

# Indiana 4-H Dog Agility Guide

*Developed by the Indiana 4-H Dog Advisory Committee*



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## Introduction

The Indiana 4-H Dog Project encourages youth to develop good character, discipline, and a feeling of self-worth while learning about canine care, responsibility, and the sport of showing dogs. In the Indiana 4-H Dog Agility Program, which is part of the 4-H Dog Project, the youth and dog team learns to negotiate an obstacle course against time. The youth cues the dog through the course without

touching the dog or the obstacles. This presents an opportunity for youth to learn to communicate clearly and quickly with their dogs, build teamwork skills, develop mental acuity, and learn dog training and showing skills for the exciting dog sport of agility.

The United Kennel Club (UKC) rules were selected for use as the model for the Indiana 4-H Dog Agility Program with modifications made to provide a program suitable for 4-H handlers of all ages. This guide has been designed to help establish consistent regulations and procedures for the 4-H members, volunteers, and judges who are involved with this program.

## General Rules

The dog must be at least one year old on the day of the show to participate in a 4-H agility competition. This is for the long-term health of the dog.

No treats, training aids, or toys are permitted in the agility rings or staging areas.

The dog must wear a buckle or quick-release collar without any tags when showing in the agility ring. No other collars are permitted.

Double handling is not permitted. People outside of the ring are prohibited from any intentional actions, either verbal or nonverbal, designed to improve or impair the performance of the handler or dog inside of the ring.

Physical or verbal disciplining of dogs is not permitted inside or outside the ring except to a reasonable extent in the case of an attack on either a dog or person.

Dog aggression will result in an automatic dismissal from the show.

Attire for agility follows the 4-H standard for appropriateness. Clothing should be comfortable for running and bending. Exposing cleavage, a bare midriff, or buttocks is inappropriate and will be penalized. It is highly recommended that the handler wear shoes that will permit quick movement without slipping on rubber mats. Typically, this means the handler will wear athletic shoes or other flexible rubber-soled shoes. Boots with smooth soles, high heels, loose-fitting shoes, floppy sandals, and other unsafe footwear are not appropriate attire.

Dogs that have been disqualified in obedience may not compete in agility. If a 4-H member's dog completes the agility run and is later disqualified in obedience, then the agility score will be changed to disqualification status.

## 4-H Classes

There are four competition levels in Indiana 4-H agility: Beginning, Intermediate, Advanced, and Excellence. The level of competition is determined by the county 4-H leader and the handler based upon the dog's ability and training. This means that the handler needs to demonstrate to the county 4-H leader during training that the dog is able to safely negotiate the pieces of equipment required for that level. A handler may begin at any level as long as the handler demonstrates that the dog is capable, but in subsequent competitions, the dog may not compete at a lower level than it did previously. A handler who chooses to show a dog at a lower level than it was shown at previously may do so for exhibition only.

Each competition level except Excellence is divided into two classes: A and B. The A Class of any level is for the 4-H member and dog that have never participated at that particular level. The B Class is for all other handlers and dogs participating at that level. It is important to note that a handler cannot participate in the A Class of any level more than once, even if he or she returns in a later year with a different dog. A handler who chooses to repeat an A Class, even with a different dog, may do so for exhibition only.

In any given year, a dog must be shown at the same agility level at the Indiana State Fair as it was shown in the handler's county 4-H program. Entering the state fair competition at a level lower than the county participation will be for exhibition only.

Awards at the Indiana State Fair are given for the available classes in each of the four competition levels. Separate awards are not given for each jump height within the classes.

The following lists the equipment used in the Indiana 4-H Agility Program by class level. Full equipment descriptions and construction specifications are detailed in the UKC Agility Rules, which can be found at [www.ukcdogs.com](http://www.ukcdogs.com). The class equipment lists and scoring points are summarized in chart form in Appendix A. The height of the A-frame is determined by the size of the panels. Standard measurements are listed in Appendix B.

### Beginning Level

The Beginning Level–A Class (NOT repeatable) is for 4-H members and dogs that have not previously participated in the Indiana 4-H Agility Program. Neither the handler nor dog may have participated in 4-H agility competitions in past years to be eligible for this class. The handler must use a 6-foot leash during the scored run.

The Beginning Level–B Class (repeatable) is for 4-H members and dogs where either the member or dog has previously participated in 4-H agility. The dog must be off leash during the scored run.

The course includes 13 pieces of equipment:

- a.) 1 pause table
- b.) 3 obstacles:
  - A-frame
  - dog walk
  - open tunnel
- c.) 9 hurdles selected from this list:
  - bar hurdle
  - spread hurdle

The hurdles may be repeated to achieve a total of nine. Each piece of equipment is worth 15 points except the table, which is worth 20 points. The handler should repeat the Beginning Level–B Class until the dog can safely negotiate the Intermediate Level equipment.

### Intermediate Level

Intermediate Level–A Class (NOT repeatable) is for 4-H members who have not previously participated

at the Intermediate Level with any dog. The dog must be off leash during the scored run.

Intermediate Level–B Class (repeatable) is for 4-H members who have previously participated at the Intermediate Level with any dog. The dog must be off leash during the scored run.

The course includes 13 pieces of equipment (*italics indicate equipment added for this level*):

- a.) 1 pause table
- b.) 6 obstacles:
  - A-frame
  - closed tunnel (chute)*
  - dog walk
  - hoop tunnel*
  - open tunnel
  - teeter totter*
- c.) 6 hurdles selected from this list:
  - bar hurdle
  - long hurdle*
  - spread hurdle

The hurdles may be repeated to achieve a total of six. Each piece of equipment is worth 15 points except the table, which is worth 20 points. The handler should repeat Intermediate Level–B Class until the dog can safely negotiate the Advanced Level equipment.

### **Advanced Level**

The Advanced Level–A Class (NOT repeatable) is for 4-H members who have not previously participated at the Advanced Level with any dog. The dog must be off leash during the scored run.

The Advanced Level–B Class (repeatable) is for 4-H members who have previously participated at the Advanced Level with any dog. The dog must be off leash during the scored run.

The course includes 16 pieces of equipment (*italics indicate equipment added for this level*):

- a.) 1 pause table

- b.) 7 obstacles selected from this list:

- A-frame
- closed tunnel (chute)
- dog walk
- hoop tunnel
- open tunnel
- teeter totter
- tire jump*
- weave poles (9)*

- c.) 8 hurdles selected from this list:

- bar hurdle
- long hurdle
- spread hurdle

The hurdles may be repeated to achieve a total of eight. The obstacles and the table are worth 15 points each, and the hurdles are worth 10 points each. The handler should repeat Advanced Level–B Class until the dog and handler can safely negotiate the longer and more difficult Excellence Level courses.

### **Excellence Level**

The Excellence Level Class (repeatable) is for 4-H members and dogs exhibiting more advanced handling skills over the same obstacles as those in the Advanced Classes. First time and previous Excellence Level participants compete in the same class. The dog must be off leash during the scored run.

The course includes 20 pieces of equipment selected from this list:

- pause table
- A-frame
- closed tunnel (chute)
- dog walk
- hoop tunnel
- open tunnel
- teeter totter
- tire jump
- weave poles (9)
- bar hurdle
- long hurdle
- spread hurdle

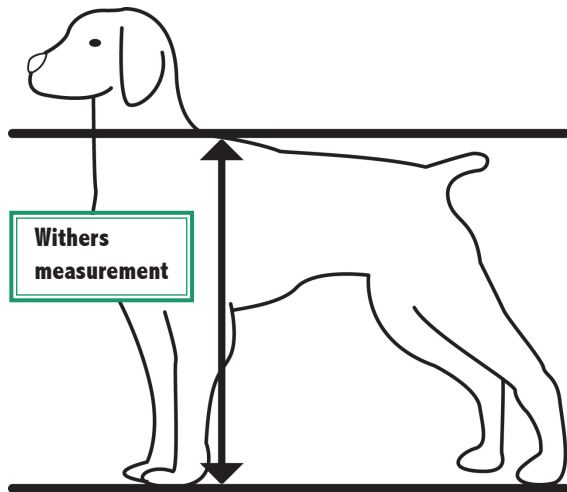
The equipment may be repeated to achieve a total of 20. The obstacles and hurdles are worth 10 points each.

## Height Divisions

There are four dog height divisions within each agility level: Toy, and Divisions 1, 2, and 3.

The same course is used for all four height divisions at a given level. The dog's height at the withers determines the division placement, and the division determines the height of the jumps and of the pause table.

The dog's height is measured from the top of the withers straight to the ground while the dog is



standing normally and not leaning or crouching. The dog may be measured at the show to verify accuracy of the reported height.

A dog may be designated as veteran if it is at least 7 years old. A dog must always compete as a veteran in agility once it has competed with that designation. Division 1, 2, and 3 veteran dogs run in the next lower height division.

The division is determined from the chart below:

Height at Withers	Division	Hurdle Height	Table Height
Up to & including 10 inches	Toy	4 inches	0-8 inches
Over 10 inches, up to & including 14 inches	Division 1	8 inches	8 inches
	Division 1 Veteran	4 inches	0-8 inches
Over 14 inches, up to & including 20 inches	Division 2	14 inches	14 inches
	Division 2 Veteran	8 inches	8 inches
Over 20 inches	Division 3	20 inches	20 inches
	Division 3 Veteran	14 inches	14 inches

## Equipment Performance

**Pause Table.** The dog must approach and depart the pause table in the direction indicated by the judge. Before the run, the handler must explain any verbal cue other than “sit” or “down.” The dog's feet may hang over the edge of the pause table, but they may not touch the ground outside the table. The dog's tail may hang over the edge and touch the ground outside of the table. The handler may not break the plane of the pause table. The dog must stay in the correct position until the judge finishes the 5-second count and says “Go.”

**Contact Equipment.** The A-frame, dog walk, and teeter totter have yellow contact areas on both ends of the equipment. A dog must approach straight on and move straight off all contact equipment. The dog must place at least one paw (defined as at least a toenail) in each obstacle contact area. (*Exception:* While most A-frames have a contact zone painted on both ends, the dog is only required to place at least one paw on the down contact area.) The dog must stay on the teeter totter until the board pivots and touches the ground. If the dog puts all paws on any contact obstacle but leaves the obstacle from the side before touching the down contact zone, the judge will instruct the handler to move the dog to the next obstacle.

**Open and Hoop Tunnels.** The dog must enter the tunnel at the correct end and continue through to the correct exit point without unnecessary pauses. The attempt at the tunnel starts when any part of the dog crosses into the tunnel, regardless of whether it is the correct entry point. The dog may not exit the open sides of the hoop tunnel.

**Closed Tunnel (Chute).** The dog must enter the barrel and continue through the chute without unnecessary pauses. The attempt starts when any part of the dog crosses into the barrel. The dog must repeat the closed tunnel if it becomes entangled in the chute fabric. The time does not stop during the second attempt unless the entanglement is due to the chute not being straightened prior to the run or the wind disturbing the chute.

**Tire Jump.** The dog should confidently approach and smoothly jump through the tire in the correct direction. Neither the dog nor handler

may knock over the tire. The dog may not run between the tire and frame, back jump, or hesitate prior to the jump. The handler may break the plane of the tire but may not lure or guide the dog in doing so.

**Weave Poles.** The dog must enter the line of poles with the first pole at its left shoulder. The dog must proceed to weave through the line with all other odd-numbered poles on its left. If the dog fails, it may cross through the poles to return to the handler. The dog may not weave backward through the poles to return to the handler. A delimiting line may be used around the weave poles in the Excellence Level to indicate an area of the course that the handler may not enter while the dog is negotiating the obstacle. The handler may not step on or over the delimiting line while the dog is performing the weave poles.

**Hurdles.** The dog should confidently approach and smoothly jump over the hurdle between the uprights in the correct direction. Neither the dog nor handler may knock over the hurdle. The dog may not jump over a wing, go under the hurdle, displace any part of the hurdle, tick the top of the hurdle, back jump, or hesitate prior to the hurdle. In the Beginning Level only, a bar will be reset during the run if the jump is repeated on the course. The handler may break the plane of the jump but may not lure or guide the dog in doing so.

### Ring & Course Specifications

Following UKC ring specifications, Beginning, Intermediate, and Advanced courses should have a minimum of 3,000 square feet (e.g., 50 feet X 60 feet) and the Excellence course requires a minimum of 4,000 square feet (e.g., 50 feet X 80 feet). The ring surface must provide safe footing for the dog and handler. A concrete surface should be covered with rubber matting at a minimum. The ring surface must be flat, even out of doors. Dirt and mown grass are typical outdoor ring surfaces.

**Obstacle Separation.** Jumps and both sides of the A-frame require 15 feet between obstacles. Two non-hurdle obstacles may be as close as 12 feet, but 18 to 25 feet is preferred. Two parallel obstacles with openings facing the same general direction must be 10 feet apart.

**Course Design.** Suggestions for judges developing courses for competition and leaders training their members are included in Appendix C,

4-H Course Design Suggestions. These are suggestions, not rules. Judges and leaders should keep the level of expertise in mind when creating courses. Course maps created digitally typically use Clean Run's Course Designer software. The equipment symbols utilized on course maps from this software are included in Appendix D for reference when learning to how to read the course maps.

### Ring Procedure

The general ring order is judge's briefing, walk through, course familiarization, and then scored runs. Judging at the Indiana State Fair is scheduled in groups to minimize course changes and jump height changes, so each class (e.g., Beginning A or Intermediate B) will have only one judge. This permits the smoothest flow of exhibitors through the rings and ensures consistent judging within each class.

Handlers are expected to know their scheduled competition day and time. On show day, handlers should verify the location of their agility ring. At their scheduled time, they should check in with the gate steward located near their assigned ring entry. The gate steward will inform the handlers when to return for the judge's briefing. The gate steward should be notified of any conflicts with the obedience or showmanship rings so that the appropriate accommodations can be made.

**Judge's Briefing.** The judge will hold a briefing for each group of handlers. During the briefing, the judge will announce the Assigned Course Time, the entrance and exit to the pause obstacle, the position (sit or down) on the pause obstacle, and any points in the course he or she feels require special attention. Handlers may ask the judge specific course questions at that time.

**Walk Through.** Following the judge's briefing, the handlers, as a group, will be allowed 5 minutes to walk around the course and plan their handling strategies. The walk through is done without the dogs. The judge will be available to the handlers during this time period to answer any questions that arise during the walk through.

**Course Familiarization.** Following the walk through, handlers may walk their dogs on leash one at a time over the permitted obstacles. The purpose of the course familiarization is to accustom dogs to obstacles that may be

different in material, color, or design from what they have previously experienced. The judge will inform the handlers which obstacles are permitted during this period. Training is not allowed during this time period and, thus, obstacles may be attempted only once. The judge will indicate when each handler may start the course familiarization. The judge oversees the entire period and will give point deductions for a number of errors, such as training, running, or fouling the ring. Handlers are not required to take advantage of the course familiarization. The handler may choose to have the dog perform all, some, or none of the permitted obstacles. The handler may use the provided warm-up area jump to familiarize the dog with the jumps prior to the scored run.

**Scored Runs.** The scored runs are started after everyone in the group has had the opportunity to do the course familiarization. The gate steward will line up the handlers and dogs in running order and inform them when and where to enter the ring. The handler and dog move to the designated place in the ring and wait for the judge to indicate when they may start. At this time, the handler removes the leash (except in Beginning A) and begins the run. During the scored run, the judge will typically only speak to the handler to indicate the time to start, give a pause obstacle count, call a fault that requires repeating the obstacle, or indicate moving on if the obstacle has been faulted and cannot be repeated. When the run is finished, the handler must place the dog on leash and exit through the exit gate.

## Scoring Method

Scoring in 4-H is based upon the UKC scoring method. Each handler starts with 200 points. Points are deducted for performance faults and time faults accrued during the course familiarization and scored run. The highest score with the fastest run time wins the class. The score has priority over time in ranking the handlers. The time needed to complete the course is used to break a tie between identical scores. A 200-point run will place higher than a 199-point run, even though it may have taken longer to run.

The runs are further rated as Qualifying (Q), Non-qualifying (NQ), or Excused (E). All Qualifying runs are placed ahead of Non-qualifying runs. Dogs must successfully complete each obstacle on the course

to receive a Qualifying score. Handlers who do not successfully complete each obstacle will receive a Non-qualifying score. Handlers incurring Excused infractions will not be permitted to complete the run and will not be placed. A list of the most common Non-qualifying and Excused infractions is found in Appendix E.

All decisions of the judge are final. Handlers are encouraged to discuss runs with the judge but must not argue about the judge's decisions. A handler may ask the judge to review a call on his or her own run only if it is believed that a specific rule has been violated. Electronic audio or video recordings will not be considered when reviewing a call.

**Time Faults.** Every course has a maximum time allowed for the dog to complete the course without incurring time fault deductions. The Assigned Course Time (ACT) is based upon the length of the course via the dog's most efficient path and a judge-assigned course difficulty factor. The length of the most efficient path is preferably measured by the judge with a surveyor's measuring wheel. The judge converts the length (in yards) to the Assigned Course Time (in seconds) by dividing the length with one of five difficulty factors:

- A (extremely simple) — 2.00 yards per second
- B (fairly simple) — 1.85 yards per second
- C (average difficulty) — 1.70 yards per second
- D (fairly complex) — 1.60 yards per second
- E (very complex) — 1.5 yards per second

All Toy Division and Division I dogs and giant breeds receive an additional five (5) seconds added to the ACT. Giant breeds as defined by the UKC on January 1, 2011, are listed in Appendix F, but the most current UKC rules at [www.ukcdogs.com](http://www.ukcdogs.com) will take precedence.

The handler's run time (RT) starts when the dog crosses the plane of the first obstacle or the start line, if used. The run time stops when the dog completes the last course obstacle or the finish line, if used. The run time may be measured by a stopwatch or electric timer sensors. Time faults are calculated by subtracting the ACT from the RT. The handler receives zero time faults if the RT is equal to or less than the ACT. The handler receives time fault point deductions for every 100th (0.01) of a second his or her run exceeds the ACT.

**Performance Faults.** UKC rules (*Official UKC Agility Rulebook*, 2011 edition) provide the basis for performance faults. As stated, the judge will “evaluate the performance of each team to an ideal in which the dog performs precisely and willingly for a handler that is gentle and at ease. Lack of precision or signs of fear or unhappiness on the part of the dog must be penalized, as must harshness or roughness on the part of the handler.” Point deductions for the most common mistakes are detailed in Appendix G, Judging Indiana 4-H Agility. Handlers and dogs incurring major faults must reattempt the obstacle. Major faults include running past the equipment, back jumping, jumping on and off the table, going into a tunnel then returning out the same opening, coming out the side of the hoop tunnel, and stepping on a contact and then stepping off. Beginning and Intermediate handlers may attempt to complete each obstacle up to three times. In Beginning Level–A Class, pulling the dog onto, into, or over an obstacle or hurdle with the leash will result in a major fault. Advanced and Excellence handlers may attempt to complete each obstacle up to two times. After the maximum number of attempts for an obstacle, the handler will be told to move to the next obstacle and will receive an NQ and the maximum point deduction for the obstacle. A dog that leaves a contact obstacle from the side before touching the down contact zone will not be permitted to repeat the obstacle. When this occurs, the handler will receive an NQ and the maximum point deduction for the obstacle.

## Volunteer Guidelines

On the day of the trial, there are several key positions for volunteers, who are very important for ensuring a smooth flowing, fair, and fun event.

**Gate Steward.** Gate stewards ensure the correct handler and dog are ready to enter the course, deliver the correct score sheet to the judge prior to the run, transfer the score sheet from the judge to the table steward after the run, keep handlers informed of any running order changes, and ensure the course is properly reset after each run.

**Timekeeper(s).** The primary timekeeper determines each dog’s official running time with a digital stopwatch to 1/100th (0.01) of a second. The time starts when any part of the dog’s body passes the starting line and ends when any part of the dog crosses the finish line. The timekeeper

reports the running time to the judge. The same timekeeper should time everyone in a class to ensure consistency.

**Table Steward.** The table steward converts the running time to seconds and hundredths of seconds, calculates time faults, verifies the judge has assigned point deductions for performance faults, and requests clarification of any marks from the judge, if necessary.

**Ring Crew.** The ring crew ensures the equipment is properly set prior to each run. This includes setting jump bars to the correct height, straightening the chute, and repositioning and/or rebuilding shifted equipment prior to each run.

## Resources

### Online/Electronic

Indiana State Fair 4-H Handbook/Premium List, <http://www.in.gov/statefair/fair/> (search for “Dog Show Premium”).

Larson, Eric. Videos of dog agility handlers from every level, [www.agilityvision.com](http://www.agilityvision.com) (last accessed on 14 April 2014).

Schwarz, Steve. Agility Nerd blog, <http://agilitynerd.com/blog/> (last accessed 14 April 2014).

United Kennel Club, *Official UKC Agility Rulebook*, 2011 edition. United Kennel Club, 2011, <http://www.ukcdogs.com/res/pdf/2011AgilityRulebook.pdf> (last accessed on 14 April 2014)

### Print

Bertilsson, Eva, and Emelie Johnson Vegh. *Agility Right from the Start*. Waltham, MA: Karen Pryor Clicker Training Sunshine Books, 2010.

Canova, Ali, Joe Canova, and Diane Goodspeed. *Agility Training for You and Your Dog*. Guilford, CT: Lyons Press, 2008.

Clean Run Productions. *Clean Run* magazine. [www.cleanrun.com](http://www.cleanrun.com) (website last accessed on 14 April 2014).

Clean Run Productions. “Special Focus Issue – Handling,” *Clean Run* magazine. May 2005.

Levenson, Barb. *Flatwork – Foundation for Agility*. Chicopee, MA: Clean Run Productions, 2007.

Mah, Stuart. *Course Analysis for Agility Handlers*. Chicopee, MA: Clean Run Productions, 2005.

Steinker, Angelica. *“Click” & Play Agility*. Lutz, FL: Courteous Canine, 2006.

### **DVDs**

Garrett, Susan. *2X2 Weave Training*. Say Yes Dog Training, 2008.

Garrett, Susan. *Success with One Jump*. Clean Run Productions, 2006.

Keats, Kathy. *Walking the Course*. Clean Run Productions, 2005.



## Appendix A

# Indiana 4-H Agility Class Equipment and Scoring

	<b>Beginning</b>	<b>Intermediate</b>	<b>Advanced</b>	<b>Excellence</b>
<b>Pause Obstacle</b>	pause table	pause table	pause table	pause table
<b>Obstacles</b>	A-frame dog walk open tunnel	A-frame dog walk open tunnel closed tunnel hoop tunnel teeter totter	<b>Select 7</b> A-frame dog walk open tunnel closed tunnel hoop tunnel teeter totter tire jump weave poles (9)	A-frame dog walk open tunnel closed tunnel hoop tunnel teeter totter tire jump weave poles (9)
<b>Hurdles</b>	<b>Select 9</b> bar hurdle spread hurdle	<b>Select 6</b> bar hurdle spread hurdle long hurdle	<b>Select 8</b> bar hurdle spread hurdle long hurdle	bar hurdle spread hurdle long hurdle
<b>Scoring</b>	<b><u>200 points maximum</u></b> Pause obstacle, 20 pts.  3 obstacles, 15 pts. each  9 hurdles, 15 pts. each	<b><u>200 points maximum</u></b> Pause obstacle, 20 pts.  6 obstacles, 15 pts. each  6 hurdles, 15 pts. each	<b><u>200 points maximum</u></b> Pause obstacle, 15 pts.  7 obstacles, 15 pts. each  8 hurdles, 10 pts. each	<b><u>200 points maximum</u></b> 20 obstacles and hurdles, 10 pts. each

## Appendix B

### A-Frame Apex Height

The A-frame apex is determined by the length of the panels. The Indiana State Fair uses an A-frame with 8-foot panels; therefore, the A-frame apex will be set to 4 feet.

Panel Length	Apex Height
6 feet, 8 inches	3 feet, 6 inches
8 feet	4 feet
9 feet	4 feet, 2 inches

## Appendix C

### 4-H Course Design Suggestions

It is very important to remember the experience level of the dogs and handlers involved. If the courses are consistently too simple, then the members will not have a fair chance at Fun Matches and the Indiana State Fair. If the courses are consistently too difficult, then the members are liable to become discouraged.

There are some easy rules of thumb to assist in course design. These ideas can help the course designer build a course suitable for their particular group, give ideas for training material in training sessions, and give leaders and handlers hints when nearly every dog seems to make the same mistake in a particular course sequence. These are suggestions only, not rules.

A jump is the most frequently used first obstacle in course design. It is recommended to have a start line when a jump is used as the first obstacle in the Beginning Level. The most common error Beginning handlers make is setting their dogs too close to the first jump if there isn't a start line. This will frequently result in the dog knocking off the bar.

Many people find it easiest to use a jump or tunnel as the final obstacle. These are probably the easiest to consistently determine when the handler finishes the course. If a different obstacle is the final obstacle, using a finish line is highly recommended in order to simplify the timekeeper's job. It is always nice if the start and finish points are placed such that the timekeeper does not have to move much to be able to see both.

Beginners will often struggle with more than two jumps in a straight line. The wide open run frequently leads to misjudged jumps (knocked bars) or dogs disconnecting from their handlers and

making their own course. It is not necessary to keep all of the equipment in a straight line. While it does build confidence in the dog and handler to a point, it does not build handler skills.

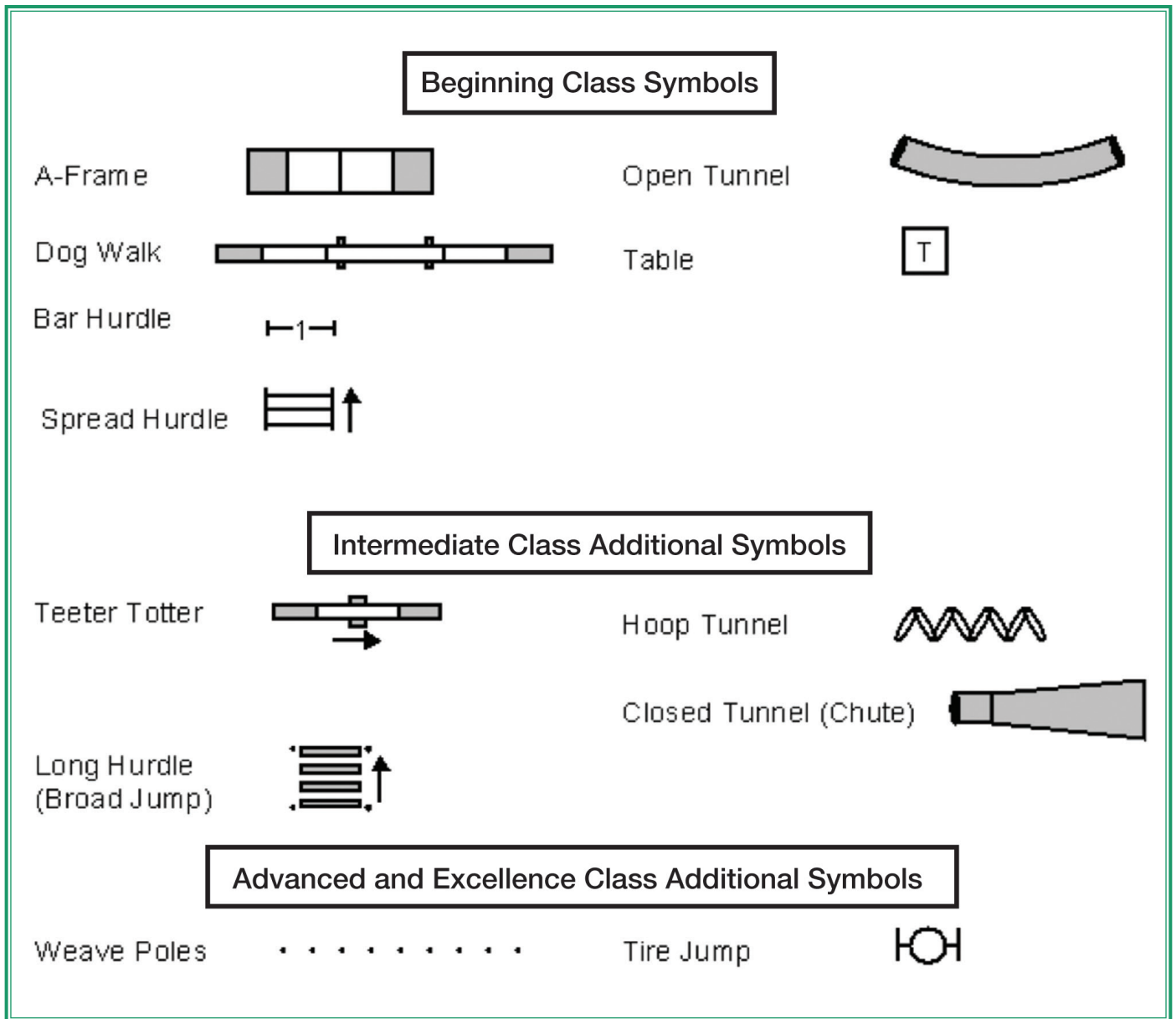
If the teeter totter is placed before the dog walk in the course, then some dogs may refuse the dog walk. The ramp of the dog walk appears the same as the teeter totter to the dog, and many dogs are less comfortable performing the teeter totter. Putting the table in front of the teeter totter tends to slow the dog and handler down, and the slower approach to the teeter totter helps more handlers succeed. On the flip side, putting one or two jumps or a tunnel before the teeter totter tends to speed up handlers. This will lead to more dogs flying off the teeter totter.

If the A-frame or hoop tunnel is placed in a curve on the course, more dogs will fail to get over the frame on the first attempt or enter and exit the hoop tunnel at the correct points. These obstacles are easier if they are placed in a relatively straight line with obstacles before and after them. Weave poles, on the other hand, are easier for most dogs if they are approached at a small angle instead of straight on.

Tunnels are often lovingly referred to as dog vacuums. Many dogs quickly come to enjoy tunnels and will choose the tunnel if an opening is oriented such that the dog can easily see it and the next correct obstacle. Minor changes in the placement of tunnel openings can affect the difficulty of a course, especially for beginners. It is often best to put at least a slight bend in the tunnels for two reasons. A bend in the tunnel slows the dog a little for the sake of the handler. It is also one of the easiest ways to introduce a turn into the course.

# Appendix D

## Equipment Symbols Used in Dog Agility Course Design



Images used courtesy of Clean Run, [www.cleanrun.com](http://www.cleanrun.com).

## Appendix E

# Most Common Non-Qualifying and Excused Run Infractions

### Infractions that merit Non-qualification (NQ):

- Failure to complete an obstacle
- Intentionally touching the dog
- Intentionally touching the equipment
- Running in an incorrect height division
- Dog leaves ring due to fear or distraction
- Handler intentionally breaks delimiting box
- Dog disassembles or moves hoop tunnel
- Dog knocks over tire jump
- Knocking off the hurdle bar (except in Beginning Level)
- Hurdle is knocked over
- Dog is moved through course in heel position
- After putting all paws on contact obstacle, dog leaves from the side before touching down contact zone

### Infractions that merit Excusal (E):

- Running 30 seconds over the Assigned Course Time
- Unsafe or abusive actions by the handler
- Fouling the ring during the run
- Dog out of handler's control
- Exhibition of dog aggression
- Dog's physical condition is a risk of injury to dog
- Bait or training aids in the ring
- Double handling
- Dog exhibiting fear or extreme hesitancy

## Appendix F

# UKC Giant Breeds

*Effective January 1, 2011*

Anatolian Shepherd Dog

Bernese Mountain Dog

Black Russian Terrier

Bloodhound

Borzoi

Bouvier des Flandres

Bullmastiff

Caucasian Ovcharka

Central Asian Shepherd Dog

Dogo Argentino

Dogue De Bordeaux

Giant Schnauzer

Great Dane

Great Pyrenees

Greater Swiss Mountain Dog

Irish Wolfhound

Kangal Dog

Komondor

Kuvasz

Leonberger

Maremma Sheepdog

Mastiff

Neapolitan Mastiff

Newfoundland

Owczarek Podhalanski

Perro de Presa Canario

Saint Bernard

Scottish Deerhound

Tibetan Mastiff

Tosa Ken

# Appendix G

## Judging Indiana 4-H Agility

**Major Fault** — Common major faults are running past equipment, refusing to perform equipment, jumping on and off the table, going into a tunnel and coming out the same direction, coming out the side of the hoop tunnel, and stepping on a contact point and then stepping off. In Beginning Level–A Class, using the leash to pull the dog onto, into, or over an obstacle or hurdle is a major fault. Beginning and Intermediate handlers must move to the next obstacle after 3 faults and will receive an NQ and the maximum point deduction for the obstacle. Advanced and Excellence handlers must move to the next obstacle after 2 faults and will receive an NQ and the maximum point deduction for the obstacle.

**Scoring Contact Equipment** — A dog must approach straight on and exit straight off all contact equipment. If a dog moves onto the up contact or off the down contact at an angle, points will be taken off as follows:

Contact  $\frac{1}{4}$  of the way up — 1 point will be deducted.

Contact  $\frac{1}{2}$  of the way up — 2 points will be deducted.

Contact  $\frac{3}{4}$  of the way up — 3 points will be deducted.

Contact between  $\frac{3}{4}$  of the way up and the contact line — 4 points will be deducted.

Initial or final contact above the yellow contact area is a major fault; 5 points will be deducted, and the obstacle must be repeated. While the dog does not need to place a paw on the up contact of the A-frame, this obstacle still must be approached in a straight line. A dog that leaves a contact obstacle from the side before touching the down contact zone will not be permitted to repeat the obstacle. When this occurs, the handler will receive an NQ and the maximum point deduction for the obstacle.

**Off Course** — An off course occurs when one or more obstacles are taken out of sequence or an obstacle is taken from the wrong side. A maximum of 5 points is deducted.

**Fooling Around** — Fooling Around is when a dog runs around the course without taking obstacles or runs over to the fence. A minimum of 3 points to a maximum of 5 points will be deducted.

**Tight Lead (Beginning Level–A Class only)**—

If the handler is working the dog on lead, points will be deducted if the dog is guided with the lead. Deductions range from 1 to 2 points for minor guiding to 4 to 5 points for constant guiding. Guiding the dog is to use the lead to keep the dog from running past an obstacle, make the dog jump a jump, or pull them in line with an obstacle. One point should be deducted if the lead is used to make the dog sit or down on the table. Using the leash to pull the dog onto, into, or over an obstacle or hurdle will result in a 5-point deduction and a major fault.

**Run-by** — A run-by occurs when the dog goes past the next obstacle on the course. The point deduction is determined by how far the dog goes past the obstacle.

- 1 point is deducted for the length of the dog's head.
- 2 points are deducted for the length of the dog's body.
- 3 points are deducted for completely going past or around the obstacle.

**Refusal** — A refusal occurs when a dog approaches an obstacle and refuses to jump, enter a tunnel, go over a piece of contact equipment, or get on the table. One point will be deducted for each refusal.

**Table Scoring** — The dog must go on and off the table in the direction the judge has indicated.

- 1 point is deducted for going on or off at the corners.
- 2 points are deducted for going on or off on either side of the designated entry or exit side.
- 3 points are deducted for going on or off opposite of correct side.

**Blocking** — Blocking occurs when the handler uses his or her body, hand, or lead to make the dog take an obstacle. One to 5 points are deducted, depending on the severity of the blocking. Minor blocking is done in front of the obstacle before the dog gets to the obstacle. Major blocking is standing next to the obstacle to keep the dog from passing the obstacle.

**Touching of Dog** — A handler may not touch a dog in the ring except at the judge's discretion in the Beginning Level to help the dog over a piece of equipment safely. Touching the dog is a 5-point deduction and NQ.

**Jumps** — One point is deducted for ticking the bar. Five points are deducted for knocking off a bar. The bar is reset during the run only for Beginning handlers. Intermediate, Advanced, or Excellence handlers also receive an NQ if the dog knocks off the bar. A 5-point deduction and an NQ are assessed for knocking over a jump.

**Improper Collars or Leashes** — An improper collar or leash is a 1-point deduction in the course familiarization. The dog will not be allowed to perform the scored run with an improper collar.

**Shoes of Handler** — Handlers will not be permitted to compete in unsafe shoes.

**Fouling the Ring** — If the dog fouls the ring in the course familiarization, the handler receives a 10-point deduction and may not complete the familiarization. Fouling the ring in the scored run is an Excusal.

**Unsafe or abusive practices** — Handlers will receive immediate Excusals for unsafe or abusive practices.

**Leaving the Ring** — Five points will be deducted and time will continue as long as the dog returns to the ring promptly without being touched by another person.

**All decisions of the judge are final.** An exhibitor may ask the judge to review a call only if it is believed that a specific rule has been violated. Electronic audio or video recordings will not be considered when reviewing a call.

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