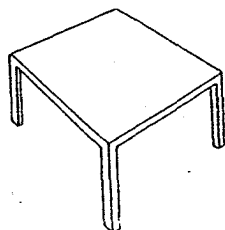
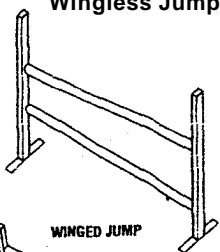


Tunnels - There are two types of tunnels: open tunnels which are long open tubes; and "chutes," which are open at one end and have a collapsed fabric tube at the other.

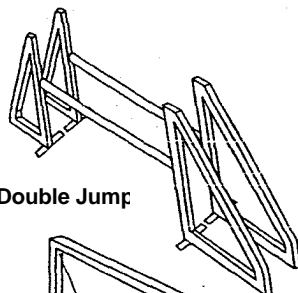
Pause Table - The dog must land on the table and assume a sit or down position (the judge decides) for a count of five seconds.



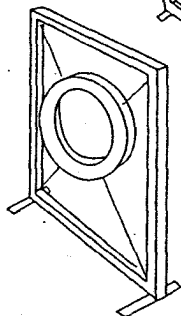
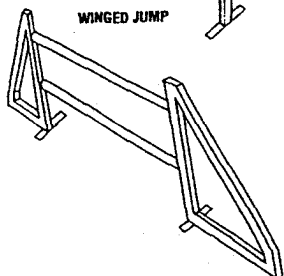
Wingless Jump



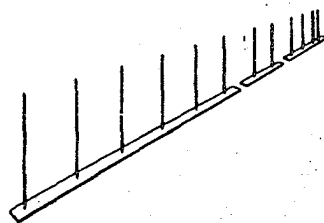
Double Jump



WINGED JUMP



Jumps — Most of the jumps are single bar jumps, some with colorful and decorative wings holding up the bars, panel, double-bar, triple bar, broad jump and the tire jump. Each type of jump is set at the proper height for each class as determined by the height of the dog at the withers. Dogs must clear the full height of the jump without knocking the top bar off.

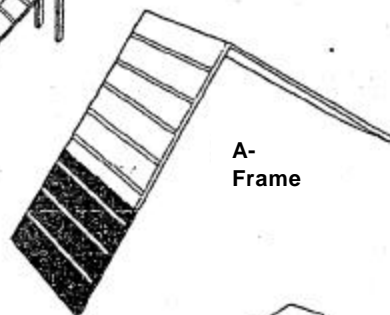


Weave Poles — The dog must enter to the right of the first pole and zig-zag through to the end. They must not miss a pole. As you can imagine, this obstacle typically takes the longest to train.

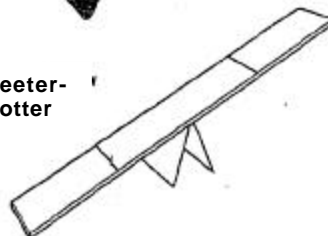
Dog walk



A-Frame



Teeter-Totter



Contact Obstacles — The contact obstacles, so-called because of the yellow "contact zones" at each end, consist of the A-frame, the dogwalk and the seesaw or teeter-totter. To perform these obstacles correctly, the dog must get at least one paw in the contact zone. The contact zone rule is for safety considerations.

## Portland Agility Club



## Spectator's Guide to Dog Agility

## welcome to dog agility competition.

### What is dog agility?

In brief, it's a sport in which a dog runs through a timed obstacle course as commanded by the handler. Agility training strengthens the bond between dog and handler, and provides fun and exercise for both.

### Types of Classes:

Standard Class requires that the dog, under the direction of the handler, perform all of the agility obstacles in the order and time limit set by the judge. The handler may cheer, clap and encourage the dog, but may not touch the dog or the obstacles.

Jumpers with Weaves Class is composed only of jumps, weave poles and tunnels. This class tests handling and teamwork at an even faster pace.

### Levels of Agility:

Novice: divided into A and B depending on the experience of the handler.

3 qualifying scores in standard earns NA title

3 qualifying scores in JWW earns NAJ title

Open: 3 qualifying scores in standard earns CA title

3 qualifying scores in JWW earns CM title

Excellent A: Standard: 3 qualifying scores earns AX

JWW: 3 qualifying scores earns AXJ

Excellent B: Standard: 0 qualifying scores earns MX

JWW: 3 qualifying scores earns MXJ

MACH: Master Agility Champion: Earned 750 points at the Excellent B level, along with 20 "Double Q's" trials where qualified in both Standard and JWW Excellent B

### Jump Height Divisions

8" for dogs 10" and under

12" for dogs 14" and under

16" for dogs 18" and under

20" for dogs 22" and under

24" for dogs over 22"

New Preferred Classes jump 4" lower and earn similar titles (effective 9/1/02)

### what happens at a trial?

Judge's Briefing: When the course has been set up, the handlers gather for a "judge's briefing" where the judge summarizes how the class is judged.

Walk Through: Then the handlers may "walk the course." They do this as a group, without their dogs, following the numbers to become familiar with how the course goes. Most handlers try to walk the course as many times as they can in the time allotted, to plan their strategy. You may see handlers during a "course walk" actually running the course with an imaginary dog, giving the commands as they would during their competing round. Other handlers gather in small groups to discuss potential problem spots and how they plan to handle them.

The Competition Runs: The dogs run the course individually, off leash. The timer will tell the handler when he or she may begin, starting the stopwatch as soon as the dog crosses the start line and stopping it when the dog crosses the finish. As each dog runs, the judge indicates the faults. The faults are noted on paper by an official called a scribe. At the completion of the round, the dog's time and score is used to calculate the qualifying performances and top placements.

### What we expect from you as a spectator.

- Feel free to sit or stand ringside and observe, but please remember to stay back a reasonable distance from the ring itself and away from ring entrances and exits.

-It is against the rules for spectators to assist or coach the handler/dog team by (for example) yelling out the correct next obstacle from the sidelines. It is also not appropriate to shout the dog's name, since this would distract the dog from the handler's commands.

-Please, NO flash photography at indoor trials.

-But please feel free to applaud and cheer the dogs on, and show your appreciation.

On the agility course you will see a variety of obstacles, including jumps, tunnels, "contact obstacles," weave poles and the pause table. These are described on the back of this brochure.

The Judge: Not only does the judge design the pattern and supervise the set-up of the courses, but also must referee the dog's and handler's performance and indicate faults or mistakes. Watch for his or her hand signals to indicate faults.

Faults: Faults occur if the handler touches the dog or an obstacle while on course; the dog runs the wrong course; misses a contact zone; misses a weave pole; displaces a jump bar; jumps on and off the table before the end of the count, or exceeds the amount of time set by the judge for running the course.

### More about Agility

There are many agility competitions all over the country, as well as groups and individuals who teach classes.

Copies of the Regulations for Agility Trials run by the AKC can be obtained by writing:

The American Kennel Club,  
5580 Centerview Drive, Suite 200,  
Raleigh, NC 27606-4390

or by searching the AKC website at [www.akc.org](http://www.akc.org), which also lists upcoming events.

