring

The measurement shall be at the withers as defined by Encarta Encyclopedia..." **highest part of the back:** the ridge between the shoulder blades, forming the highest part of its back".

Dogs in all divisions and at all heights are required to be measured by a judge until they have completed the measurement form and obtained the permanent height card from DOCNA.

Trial clubs/groups must provide an official measuring device that can measure within 1/8 of an inch.

There are five (5) jump heights in the Competition Division; they are 8", 12", 16", 20", and 24". Select, *Veterans, and Junior Handler's Divisions jump heights are 4", 8", 12", 16", and 20". Grand Veterans jump heights are 4", 8", 12", and 16".

*Veteran Dog Opportunity

DOCNA recognizes not all veteran dogs will age at the same level; some dogs may require additional assistance as they grow older. Those Competitors/Handlers entering the Veteran Division that feel their dog may require additional time and that a lower jump height would be in the best interest of their dog and are not using this assistance just to obtain a competitive advantage, may choose to jump their dog 4 inches lower than the official Veteran Heights.

In determining the jump heights of the Grand Veterans Division, DOCNA where possible has given the Competitors/Handlers entering the Grand Veterans Division the opportunity to jump their dog as close to 50% of the dog's measured Competition Height.

Handler's may always choose to jump their dog higher, but will be placed and have the Standard Course Time (SCT) of the dogs in that higher height. The following heights are not available to move up to in DOCNA jump heights: Select 24 inch, Veteran 24 inch, Grand Veteran 20 inch and Jr. Handler 24 inch.

If a handler chooses to have a dog jump higher than his measured/registered jump height the equivalent Competition Jump Height for that new chosen height is used. For example a dog measured to run 16 inch in Competition runs 16 in select instead of the usual 12 -- the SCT used will be the SCT for the 20 inch height. (Measured Competition Division Height + 4) SCT + XX% (Division) = time.

If a handler chooses to have a dog jump lower than his measured/registered jump height as allowed in Veterans only, the equivalent Competition Jump Height for that chosen height is used. For example, a dog measured to run 16 inches in Competition runs 8 in Veterans instead of the usual 12 -- the SCT used will be the SCT for a 12 inch dog. (Measured Competition Division Height - 4) SCT + XX% (Division) = time.

JUMP HEIGHTS – Dogs On Course in North America, LLC (DOCNA)

All measurements Are at the withers	11" & under	14" & under	18" & under	22" & under	Over 22"
Competition Division	Jump 8"	Jump 12"	Jump 16"	Jump 20"	Jump 24"
Select Division	Jump 4"	Jump 8"	Jump 12"	Jump 16"	Jump 20"
*Veterans Division	Jump 4"	Jump 8" or the Handler may choose to Jump 4" and be placed with 4" dogs"	Jump 12" or the Handler may choose to Jump 8" and be placed with 8" dogs	Jump 16" or the Handler may choose to Jump 12" and be placed with 12" dogs	Jump 20" or the Handler may choose to Jump 16" and be placed with 16" dogs
**Grand Veteran Division	Jump 4"	Jump 4"	Jump 8"	Jump 12"	Jump 16"
Jr. Handler Program Up to Age 16	Jump 4"	Jump 8"	Jump 12"	Jump 16"	Jump 20"

Measurement Process/Permanent Height Cards

Competitors must complete the requirements of the measurement form as stated below **ALL** dogs must complete the measurement requirements. DOCNA does not have specifically designated measuring judges; any judge can sign a measuring form. All dogs must be over two (2) years old to receive the final measurement and permanent height card.

STEP ONE: HAVE YOUR DOG MEASURED AND YOUR MEASUREMENT FORM SIGNED

- The judge will sign the form as complete if your dog is over 2 years old AND
 1. your dog measures in the top height category (over 22") OR
 2. your dog measures under ½ inch or more from the cut off.
- If your dog measures at ½ inch or less from official cut off, you must obtain three (3) judge's measurements that state the exact measured height of the dog. After you have obtained three measurements and your dog is over 2 years of age, the judge will sign your form as complete.
- Dogs that complete measurements prior to two years of age will obtain the 3rd measurement after they turn two years of age, at which time the judge will sign your form as complete. Prior to turning two, you may use this form with two (2) signatures at check in.

Optional Methods: Acceptance of Jump Height Cards From Other Organizations

These options are only available for dogs over two years of age– Pick one option only:

- Option 1: Permanent height card does not specify an exact measured height. You may present your dog's USDAA, NADAC, AAC, AKC or CPE permanent jump height card (or a copy of the card) that does not specify an exact measured height at measurement, along with a DOCNA measurement form. One (1) measurement by a DOCNA judge is required to fulfill the measurement process.
- Option 2: Permanent height card, jump height form, card, or database subscriber information specifies the exact measured height of the dog (example 20.75 inches). At measurement, you may present a copy of the above documentation along with a DOCNA measurement form. The judge will complete the form with the information supplied (no measurement will be required) **but the dog must be present when using this option.** (Information from multiple organizations may be combined)

STEP TWO: TURN IN YOUR COMPLETED FORM FOR A PERMANENT HEIGHT CARD

Once you have received all the required measurements for your dog as outlined above, turn in the completed form to the trial secretary at the trial for submission to DOCNA for a permanent height card. DOCNA will issue your permanent height card via E-mail.

- Please ensure your form has your Email address included and that it is legible.
- If you do not have Email address, you may please include a self address stamped envelope with your measurement form.
- If you would like a laminated copy, please include a self address stamped envelope with your measurement form and \$5.00 check made out to DOCNA.

DOCNA Course Design Philosophy

In designing courses for all divisions and levels in all events, the judge should design courses that allow the handler/dog team to demonstrate the ability to perform a variety of obstacles on the course while working as a smooth functioning team by incorporating the many skills, techniques, and challenges available, including, but not limited to, tight teamwork-oriented handling sequences, flow, distance, strategic games, and speed.

DOCNA believes that courses for each level should be fair, yet have significant enough challenge such that they will prepare the handler and dog team for success at the next level once the current level has been completed.

General Course Design Guidelines

- Courses may not use more equipment than the trial club/group has provided in their equipment list.
- Courses may not be used again within 6 months and 200 miles of a previous assignment.
- Courses should meet the requirements of the division and level of each event.
- Courses that can be reversed, or require little equipment change between levels and divisions are encouraged.
- The course should have the required number of obstacles for each division and level.
- All courses will have change(s) of side.
- Start and finish lines will be set for safety of the dogs competing. Wherever possible start and finish are encouraged to be away from each other for safety.
- Courses must be designed to allow the judge to maintain correct judging positions while not interfering with the dog or handlers flow on course.
- Courses wherever possible should be nested.
- Designed courses may include such sequences as:
 - *Dog walk to tunnel next to dog walk.
 - *Tunnel next to dog walk to dog walk.
 - A-Frame to tunnel – if tunnel entrance is placed 6 to 7 feet away from A-frame decent and the dog's momentum will allow the dog a safe approachable dog path to the entrance.
 - A open tunnel that creates a dog path of tunnel to A-frame, competitors should be briefed on safe entrances
 - Examples of the above may include - the tunnel threaded under the contact obstacle, so the turns to the contact or the "flick/flip" into the tunnel are quite tight or where the tunnel entrance/exhaust essentially is parallel to the ascent/descent ramp of the contact, thereby necessitating a more open/sweeping 180 degree turn
- At no time will the chute/closed tunnel be placed under a A-Frame or Dog Walk
- Turns out of the chute/closed tunnel shall encourage safety in course design. There should be a minimum of 18' to 20' after the exit of the chute/closed tunnel to the next obstacle.
- All obstacles should encourage a safe approach.
- The chute should have a straight on approach if used in a gamble.
- Distances between obstacles should be 18' to 21' feet between jumps. (20' is preferred)
- Tires, Doubles and Triples should be placed on a sequentially numbered course in a manner that presents a reasonable visual image of the obstacle to the dog, with a minimum of 20' before and after these obstacles; and with "in-flow" turns not to exceed 90 degrees before and after these obstacles.
- Distances may range in course flow up to 26 feet. All obstacles should have a safe handler path on both sides. Although 20 feet is a good "preferred" distance between obstacles, especially jumps; **There are situations such as contacts to weaves or weaves to open or closed tunnels or contacts to weaves that can be safely executed at 15 feet, perhaps even a bit closer depending on where on the course it is done. Sequential jumps at 15 feet can be done safely if located on the course where it logically fits. This option will be available reviewed on a course-by-course basis.**
- Obstacles near the sides of rings, should take into consideration stride length of all dogs, safety should be considered at all times.
- When removing obstacles and placing them outside the ring, it is important that they are placed where they cannot be a distraction to a dog in the next course.

A-Frame Height

The A-frame height will be 5'6" for slat and 5'0" for slatless A-frames for all Divisions and Jump Heights. Judges may, at their discretion **and** with valid reason, lower the height of the apex incrementally as conditions warrant. **Remember, each exhibitor trusts in your abilities to design and set a safe course for both themselves and their dogs; and has paid you, through their entry fees, for your abilities and opinion. Be respectful of that trust; act accordingly and responsibly.** Examples of valid reasons include; but are not limited to:

- Traction surface is worn, insufficient or rougher than you deem to be appropriate for a 5'6" slat or a 5'0" slatless height to be used. Paint used does not possess the characteristics of "flat" paint; but has the characteristics of a "satin" or "semi-gloss" paint, resulting in a slipperier surface, especially

in wet and/or humid conditions. **Host Club and DOCNA must be notified to ensure that the condition is corrected by the next trial. Next judge assigned shall be notified of the need for follow-up.**

- Wet (either rain or snow/sleet) or extremely windy conditions
- Excessive heat and/or humidity.
- Naturally occurring variations in the land/surface necessitate adjustments that may slightly change the approach angle and/or shorten the approach distance to the A-frame.

Levels of Difficulty

DOCNA believes that courses for each level should help prepare the dog successfully to be ready for the next level. Courses should be fair and have significant challenge that will prepare the handler and dog team to accept the next level move up once the prior level has been completed.

Beginner Level

The Beginner level is the first experience level in all divisions. Its purpose is to offer a successful experience and a reasonable level of challenge for the beginning dog.

Intern

The Intern level is the middle experience level in all divisions. Its purpose is to offer challenges that demonstrate dog responsiveness on obstacles and competitor confidence with a variety of handling techniques at a greater rate of speed.

Specialist

The Specialist level is the top experience level in all divisions. Its purpose is to offer ****advanced**** agility challenges that require a variety of handling techniques and demonstrate dog and handler teamwork at the highest rate of speed.

Standard Agility Courses

Standard Courses should challenge the handler /dog team and have both work away sections and close proximity handling challenges without losing site of flow on course. The handler/dog team must demonstrate the ability of the team to perform a variety of obstacles on the course while working as a smooth functioning team. In order for the handler/dog team to be successful, all obstacles must be performed without fault and the team must meet the SCT requirements of the division and level.

Beginner Level

- Perform the obstacles with safety while developing teamwork for the new handler and dog team.
- Courses will include 1 set of 5-6 weave poles, all contact equipment, jumps and may contain tunnels, tires and chutes.
- Courses will have approximately 14 to 17 obstacles.
- Handler and dog team will be required to do at least one side change
- Basic obstacle discrimination skills will be tested
- Weave poles entries may be either onside or offside
- For ALL divisions, beginner level courses may not contain double jumps.
- For ALL divisions, beginner level courses must have 2 bars on all the jumps.

Intern Level

- Courses will include 1 set of 10-12 weave poles, all contact equipment, jumps and may contain tunnels, tires and chutes.
- Course SCT (yards per second) will be faster than beginner level
- Increased difficulty in close in proximity handling as well as work away sections
- Handler and dog team will be required to do multiple side changes
- Courses will have approximately 15 to 20 obstacles
- More refined obstacle discrimination skills will be tested
- **Competition Division:** Double jumps may be used at the Intern Level.
- **Select, Veterans, Grand Veterans and Jr. Handler Divisions do not contain double jumps**

Specialist Level

- Courses will include 1 set of 10-12 weave poles, all contact equipment, jumps and may contain tunnels, tires and chutes. In addition, courses may additionally include an extra set of 5-6 weave poles.

- Course SCT (yards per second) will be faster than intern level
- Increased difficulty in close in proximity handling as well as work away sections
- Handler and dog team will be required to do multiple side changes and additional challenges
- Courses will have approximately 17 to 22 obstacles
- Specialist level will have a number of obstacle discriminations throughout the course, these may include direct or indirect discriminations.
- **Competition Division:** One Triple jump and Double jumps may be used at the Specialist Level.
- **Select, Veterans, Grand Veterans and Jr. Handler Divisions do not contain double jumps**

Contact Equipment Used in Standard Course Design

- Only one contact performance - one teeter, one dogwalk, one A- Frame- will be allowed in Standard.
- Should a judge deem one of the contact obstacles unfit to use at a trial, the performance of one of the 2 remaining a second time will be required to obtain 3 contact performances per course

Based on Division and level of course being designed, some of the following challenges may be included:

- Courses may include the sequences
 - *Dog walk to tunnel under dogwalk – dog leaves dog walk and goes into tunnel.
 - *Tunnel next to dog walk – dog leaves tunnel and goes up dog walk.
 - A-Frame to tunnel – if tunnel entrance is placed 6 to 7 feet away from A-frame decent and the dog’s momentum will allow the dog a safe approachable dog path to the entrance.
 - A open tunnel that creates a dog path of tunnel to A-frame, competitors should be briefed on safe entrances
- In any direction, passing through a box that has 4 obstacles, the dog may be asked to perform any one of the 3 remaining obstacles in the box.
- Pinwheel – a set of 3 jumps or mixture of jumps and tunnel to form a horseshoe shape.
- Serpentine – set of 3 jumps in a row where the dog zig-zags through the jumps.
- Switches- asking the dog to take a obstacle that requires a turn away from the handler.
- Discriminations at division and level of event may include.
 - Contact /tunnel
 - Tunnel/ contact
 - Jump to jump (going through a box and asking a dog to switch or turn)
 - Jumps /tunnel (a obstacle placed 10 feet away from the obstacle of choice, not in the dogs direct path)
 - Tunnel /jump (a obstacle placed 10 feet away from the obstacle of choice, not in the dogs direct path)
 - Obstacle of choice / off course (a obstacle placed 10 feet away from the obstacle of choice, not in the dogs direct path)

At all times when designing or setting a course, flow and safety are a priority, a minimum of 10 feet between possible off courses obstacles should be maintained except in the case of a tunnel under a contact.

- Indirect Discriminations
 - If there are Multiple obstacles in the dog’s vision, the flow of the course must allow handler to be in position to work the correct obstacle of choice. (i.e. a dog coming around a pinwheel and after the second jump, there is a choice between two (2) obstacles, and the handler has position to direct the dog to the correct obstacle).
- Straight line of Jumps (tests speed and ability of dog to keep bars up)
- Jumps spaced differently (18’ to 21’ feet)
- Line of jumps with a slight pull or push to a final obstacle.
- Tire jump as the last or first obstacle
- Wrap – dog takes jump and comes around either the right or left sides of the jump without back jumping.
- A series of jumps or combinations of jumps and tunnels that lead to a contact, weave pole, tire, entrance.

See Yardage Table for Standard agility for Standard Course Time (SCT) calculations. Adjustments to Course Time for Select, Veteran, Grand Veteran and Junior Handlers

- Select Division now receives 15% more time than Competition.
- Junior Handler Division now receives 20% more time than Competition Division.

- Veterans Division receives now 20% more time than Competition Division.
- Grand Veterans receive now 25% more time than Competition Division

Disabled/handicapped handlers will receive additional time for the purpose of qualifying as follows:

In all divisions Handicap handlers will receive 20% more time than non-handicap handlers in the same division.

North America Challenge Event – Championship Qualifiers

The North America Challenge Event will be the standard for qualification into future championships. This is a special standard agility run that is scored under the same rules and SCT as Standard Agility with the exception that off courses are judged as elimination. (see judging information and faults for missed obstacles) North America Challenge Events will be more technically challenging courses. Each course will include 1 set of 10-12 weaves and may include an additional set of 5-6 weaves for all levels. In addition, courses may include the performance of 4 contact obstacles, multiple side changes, and additional discriminations.

- Off Courses will be judged as elimination, the handler may finish the course.

NAC course design should include a 4th contact obstacle and/or the use of a additional 6 weave poles, courses may be approved without the 4th obstacle/and/or weave, but would be on a case by case. (these courses may have unique flow, with creative side changes, and unique discriminations).

Course Design of North America Challenge

*****Expect in course design the NEED for a 4th contact obstacle and/or the use of a additional 6 weave poles*****

Examples of Course Design and approval

4 contacts

3 contacts plus extra 6 weave

Reviewed on case by case

4 contacts and extra set of 6 weaves

3 contacts no extra weaves or contact - course must have unique flow, with creative side changes, and unique discriminations

Judging Information:

This is a special agility run that is scored under the same rules and SCT as Standard Agility with the exception that off courses will be judged as elimination

Performance resulting in Elimination

- Deliberately Skipping an obstacle North America Challenge (contacts/weaves – major object or section) use common sense (if team has missed 2 obstacles (not major obstacles) and not done deliberately (but in flow as not to shut down dog), they will have 20 faults and no Q not a E
- **Off Course in North America Challenge**

All other faults are judged exactly as Standard except for off course (as above)

(listing some examples that may need clarification)

- Handler goes from # 7 jump misses #8 jump (not deliberately) and goes to # 9 tunnel (fault 10 for missed obstacle) (fault 10 for failure to perform obstacle)
- Handler goes from # 7 jump misses #8 jump (not deliberately) and goes to # 9 tunnel does not go on but goes back to #8 , by going back the handler created a off course (off course – elimination)

- **Handler attempts weave poles and goes on (fault 10 for failure to perform obstacle)**
- **Dog goes onto contact and comes off and handler goes on (fault 10 for failure to perform obstacle)**
- **Dog goes onto contact and comes off and handler puts the dog back on the contact instead of going on (off course – elimination)**
-
- **Dog goes in a end of tunnel or a bi-direction tunnel and comes back out and the handler puts them or they go into the same end (no fault – waste of time)**
- **Dog goes in a end of a bi-direction tunnel and comes back out and the handler puts them or they go in the other end of the tunnel (off course – elimination)**

***We will continue to update this list as unique circumstances that need clarification occur**

Divisions and Levels

Each division will have its own Challenge event, Competition North America Challenge, Select North America Challenge, Veteran North America Challenge, Grand Veteran North America Challenge and Junior Handler North America Challenge.

Each Division will have two levels for the Challenge event - Intern and Specialist. There will be no Beginner level in the North America Challenge, although beginner dogs are invited to enter either level.

Jumpers

Jumpers is a traditional class that will challenge the handler/dog team by having both work away sections and close proximity handling challenges without losing site of flow on course. It is an opportunity for the dog and handler team to maneuver through a course of jumps at a very fast pace. The only obstacles on a Jumpers Course are JUMPS. Jumpers Courses should challenge the handler /dog team and have both work away sections and close proximity handling challenges without losing site of flow on course.

Beginner Level

- Perform the obstacles with safety while developing teamwork for the new handler and dog team.
- Courses will be approximately 13 to 18 obstacles.
- Handler and dog team will be required to do a minimum of one or two side changes.
- For ALL divisions, beginner level courses may not contain double jumps.
- For ALL divisions, beginner level courses must have 2 bars on all the jumps.

Intern Level

- Course SCT (yards per second) will be faster than beginner level.
- There will be increased difficulty in close in proximity handling as well as work away sections.
- Handler and dog team will be required to do multiple (two or more) side changes.
- Courses will have approximately 14 to 19 obstacles
- **Competition Division:** Double jumps may be used at the Intern Level.
- **Select, Veterans, Grand Veterans and Jr. Handler Divisions do not contain double jumps**

Specialist level

- Course SCT (yards per second) will be faster than intern level
- There will be increased difficulty in close in proximity handling as well as work away sections
- Handler and dog team will be required to do multiple side changes (two or more) and the course should contain additional challenges.
- Courses will have approximately 15 to 22 obstacles
- **Competition Division:** One Triple jump and Double jumps may be used at the Specialist Level.
- **Select, Veterans, Grand Veterans and Jr. Handler Divisions do not contain double jumps**

Traditional Gamblers

Traditional Gamblers is an event that allows the handler/dog team to plan their own course, obtaining points along the way for completing obstacles up to 2 times each successfully for the specified opening period of time. At the end of the point accumulation period, the dog must successfully complete a work away challenge (gamble) and then stop the clock for time. The handler/dog team must be successful in both parts of this event to qualify.

Judges Pertinent Information

Opening Time – 30 seconds.

It is encouraged that courses contain at least 3 – 3 point obstacles, all contacts, additional weaves where possible, the goal of the opening is to have the competitor gauge how many points they can get in the opening and be near the gamble when the whistle/horn sounds to start the gamble. Gambles may consist of 3 to 5 obstacles. The base gamble times are located below, gambles containing 3 or 5 obstacles have a time adjustment. Gambles that include one or more of the listed obstacles; A-Frame, teeter, dog walk, wrap, weave poles have a time adjustment added to the base times (these adjustments are listed below)

Weave poles performance in Gamblers

Both Traditional Gamblers and Strategic Time Gamble require the weave poles to be completed from start to finish without mid-point corrections for points to be accumulated. In Gamblers the handler may attempt the weave poles as many times as they wish, or until they have successfully completed the weave poles 2 times for points.

Point accumulation period (Opening)

In the first part of this event, the goal is to collect at least the minimum number of points required for the set opening time of 30. To make the game more interesting, a judge may also include a mini-gamble worth more points that the team may attempt during the opening point accumulation period. In addition, the handler plans a course to that allows them to be in the right place to efficiently start the second part of this event, the timed gamble.

Opening time - 30 seconds (all levels and divisions)

Points required – 15 Points -Beginner Level (all divisions)

17 Points – Intern (all divisions)

19 and Specialist Level (all divisions)

Obstacle Values

Teeter, A-Frame, Dog Walk – 5 Points

Set of 10 -12 Weaves – 7 points

Set of 5-6 Weaves – 5 points

Tunnels, Chutes, Tires – 3 points

Single Jumps - 1 point

Double Jumps - 2 points

Triple Jumps - 2 points

* Doubles and triples may only be used for appropriate levels

- **(it is suggested doubles and triples only be used when there is limited equipment as they require many changes and use considerable trial time)**

Mini Gamble (optional by Judge) – Value set by Judge up to Double Value of obstacles successfully completed in order.

- Value must equal one of the point totals or a combination of listed points
- Example 2, 3, 5, 7 (as those are points in program) also 4 (calling 2 X 2), 6 (calling a 3 and then another 3) or 10 (2 X 5) etc
- Another way would be - example 8 points calling a 3 and a 5
- The highest mini gamble value allowed is 10

Object – collect at least the minimum number of points required for the set opening time of 30 seconds (as above).

During the point accumulation period, the handler must continue to work the course, collecting points, Should the handler loiter by the gamble, and is clearly is not working to obtain points, the gamble portion of the course will be given an elimination.

A handler may complete any obstacle 2 times successfully for points. Back to back obstacle performance is allowed as are contact to contact and contact to weave.

During the opening, no two gamble obstacles may be taken consecutively, example (i.e. 1 to 2, 2 to 5, 4 to 1...). Back to back single gamble obstacles are allowed. The penalty for this is that the part 2 of this event, the gamble, is negated and the team cannot receive a qualifying score. The exception to this is if there is a multiple choice gamble where there are more than one obstacles representing one number, for example, a A-frame and tunnel each represents a choice of #2, then the competitor may take both #2's in a row in the opening. (Judges will brief this situation)

The Gamble (Closing)

For the second part of this event, the handler strategically plans to be in place to attempt the Gamble when the whistle/horn/buzzer signals the end of the point accumulation period (opening). To complete the timed gamble, the handler must send the dog out to work an obstacle sequence at a distance. The dog is required to perform a timed distance gamble which consists of 3 to 5 obstacles and must be done in the designated order. **The successful gamble ends at the completion of the last obstacle UNDER THE ALLOTTED TIME.** To stop the clock, the dog must cross the finish line.

- There will be horn or whistle at 30 seconds to signal the start of the closing. The final time will be determined by the dog completing the last obstacle of the gamble.
- **DOCNA gambles end at the last gamble obstacle.** (not a finish line down the course)
- **There is no second horn or whistle.**
- Times for all Divisions and all Jumps Heights are posted on competitor course maps.

The Gamble is a Distance Gamble with each level from Beginner to Intern to Specialist being asked to perform the challenge at the required distance for their level in the time allotted by the judge; the higher the level the greater the distance required. The gamble consists of 3 to 5 obstacles. Each level will receive a gamble time in relation to the level of difficulty and level of competitor.

Any handler/dog team that has completed at least the minimum number of points required in the opening and has successfully completed the gamble, doubles their score obtained in the opening

Gamble Distances

*Beginner Level: 8 – 12 feet - This level may not have weave poles or teeters in the gamble

*Intern Level: 12 – 17 feet – This level may not have 12 weave poles in the gamble

*Specialist Level: 17 – 22 feet

- Gamble distances may be shorter in design depending on the challenge

Judges Gamble Signal

The Judge will signal the scribe with a thumb's up for a successful gamble or a thumb's down for a failed gamble.

Calculation of Gamble Times

Opening Time – 30 seconds

Base Gamble Times – 4 obstacles

Gamble does not have any of these obstacles; A-Frame, teeter, dog walk, wrap, weave poles,

Specialist Level	24/20"	16"	12" / 8" /4"
Competition Specialist	12 seconds	13 seconds	14 seconds
	16/20 "	12"	8"/4"
Select Specialist	13 seconds	14 seconds	15 seconds
Veteran/ Jr. Hander Specialist	14 seconds	15 seconds	16 seconds
	16"	12"	8"/4"
Grand Veteran Specialist	15 seconds	16 seconds	17 seconds

Intern Level	24/20"	16"	12" / 8" /4"
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Competition Intern	13 seconds	14 seconds	15 seconds
	16/20 "	12"	8"/4"
Select Intern	14 seconds	15 seconds	16 seconds
Veteran/ Jr. Hander Intern	15 seconds	16 seconds	17 seconds
	16"	12"	8"/4"
Grand Veteran Intern	16 seconds	17 seconds	18 seconds

Beginner Level	20/24	16"	12" / 8" /4"
Competition Beginner	14 seconds	15 seconds	16 seconds
	16/20 "	12"	8"/4"
Select Beginner	15 seconds	16 seconds	17 seconds
Veteran/ Jr. Hander Beginner	16 seconds	17 seconds	18 seconds
	16"	12"	8"/4"
Grand Veteran Beginner	17 seconds	18 seconds	19 seconds

- add 2 seconds to time below if gamble includes a 5th obstacle to time above
- Subtract 2 seconds to time above if gamble has only 3 obstacles.

Disabled/handicapped handlers will receive 2 seconds additional time in the gamble (closing) for the purpose of qualifying as above: It is suggested Manual timing be done for this, as electronic timers do not have this many fields.

Gamble formula for gambles that include one or more of the listed obstacles; A-Frame, teeter, dog walk, wrap, weave poles

Time to add to above base gamble time

- A- Frame or Teeter – Add 2 Seconds
- Dog Walk – 36 feet – Add 3 Seconds
- Dog Walk – 24 feet – Add 2 Seconds
- Set of 10 or 12 weave poles – 3 Seconds
- Set of 5 or 6 weave poles – 2 Seconds
- Wrap Jump or sequence that forms a wrap – 2 seconds
- Obstacle performance or a jump sequence's that requires additional time (Judges Decision) – 1 second.

Qualifying, Scoring and Placement

Qualifying:

To obtain a Qualifying Round in Traditional Gamblers, the minimum number of points must have been met in the point accumulation period (opening) without negating the distance gamble and the timed distance gamble must be completed successfully within the allotted time.

Scoring/Placement:

Any handler/dog team that has completed at least the minimum number of points required in the opening and has successfully completed the Gamble doubles their score obtained in the opening. The handler/dog team with the most points that has completed the timed Distance Gamble is the winner.

If no handler/dog team has completed the timed Distance Gamble, then the handler dog team with the most points is the winner. In the event of a tie in Traditional Gamblers after regular scoring procedures have been used, the use of 1/100 of a second will be the guideline in determining placement.

NOTE: When entering as a disabled/handicapped handler, it is required that you enter all events with this designation. There will be a place on the entry form to designate this category. The extra time for disabled/handicapped handlers is for qualifying purposes only. Dogs entered with handlers in this category will still be placed with the dogs jump height. The best time/most points will always place higher. DOCNA trusts that only exhibitors who have documented medical conditions will enter this category.

Strategic Time Gamble

Strategic Time Gamble is an event that allows the handler/dog team to plan their own course, obtaining points (values indicated below) along the way for completing obstacles up to 2 times each successfully. There are two (2) parts to this event, a point accumulation period (opening) and a strategic gamble period (closing). The handler/dog team must be successful in both parts of this event in order to qualify. At all times during Strategic Time Gamble event, the handler must continue to work the course, collecting points, should the handler loiter by the finish line, and is clearly is not working to obtain points, the judge may give an elimination.

Pertinent Judges Information

Each Strategic Time Gamble Course must contain a Bonus Obstacle (briefed prior to start of walk thru). It is recommended that the bonus obstacle be placed away from the finish, encouraging handlers to strategically plan a course to end near the bonus obstacle to take advantage of its bonus ability. The bonus obstacle may be taken in the opening and has its regular value.

In the closing the first time the Bonus Obstacle is completed, it is worth its obstacle value (called out by judge) and 5 Point Bonus (done by score table). The second time this obstacle is correctly taken, it is worth only its value. For the first time the bonus obstacle is completed, the judge will call out BONUS and then call out the value of the obstacle.

It is important to make the bonus obstacle assessable time wise for all dogs, so it should not be so far away from the finish line that only the fast dogs may use it, this gamble is a time management gamble, so fast dogs will have to do more obstacles and slower dogs will have to gauge how to end up at the bonus obstacle and work there way to the finish line.

At each level, Specialist, Intern and Beginner, the bonus obstacle may differ, each offering more challenge, it is important that all dogs be able to access the bonus obstacle and have a fair opportunity to reach the final obstacle in the time allotted.

The bonus obstacle may have different challenges, if a double jump (Specialist level for Competition and Select) it would have to be taken 1 direction. A judge may deem a particular entrance of a tunnel as the bonus obstacle. A particular end of a A-Frame/Dog Walk may be used, again it is important that all dogs be able to access the bonus obstacle and have a fair opportunity to reach the final obstacle in the time allotted.

If a tunnel or jump is used as the final obstacle, it may be taken either direction to stop the time.

Weave poles performance in Gamblers

Should the team attempt to do weave poles in the gamble games, both Traditional Gamblers and Strategic Time Gamble require the weave poles to be completed from start to finish without mid-point corrections for points to be accumulated. In Gamblers the handler may attempt the weave poles as many times as they wish, or until they have successfully completed the weave poles 2 times for points.

Point accumulation period (Opening)

Points required –

During the first part of this event, the point accumulation period, the goal is to collect at least the minimum number of points required (15 for Beginner and 17 for Intern and 19 for the Specialist level) for the set opening time (30 seconds). If 25 or more points are collected, the team may receive a time bonus that may add/subtract up to 1 second from the clock to the advantage of the team. Obstacles may be taken in any order and back to back obstacle performance is allowed. The first part of this event ends when the whistle/horn/buzzer sounds. The end of part one signals the start of part two.

Opening Time - 30 seconds (all levels and divisions)

Closing Time - The Strategic Time Gamble (closing time) will be determined by the judge and may vary from 12 seconds to 17 seconds.

Points required in Opening

- 15 Points -Beginner (all levels and divisions)
- 17 Points – Intern (all levels and divisions)
- 19 Points –Specialist Level (all levels and divisions)

*25 points will earn the team a time bonus that may add or subtract up to 1 second from the clock to the advantage of the team. (*a team may only earn one bonus, either (1) time bonus or closing bonus), Teams are welcome to try both, but for scoring, only one bonus will apply.

Obstacle Values –Opening and Closing

Teeter, A-Frame, Dog Walk – 5 Points

Set of 10-12 Weaves – 7 points

Set of 5-6 Weaves – 5 points

Tunnels, Chutes, Tires – 3 points

Single Jumps - 1 point Double Jumps - 2 points Triple Jumps - 2 points

* Doubles and triples may only be used for appropriate levels

- **(it is suggested doubles and triples only be used when there is limited equipment as they require many changes and use considerable trial time)**

Bonus Obstacle - Offered in the closing only – worth a 5 Point Bonus calculated by the score table (obstacle value not called out by the judge)

The Strategic Time Gamble (Closing)

During the second part of this event, the strategic gamble, the handler works against the clock while collecting points. The handler may do any obstacle up to two (2) times successfully, even those previously taken in the opening point accumulation period for points. Back to back obstacle performance is allowed.

The goal is to collect as many points as possible and stop the clock by crossing the **designated final obstacle** as close as possible to, **but not over**, the allotted course time. **Taking the designated final obstacle in any direction during the opening or closing will stop the clock for the run.**

Obstacle point values are the same as in the opening. In addition, there is a bonus available that may add/subtract up to 1 second from the clock to the advantage of the handler. Completing the bonus will also be worth an extra 5 points in the closing. In addition to receiving point value for the bonus obstacle(s) and the 5 point bonus (done by the score table), the handler/dog team that completes this bonus obstacle successfully will receive a bonus that will add/subtract up to 1 second from the clock to the advantage of the handler (done by the score table). The scribe will mark the Bonus Obstacle as a Yes or No.

A horn/buzzer/whistle may be set to sound after the time has reached 1 seconds past course time signifying overtime (no Q may be earned).

Bonuses

There are two bonus options available to a team that may add/subtract up to 1 second from the clock to the advantage of the handler. **The handler may try for both, but only 1 bonus can be used to alter the final clock time.**

During the opening period, if the team collects 25 or more points, there is a bonus available that may add/subtract up to 1 second from the clock to the advantage of the handler.

During the strategic gamble period (closing), the judge will offer a bonus obstacle. Any handler/dog team completing this bonus obstacle successfully, may receive up to 1 second plus or minus in their favor for the strategic time gamble. Additionally, completing the bonus will be worth an extra 5 points.

At all times during Strategic Time Gamble event, the handler must continue to work the course, collecting points, should the handler loiter by the finish line, and is clearly is not working to obtain points, the judge may give an elimination.

Qualifying, Scoring and Placement

Qualifying:

To obtain a full qualifying round, the dog must cross the designated final obstacle **with 2.5 seconds or less left on the clock** (including all bonus adjustments) in the strategic gamble (closing).

Examples - Opening Time 30 seconds and judge has set the closing time of 15 seconds for a total course time of 45 seconds.

- Dog's time is 42.50 and the dog has not either earned 25+ opening points or completed the bonus obstacle, the time says the same at 42.50 and a Q is awarded for the dog being within the 2.5 second

allowance.

- Dog's time is 45:45, but the dog has either earned 25+ opening points or completed the bonus obstacle and may plus or minus up to 1 sec from their time, which now makes the time 45:00 (and under the course time) and a full Q.
- Dog's time is 42:39, but the dog has either earned 25+ opening points or completed the bonus obstacle and may plus or minus up to 1 sec from time which now makes the time 43.39 and a full Q.
- Dog's time is 46:89, but the dog has either earned 25+ opening points or completed the bonus obstacle and may plus or minus up to 1 sec from time which now makes the time 45.89 (**and OVER TIME) and no Q is awarded.**

Time Chart for Closing Times

Opening Always 30 seconds	Closing Time 12 – 17 sec	Total Time	Window to Qualifying <u>WITHOUT</u> obtaining A bonus (2.5 second window)		Window to Qualifying <u>WITH</u> obtaining one of the 2 bonuses (opens window to Q by adding 1 second To each side. (4.5 second window)	
			Minimum	Maximum	Minimum	Maximum

30 seconds	12 sec.	42:00 sec.	39:50 sec.	42:00 sec.	38:50 sec.	43:00 sec.
30 seconds	13 sec.	43:00 sec.	40:50 sec.	43:00 sec.	39:50 sec.	44:00 sec.
30 seconds	14 sec.	44:00 sec.	41:50 sec.	44:00 sec.	40:50 sec.	45:00 sec.
30 seconds	15 sec.	45:00 sec.	42:50 sec.	45:00 sec.	41:50 sec.	46:00 sec.
30 seconds	16 sec.	46:00 sec.	43:50 sec.	46:00 sec.	42:50 sec.	47:00 sec.
30 seconds	17 sec.	47:00 sec.	44:50 sec.	47:00 sec.	43:50 sec.	48:00 sec.

Scoring/Placement:

The handler/dog team with the closest time under the maximum time allowed (including all bonus adjustments) and having accumulated at least the minimum points in the opening is the winner. In the event of a tie in the times, the highest total point accumulation value determines the placements. If there is still a tie, the highest point accumulation in the opening determines the placement. The last tie-breaker is the highest point accumulation in the closing.

Snakes N' Ladders

Snakes N' Ladders is a strategic game that has tunnels, contact equipment and weaves. The weaves requirement at the beginner level includes 3 sets of 5- 6 weave poles. At the Intern and Specialist Level the competitor is required to perform 1 set of 10-12 weaves, and 2 sets of 5- 6 weave poles. The handler strategically plans their course, with the goal being to complete all the contact and weave obstacles and cross the finish line as quickly as possible.

Rules

- Can start with any obstacle
- No Contact to Contact or Weaves to Weaves or Contact to Weaves or Weaves to Contact doing any of these will result in elimination.
- Any number of tunnels may be done between choice of doing a contact or weave
- If your dog has completed one tunnel and enters a second tunnel and comes out the same entrance without having completed the obstacle, the handler may resend the dog into the same entrance, choose a different tunnel, use the other end of the same tunnel, or go on to a weave or contact obstacle.
- Weaves and Contacts may be done only once each.
- Missed contacts or failure to complete will result in course faults.
- Tunnels may be done any number of times.
- If your dog enters a tunnel and comes out the same entrance without having completed the obstacle, the handler may resend the dog into the same entrance, choose a different tunnel or use the other end of the same tunnel. Tunnels are not faulted, but must be completed for the obstacle to be considered successful.

- If your dog starts a contact or weave obstacle, that obstacle is now the obstacle of choice and you must finish that one (with or without faults) before moving on.
- If your dog starts a weave pole obstacle in one direction, that weave pole obstacle must be done in that direction. Should the dog back weave, the obstacle will be faulted according to the DOCNA fault table.
- Should the dog leave the contact obstacle prior to completion, the obstacle will be faulted according to the DOCNA fault table. The handler may choose to go on or use the training in the ring guidelines.
- Should the dog not complete the weaves, the handler may attempt them two more times and then must go on or choose to use the training in the ring guidelines.
- The finish line is NOT live until the completion of all Ladders.
- To **successfully** complete the course, all weaves and contacts must have been completed correctly and the finish line crossed to end time. **Once the team has completed all weaves and contacts, anything taken safely on the way to the finish line is just a waste of time.**
- Faults will be awarded as per Dogs on Course Fault Table

Elimination results when:

- Any weave or contact obstacle done consecutively.
- A weave or contact obstacle previous done is attempted again (this includes off course).

Qualifying, Scoring and Placement

Qualifying: Qualifying Round is defined by a no fault run that is under SCT

Scoring and Placement:

Snakes 'N ladders is scored Time plus faults for placement with the fastest clean time being awarded the highest placement. No placement will be given for E or NT.

How Course Times were Calculated – Use assigned Course Times – 162 Yards

Standard Course Time (SCT) calculations are based on a minimum (11) /maximum (13) number of obstacles to complete the course. **Times based on using 36 foot dog walk.**

Calculation used

Distance between obstacles **12 X 20 = 240**
Contacts and Weaves (6 total) **60 + 40 = 100**
Tunnel Base **7 x 15 = 90**
Start /Finish Distance **= 20 (this adjusts for any longer tunnels as well)**
6 obstacles X additional 2 seconds **= 12 seconds adjustment**
Total 450 feet divided by 3 = **162 Yds – used for all courses**

* **Obstacle Adjustments** - 24 foot Dog walk –**159 Yards – used for all courses**

Snakes and Ladders Course Times

Specialist Course Times

Specialist Level	Jump 4" (N/A in competition)	Jump 8"	Jump 12"	Jump 16"	Jump 20" or 24"
Competition	52.26 Seconds	52.26 Seconds	51.43 Seconds	48.36 Seconds	45.63 Seconds
Select Division	60.01 Seconds	60.01 Seconds	59.14 Seconds	55.61 Seconds	52.48 Seconds
Veteran Division/ Junior Handler Div.	62.71 Seconds	62.71 Seconds	61.72 Seconds	58.03 Seconds	54.74 Seconds
Grand Veteran Div.	65.33 Seconds	65.33 Seconds	64.29 Seconds	60.45 Seconds	57.29 Seconds

Intern Course Times

Intern Level	Jump 4" (N/A in competition)	Jump 8"	Jump 12"	Jump 16"	Jump 20" or 24"
Competition	62.31 Seconds	62.31 Seconds	61.13 Seconds	55.86 Seconds	51.42 Seconds
Select Division	71.66 Seconds	71.66 Seconds	70.30 Seconds	64.24 Seconds	59.13 Seconds
Veteran Division/ Junior Handler Div.	74.77 Seconds	74.77 Seconds	73.36 Seconds	67.03 Seconds	61.70 Seconds
Grand Veteran Div.	77.89 Seconds	77.89 Seconds	76.41 Seconds	69.83 Seconds	64.28 Seconds

Beginner Course Times

Beginner Level	Jump 4" (N/A in competition)	Jump 8"	Jump 12"	Jump 16"	Jump 20" or 24"
Competition	75.35 Seconds	75.35 Seconds	75.35 Seconds	67.50 Seconds	61.13 Seconds
Select Division	86.65 Seconds	86.65 Seconds	86.65 Seconds	77.63 Seconds	70.30 Seconds
Veteran Division Junior Handler Div.	90.42 Seconds	90.42 Seconds	90.42 Seconds	81.00 Seconds	73.35 Seconds
Grand Veteran	94.19 Seconds	94.19 Seconds	94.19 Seconds	84.38 Seconds	76.41 Seconds

Adjustments to Course Time for Select, Veteran, Grand Veteran and Junior Handlers

- Select Division receives 15% more time than Competition.
- Junior Handler Division receives 20% more time than Competition Division.
- Veterans Division receives 20% more time than Competition Division.
- Grand Veterans receive 25% more time than Competition Division

Disabled/handicapped handlers will receive additional time for the purpose of qualifying as follows:

In all divisions Handicap handlers will receive 20% more time than non-handicap handlers in the same division.

Trigility

Trigility is a team strategy game that tests the agility ability of the 3 members of the team to complete 3 types of agility on a regular agility course. The goal is to complete all 3 courses in the shortest amount of time and to have one team member successfully complete a mini gamble test. **Teams may consist of dogs from multiple divisions and heights.** All dogs on a team must come from the same level (ie. Beginner) but different divisions can be mixed. It is suggested where possible each team should be made up of the dogs that jump the same jump height. **The following rules will apply for teams that consist of multiple dog heights; the highest height will be used for SCT calculation and team placement.**

- The first member of this team does a 7- 11 obstacle mini **Jumpers** course that weaves through other non-jumpers obstacles. In additions to jumps, this course may have tunnels. When the dog has cleared the last obstacle in their course and crossed the start/finish line, the second dog/handler team may start their course.
- The second member of the team will do a 7-11 obstacle mini **Standard Agility** course that may include jumps, tunnels, contact equipment, and weave poles. When the dog has cleared the last

obstacle in their course and crossed the start/finish line, the third dog/handler team may start their course.

- The third member of team will complete a mini course of 7 – 11 obstacles that will include a mini **Traditional Gamble** test. Their course may include jumps, tunnels, contact equipment, and weave poles with the emphasis being to give the handler/ dog team the opportunity of a propulsion driven gamble. Once the dog has crossed or cleared the last obstacle in their course and crossed the start/finish line, the course is completed.

Rules

Teams may consist of dogs from multiple divisions and heights. It is suggested where possible each team should be made up of the dogs that jump the same jump height.

If team members are not available; dogs that are entered in the event will be asked to volunteer to run for teams without partners. During this volunteer run, qualification is only available to the members running for the first time (the volunteer dog is not eligible to qualify). No dog may volunteer for more than one (1) additional run above and beyond its actual qualifier run.

- SCT will be based on the Select Standard Course Time + Relay Exchange Time.
- **Should the team consist of multiple dog heights the highest height will be used for SCT calculation and team placement.**
- In this team event, there are no batons to pass. The next run starts as soon as the previous run has crossed the start/finish line (or other designated area).
- The penalty for letting the dog cross the start/finish line before the previous dog has completed their course is 10 faults. If the previous dog skips the last obstacle in their course, the next team may start when it is obvious that the previous team has decided to not work that last obstacle.
- All obstacles must be ATTEMPTED. Deliberately skipping an obstacle will result in elimination.
- **For the team to be successful, the gamble must be completed.**
- In the event a substitution is needed for a team member that is absent, the replacement team member may run the same section of the course that they previously ran.
- Scoring will be done on a time plus faults basis. For any team that has completed the gamble and is under course time with any awarded course faults added to their course time, each member of the team will receive a Qualifying Round in Trigility
- Placement will be awarded on best score and successful completion of the mini gamble.
- Faults will be awarded as per DOCNA Fault Table
- Trigility will have 5 seconds added for qualifying purposes for each disabled/handicapped competitor on the team.
- You can run with the same team members multiple times and earn qualifying rounds.
- **Gate stewards may adjust the running order to limit the amount of pole setting. (This is a MUST – try to have the gate steward arrange all the JUMPERS Section in Heights, this will save a lot of time)**

Qualifying, Scoring and Placement

Qualifying

Any team that **has completed the gamble** and is under course time with any awarded course faults added to their course time; each member of the team will receive a Qualifying Round.

Scoring and Placement

Scoring will be a team's course time plus any accumulated faults. Not completing the gamble will result in a NQ.

The Trigility event placements will be calculated by adding time plus any faults that occurred during the round. The lowest score out of the teams that have successfully completed the gamble will have the highest placement.

Faults will be awarded as per DOCNA Fault Table.

See Select Yardage Table for Standard Course Time (SCT) calculations for Trigility. Each judge

will add a Relay Exchange Time to the Course Time.

Team Course Times for Trigility use Select Division Base + the Relay Exchange as the official course time for all teams.

Competition Division	Jump 4" (N/A in competition)	Jump 8"	Jump 12"	Jump 16"	Jump 20" or 24"
Beginner	2.15	2.15	2.15	2.40	2.65
Intern	2.60	2.60	2.65	2.90	3.15
Specialist	3.10	3.10	3.15	3:35	3.55
Select Division	10 % more time than competition				

After each time has been calculated for each height (using table above), add the 15% Select division calculation. From this figure, add 10 seconds (Relay Exchange) to each height.

Example – 28 obstacles between the 3 team members

- With the distance for all contacts, weave poles, tunnels, etc added, the example course is 693 ft or 231 yds.
- Calculation for 231 yds divided by 3.55 (tallest dog 20/24 inch) = 65.07 (Competition Base) + 15% (Select) (9.8) = 74.87 seconds + 10 seconds (Relay Exchange) = 84.87 Course Time.

How this relates to the team example – Intern Level Team - tallest dog 16 inch

- Calculation for 231 yds divided by 2.90 yps (Intern Level) (tallest dog 16 inches) = 79.66 (Competition Base) + 15% (Select) (11.9) = 91.56 seconds + 10 seconds (Relay Exchange) = 101.56 Second Course Time.

Disabled/handicapped handlers will receive 5 seconds additional time for qualifying purposes for each disabled/handicapped competitor on the team.

Obstacle Performance

Last obstacle Performance:

The last obstacle on the course, typically a jump, tire or tunnel is judged as complete when the handler/dog team has either taken this obstacle or abandoned the opportunity and incurred failure to perform. There are no faults incurred by the dog running by the last obstacle, the handler dog A dog going by the last obstacle is still completed

General Fault Guidelines

- Any part of the dog touching a obstacle will deem that obstacle as the obstacle of choice or a off course
- Fault signals and value of faults available under FAULTS, ELIMINATIONS
- Unsafe execution of any obstacle will result in course faults. Examples of unsafe may be, but is not limited to, the list below (applies to all events):
 - dogs entering the upside of the contact at a dangerous angle, clawing their way up the upside
 - crashing weave poles which cause anchor's to be dislodged
 - crossing over Jump standards or Wings of Jumps
 - fly-off teeters
 - jumping off contact equipment from high heights
 - Crashing the tire hoop or stand and/or dislodging the stand.

Contact Obstacles:

Any part of the dog touching a contact obstacle will be deemed committed to that obstacle as the obstacle of choice or an off course if it is not in sequence of the course. If the dog leaves the contact obstacle prior to completion, after contact has been attempted, this will be classified as a failure to perform and the handler must go on to the next obstacle in sequence. Should the dog by handler's choice or by dogs' choice attempt the contact obstacle again, the team will receive an E. The handler may at that time continue on and complete the course or use training in the ring guidelines. (The guidelines above apply to Standard Agility, Snakes 'N Ladders and Trigrility Events).

Unsafe execution of any contact will result in course faults. Examples of unsafe may be, but is not limited to, the list below. (Applies to all events)

- dogs entering the upside of the contact at a dangerous angle, clawing their way up the upside
- fly-off teeters
- jumping off contact equipment from high heights

A-Frame: During the performance of the A-Frame, the dog must safely execute the correct upside of this contact obstacle; there is no contact zone on the upside. On the descent, the dog must touch the contact zone with any part of one paw while not having left the contact. During this descent, should the dog jump from the descending ramp above the contact zone and land with front paws on the ground and then any portion of the back paws touches the contact zone after the landing of the front paws, it will be considered a missed contact (incidental contact).

A-Frame Height

The A-frame height will be 5'6" for slat and 5'0 for slatless A-frames for all Divisions and Jump Heights. Judges may, at their discretion **and** with valid reason, lower the height of the apex incrementally as conditions warrant. **Remember, each exhibitor trusts in your abilities to design and set a safe course for both themselves and their dogs; and has paid you, through their entry fees, for your abilities and opinion. Be respectful of that trust; act accordingly and responsibly.** Examples of valid reasons include; but are not limited to:

- Traction surface is worn, insufficient or rougher than you deem to be appropriate for a 5'6" slat or a 5'0 slatless height to be used. Paint used does not possess the characteristics of "flat" paint; but has the characteristics of a "satin" or "semi-gloss" paint, resulting in a slipperier surface, especially in wet and/or humid conditions. **Host Club and DOCNA must be notified to ensure that the condition is corrected by the next trial. Next judge assigned shall be notified of the need for follow-up.**
- Wet (either rain or snow/sleet) or extremely windy conditions
- Excessive heat and/or humidity.
- Naturally occurring variations in the land/surface necessitate adjustments that may slightly change the approach angle and/or shorten the approach distance to the A-frame.

Dog Walk: During the performance of the Dog Walk, the dog must safely execute the correct upside plank of this contact obstacle; there is no contact zone on the upside. On the descent, the dog must touch the contact zone with any part of one paw while not having left the contact. During this descent, should the dog jump from the descending ramp above the contact zone and land with front paws on the ground and then any portion of the back paws touches the contact zone after the landing of the front paws, it will be considered a missed contact (incidental contact).

Teeter-Totter: In the performance of this contact obstacle, the dog must safely execute entering the up side of the teeter plank. There is no up side contact zone. The dog must travel along the plank and cause it to tip; on the descent the dog must touch the contact zone with any part of one paw while not having left the contact. During this descent, should the dog jump from the descending ramp above the contact zone and land with front paws on the ground and then any portion of the back paws touches the contact zone after the landing of the front paws, it will be considered a missed contact (incidental contact). Prior to the teeter tipping, if the dog leaves the teeter any time, it will be deemed a failure to perform. After the dog has tipped the teeter and is descending, any failure to touch the contact zone as described above will result is a missed contact zone.

Rational Teeter calls - The performance of the teeter will be judged under the guidelines of did the dog safety execute the teeter? During the tipping, was the dog in control? Did the dog touch the yellow contact zone with any part of one paw? Then the teeter was successfully performed. The judges' decision is final (see unsafe execution of an obstacle).

Chute/Closed Tunnel: The dog must pass through the opening and continue to the end of the fabric and emerge for it to be a successful chute/closed tunnel execution. Should for any reason the dog perform the chute/closed tunnel fabric side first due to wind gust; the following performance standard would apply. Any part of the dog touching an obstacle will deem that obstacle as the obstacle of choice or an off course.

DOCNA will welcome any of the new Tunnel/Fabric chute tunnels, the tunnel section must be secured with tunnel holders that are functional and safe for all dogs.

Open Tunnel: In Standard Agility, Trigrility and during Traditional Gamblers timed gamble sequence, the course may dictate a particular end of a tunnel that has to be taken. If the dog in this case performs the tunnel by entering the end not assigned, it will be deemed an off course. The handler may send the dog into the correct end and continue on course. The tunnel might be assigned a bi-directional entrance; in this case the dog may take either entrance without fault. If the dog enters the correct entrance(s) and comes back out, the handler may direct the dog back in the correct entrance without being assessed a fault.

Tire Jump: In Standard Agility and during Traditional Gamblers timed gamble sequence, the course may dictate a particular side of round diameter circle/hoop/tire that has to be taken. If the dog in this case performs the round diameter circle/hoop/tire by entering the end not assigned, it will be deemed an off course and would be assessed an off course fault. The handler may correctly direct the dog through the circle/hoop/tire and continue on course. In the execution of the tire, the dog is not faulted for traveling safely below or between the tire stand in the direction that the tire/hoop/circle is to be taken. And off course will be assessed should a dog travel below or between the tire stand in the off course direction.

APPROVED SPREAD TIRE - Performance

Approved Spread Tires not be faulted unless they are unsafely executed.

- Dogs in the performance of the spread tire may cause the tire to split apart as they travel through the hole, this would be considered normal as in a non separating tire, the dogs momentum would carry them through and any movement on the tire would be that of the dog travelling between it.
- Dogs in the performance of the tire that land at the split in the tire and fall through, will be awarded a unsafe performance fault. Use common sense, if the dog on a regular tire would have bounced its way through, it's a good tire.
- The whole purpose of this new tire is to save injuries, not create a huge amount of faults, please use good judgment.

Jumps - Single bar, Double bar, Wingless, Wing, wingless, Double or Spread Jump:

In Standard Agility, Jumpers, Trigrility and during Traditional Gamblers timed gamble sequence, the course may dictate a particular side of the jump that has to be taken. If the dog in this case performs a jump by jumping the obstacle from the incorrect side, (side not assigned by course), it will be deemed an off course. The handler may send the dog over the bar and continue on course. For a correct execution, the dog must pass between the standards while jump over the top bar.

Faults are given for displaced top bars only. Bottom bars are not faulted.

Dropped bars should not reset during a run, if the jump is repeated again later, the handler will only receive the original fault.

There may be occasions where jump stanchions that don't always sit "nicely" on a natural grass or dirt surface. In the event that the top (height) bar is appropriately and fairly seated in the cups/supports, if the half-height bar cannot fairly seat in the supports, it will be acceptable to angle the bar from the support directly under the "height" bar to the ground

Double Jumps and Triple Jumps may only be taken in one direction. Any top bars displaced during the execution of the jump will be faulted.

Unsafe execution of any jump obstacle will result in course faults. Examples of unsafe may be, but is not limited to; the list below (applies to all events). The judge's decision is final.

- Crossing over Jump standards or Wings of Jumps
- Crashing the wing or jump standard, or dislodging a wing.
- Crashing the jump bar

Weave poles: For a successful weave performance, the dog must enter the weave poles correctly (enter the first pole at the dogs left shoulder), and continue alternating weave poles in one continuous motion in the direction the course indicates. The dog must perform the complete set of weave poles without missing a pole or passing by a pole.

Weave poles in Standard Agility Event, Snakes 'N Ladders, Trigrility and during Traditional Gamblers timed gamble sequence must be completed from start to finish, mid-point corrections are not allowed.

However, the handler may restart the weaves up to a maximum of 3 times in Standard Agility Event, Snakes 'N Ladders, and Trigrility.

At the Beginner and Intern level, an attempt shall be any entry at any pole, whether it is a correct entry or not. Passing the poles without crossing through (i.e. run by the poles) shall not be considered an attempt at this level. At the Specialist level, an attempt shall be when the dog passes the plane of the first pole (runs by), or enters at any pole.

Pass by exception: on the first attempt at the weaves, if the dog passes by the first pole without any focus, recognition or awareness of the presence of the poles, the judge shall disregard this as an attempt.

Back weaving (dogs forms an "S" in its motion, usually weaving 3 or more poles) constitutes a 10 point off course fault. If the dog cuts through the middle of the weaves to get to the correct obstacle this is also considered an off course. If a handler cuts through the middle of the weaves, this is considered a contact with equipment and is faulted.

See Traditional Gamblers and Strategic Gamblers for weave pole requirements in these events.

First Obstacle Performance

When electronic timing equipment is used, should the dog pass the plain of the first obstacle without taking that obstacle, a 5 second time penalty will be added to the run time. The team may still qualify if their run time is under standard course time after this adjustment.

Last Obstacle Performance:

The last obstacle on a course, typically a jump, tire or tunnel, is considered live until the dog successfully executes it. It is judged as complete when the handler/dog team has either taken this obstacle or abandoned the opportunity and incurred a failure to perform fault. **No failure to perform faults are incurred if the dog runs by the last obstacle as long as the handler brings the dog back and successfully executes it.**

Timer Malfunctions

On a clean run where there has been a time malfunction

- The judge would have the option of giving a Q or telling the competitor they must run again (if he thinks they may not have been fast enough).
- If in awarding a Q, the competitor the option or rerunning for time (must run safe, no faults will be assessed unless competitor does obstacles in a unsafe manner in trying to obtain a faster time).
- If the competitor takes the Q, they are placed last among dogs that have qualified. (example course time 50.00 and they would be given 49.99 and given any placement before runs with faults.

FAULTS and ELIMINATIONS - JUDGE'S SIGNALS

5 Course Faults One arm raised and hand extended open

10 Course Faults Two arms raised, both hands extended open

Elimination Hand crossing in front of neck

No Time Judge signals by forming a T with both hands (one hand flat, the other pointing to the middle of the flat hand forming a T)

Off Course or Performance of a contact (see Obstacle Performance for a complete list)

Any part of the dog touching an obstacle shall deem that obstacle as either the obstacle of choice or an off course.

Weave poles: Weave poles in Standard Event, Snakes 'N Ladders and Trigility must be completed from start to finish, mid-point corrections are not allowed.

However, the handler may restart the weaves up to a maximum of 3 times in Standard Agility Event, Snakes 'N Ladders, and Trigility. At the Beginner and Intern level, an attempt shall be any entry at any pole, whether it is a correct entry or not. Passing the poles without crossing through (i.e. run by the poles) shall not be considered an attempt at this level. At the Specialist level, an attempt shall be when the dog passes the plane of the first pole (runs by), or enters at any pole.

Should the handler not be successful after the 3rd attempt, at that time the judge will signal a failure to perform and the handler will be expected to continue on with the course or continue with the weaves by using the guidelines of Training in the Ring. Both Traditional Gamblers and Strategic Time Gamble require the completion from start to finish with out mid-point corrections for points to be accumulated. In Gamblers the handler may attempt the weave poles obstacle as many times as they wish, or until they have successfully completed the weave poles 2 times for points.

Dogs on Course in North America, LLC Standard Fault Table

5 Faults	<ul style="list-style-type: none">• Bar down (top bar)• A-Frame, Dog Walk or Teeter-Totter - missed contact zone• Excessive delay at start line• Dog excessively nipping at Handler; but without making contact. Vocalizations on the part of the dog should not be faulted; but there should be decreasing tolerance as the team advances in level . . . Most tolerant at Beginner, somewhat less so at Intern, and a bit less so at Specialist; while continuing to acknowledge that some dogs are "simply talkers". It is strongly suggested that judges that observe "frustrated with their handler" dogs be conscientious and offer a bit of "benign advice and understanding" to the owner/handler . . . acknowledge that the team will likely be adequately critiqued at their next class. Remember, a kind word from a respected judge can do great things for a developing team.• Deliberately touching the dog (depending on severity – may result in elimination)• Handler accidentally knocking down jump, stepping over a contact, cutting through weaves
10 Faults	<ul style="list-style-type: none">• Off Course (Performance of a obstacle)• Unsafe performance of any obstacle (includes Fly-off of Teeter-Totter)• Failure to perform any obstacle• Poor Sportsmanship, excessive handling, outside ring assistance• Deliberately touching the dog (depends on severity for elimination)• Back weaving• Contact with the dog that causes the dog to veer from a off course• Early start in Trigility
Elimination	<ul style="list-style-type: none">• Outside ring assistance• Training in the Ring (see training in the ring guidelines)• Poor Sportsmanship, aggression towards Judge excessive handling,• Handler carrying leash on person during run• Food or toys brought into the ring or within 10 feet of ring• Using squeaky toys /balls/toys that distract the dog in the ring• During the walk through - deliberately moving any obstacle that is on the course without the Judge's permission.• Dog making bite/nip contact with their handler or handler's clothing. Depending on the skill level of the team and the severity of the contact, the judge has the option to file a

	<p>formal report with DOCNA. Judges must, however, notify DOCNA of the incident; and substantiate their reasoning for their decision of "Elimination for that run". DOCNA views incidents such as these as "noteworthy", with the potential for either correction/escalation in the future. They will be kept in that exhibitor's/dog's file.</p> <ul style="list-style-type: none"> • Dog making bite/nip contact with the judge/ring crew/spectators/judge, ring crew or spectator's clothing/another dog. A report MUST be filed with DOCNA. There are NO discretionary options available in the event of an occurrence of this nature. Dogs that merely "tell" another dog to "back off and respect their space/private parts" DO NOT warrant a report; but the judge should inform the parties involved to be and stay aware of their dog relative to other dogs. "Contact" with escalation warrants a formal report, preferably with statements from all parties involved. • Dogs that issue an overt warning growl or bark(s) must be warned at minimum; and DOCNA notified. This is not as serious as a "formal complaint"; but becomes a part of the exhibitors/dog's file. • Dog fouling anywhere in the ring area (this includes the practice jump area) before, during or after completion of a run • Use of training devices • Deliberately touching the dog • Sportsmanship for your Fellow Competitor (toys/etc affecting dog on course's run) (judges discretion based on severity) • Abusive towards dog or any other dog • The judge may deem or the handler may ask for excusal in a positive manner • If there dog has quit working, or the dog is not meeting the standards required for competing a obstacle and the handler deems its in the best interest not to continue with the course. • The dog has left the course and the handler cannot get a recall on the dog • Dog is out of control and has ceased to work • Maximum Course Faults (optional by Judge) • Maximum Course Time Exceeded • Deliberately Skipping an obstacle North America Challenge (contacts/weaves – major object) use common sense • Off Course in North America Challenge
No Time	<ul style="list-style-type: none"> • In Gamblers, the handler touches the dog deliberately before crossing the finish line • If a dog cleanly and efficiently completes a course and the timer has malfunctioned, the judge may offer the dog/handler team a Q with no time, the handler may also choose to run for time.

Time Faults

For Standard, Jumpers, Strategic Time Gamble, Trigility and Snakes 'N ladders the use of 1/100 of a second will be the guideline in determining placement. Qualifying Rounds will be placed before non-qualifying rounds (time plus faults). No placement will be given for Elimination or a result of a No Time (NT) run.

In the event of a tie in Traditional Gamblers after regular scoring procedures have been used, the use of 1/100 of a second will be the guideline in determining placement.

Standard Agility Course Time (SCT) Table – Yards Per Second (YPS)

When computing's, the **actual** jumping height of the dog is used in determining the time.
 Competition Division height SCT + XX% (Division) = time

Examples:

- 20" Select jumping at Dog 16" Competition 20/24" time + 15%
- 20" Grand Veteran jumping at 12" = Competition 20/24" time + 25%
- 20" Select choosing to jump 20" Competition 20/24" time + 15%

Competition Division	Jump 4" (N/A in competition)	Jump 8"	Jump 12"	Jump 16"	Jump 20" or 24"
Beginner	2.15	2.15	2.15	2.40	2.65
Intern	2.60	2.60	2.65	2.90	3.15
Specialist	3.10	3.10	3.15	3:35	3.55
Select Division	15 % more time than competition				
Veterans Division	20 % more time than competition				
Grand Veterans Division	25 % more time than competition				
Jr. Handler Division Up to Age 16	20 % more time than competition				

Disabled/handicapped handlers will receive additional time for the purpose of qualifying as follows:

In all divisions Handicap handlers will receive 20% more time than non-handicap handlers in the same division.

Weather or surface may create unique circumstances that warrant the judge to vary the pre set SCT times above. These circumstances may include thick sand, intense Heat, excessive rain, slippery conditions, and muddy conditions. The judge may add up to 20% to course time depending on severity.

Jumpers Standard Course Time (SCT) Table – Yards Per Second (YPS)

Competition Division	Jump 4" (N/A in competition)	Jump 8"	Jump 12"	Jump 16"	Jump 20" or 24"
Beginner	3.00	3.00	3.30	3.50	3.70
Intern	3.40	3.40	3.70	3.90	4.10
Specialist	3.80	3.80	4.10	4.30	4.50
Select Division	10 % more time than competition				
Veterans Division	15 % more time than competition				
Grand Veterans Division	20 % more time than competition				
Jr. Handler Division Up to Age 16	15 % more time than competition				

Adjustments to Course Time for Select, Veteran, Grand Veteran and Junior Handlers

- Select Division now receives 15% more time than Competition.
- Junior Handler Division now receives 20% more time than Competition Division.
- Veterans Division receives now 20% more time than Competition Division.
- Grand Veterans receive now 25% more time than Competition Division

Disabled/handicapped handlers will receive additional time for the purpose of qualifying as follows:

In all divisions Handicap handlers will receive 20% more time than non-handicap handlers in the same division.

Weather or surface may create unique circumstances that warrant the judge to vary the pre set SCT times above. These circumstances may include thick sand, intense Heat, excessive rain, slippery conditions, and muddy conditions. The judge may add up to 20% to course time depending on severity

General Timing Criteria

For Standard, Jumpers, Strategic Time Gamble, Triglity, and Snakes `N ladders, the use of 1/100 of a second of time will be the guideline in determining placement. Qualifying Rounds will be placed before non-qualifying rounds. No placement will be given for Elimination or a run that results in No Time (NT). In the event of a tie in Traditional Gamblers, after regular scoring procedures have been used, the use of 1/100 of a second will be the guideline in determining placement. In all events, qualifying rounds will be placed before non-qualifying rounds.

Dogs On Course in North America, LLC Training in the Ring

Dogs On Course in North America, LLC believes training in the ring to be a privilege for the handler and at no time should this privilege be abused. The opportunity to correct an obstacle, assist with the understanding of the down sides of contacts, or rework a sequence is a privilege given to the handler in the FLOW of the course.

DOCNA allows Training in the Ring when

- Used to correct a specific problem that occurred during the run
- Done in a positive, sportsmanlike manner
- the flow of the course is maintained (see below guidelines for repeating obstacles/obstacle sequences)

Reason for Training in the Ring

- The dog does not perform an obstacle/obstacle sequence to the standard required by the handler

General Guidelines for Training in the Ring

- The handler may use positive physical assistance on contacts and start line.
- If at any time the judge feels that the handler is not trying to successfully continue in the flow of the course with the intent being to complete the course, but is instead working on particular obstacles or types of obstacles for the purposes of training only, the judge may ask the handler to leave the course. At all times the judges decision is final.
- Training in the Ring results in elimination for a score.

Obstacle and sequence training guidelines:

- The handler may repeat the obstacle/obstacle sequence/start line one (1) time only or correct a down side of a contact (example A- frame/dog walk/teeter) or do a repeat of an obstacle sequence (example pinwheel) and continue with the flow of the course.
Result – the handler may continue on course (this may be done up to 3 times on 3 different obstacles/obstacle sequences during the flow of the course as long as course time has not been reached).
- The handler may repeat the obstacle/obstacle sequence more than 1 time and up to 3 times.
Result – the handler has trained that obstacle and must leave the course immediately.
- In Standard Agility, Snakes 'N Ladders and Trigility, the weave poles must be completed from start to finish, mid-point corrections are not allowed. The handler may restart the weaves up to a maximum of 3 times (see weave pole obstacle performance guidelines). Should the handler not be successful after the 3rd attempt, at that time the judge will signal a failure to perform and the handler will be expected to continue on with the course. The handler may continue to try the weaves, but it will be considered training in the ring. **Result** – The handler may attempt the weaves and if successful may continue on with the flow of the course. Should the handler attempt the weaves more than 1 additional time and up to 3 times, whether successful or not, the handler has trained that obstacle and must leave the course immediately.

Start line training guidelines:

- , the course is live. If a dog misses the first obstacle the handler may return and in continuous flow direct the dog to complete the obstacle.
Result – loss of time
- Once the handler has crossed the start line, the course is live. If the handler comes back over the line to reset the dog it is considered training in the ring and the run is judged as elimination.
Result - guidelines for training obstacle/obstacle sequences apply

Contact Equipment Specifications

CONTACT TABLE

	Contact Zone	Ramp Width	Height	Ramp Length
Teeter-Totter	36 to 42 inches	9 ¼ inches – 12 inches (Recommend 12 inch ramp)	24 inches	144 inches (12 feet)
Dog Walk*	36 to 42 inches	9 ¼ inches – 12 inches (12 inch ramp is Recommended)	48 – 50 inches Or 3 feet (24 foot)	12 feet X 3 planks for a total of 36 feet or 8 feet X 3 planks For a total of 24 feet
A-Frame*	36 to 42 inches	36 to 48 inches (48 inch /or tapered to 48" ramp is Recommended)	66 inches (5'6"- slat) (5'0"- slatless)	108 inches (9 feet panels)
A-Frame (special Request)	36 to 42 inches	36 to 48 inches (48 inch /or tapered to 48" ramp is	56 inches (4'8" apex)	96 inches (8 foot panels)