

Clackamas County 4-H Dog Agility Rules

Safety Rules

Because the safety of both dogs and 4-H members is of paramount importance, the following rules will be enforced.

1. No dog with a physical or mental condition that would significantly impair their performance may participate. Some examples of these include (but are not limited to) hip dysplasia, disc problems, severely slipping stifles, limping, shoulder problems, overweight, impaired vision, or advancing age.
 - a. All 4-H'ers are strongly encouraged to consult their veterinarian before beginning agility training.
 - b. A judge or the county trainer at county events will have the authority to issue a jump height exemption to any dog that is moderately overweight, or stop the performance of any dog whose soundness they question.
2. Dogs that show signs of aggression toward humans or other dogs will not be permitted to participate.
3. Female dogs in season are not permitted to compete at any level.
4. Four Paw Rule: Any dog which commits to a contact obstacle (A-frame, dog walk, see saw) with all four paws, and then bails off during a competition will be told by the judge to omit the obstacle and go on to the next. A 20 fault penalty will result. Any handler not obeying the judge will be eliminated, receiving no ribbon.
5. Training aids and treats are not permitted on the course during familiarization or competition.
6. When a collar is used it must be a plain, flat, well fitting buckle or clip/quick release collar with no tags or other attachments. Training collars, pinch collars, electronic collars, head halters, and fancy collars are not permitted. No slip leads may be used during familiarization or competition.
7. Handlers may not jump over the jumps with their dogs.
8. Handlers may not touch their dogs or an obstacle while running the course.

9. Poor sportsmanship will not be tolerated. Any handler exhibiting poor sportsmanship such as swearing, yelling at their dog, excessive corrections, loud complaints about other exhibitors or the judge, etc., will be eliminated – receiving no ribbon.
10. A dog unable to complete the course for any reason (including leaving the ring, ceasing to work for a significant period of time as defined by the judge, being out of control, etc.,) may receive a white ribbon.
11. Any dog refusing an obstacle for the third time will be asked by the judge to go on to the next obstacle. This includes a competitor giving a spoken “sit” or “down” command on the pause table three times, regardless of whether the dog assumes the sit or down position, but pops up too soon, or never assumes the sit or down position at all. Anyone not obeying the judge’s order will be eliminated – receiving no ribbon.
12. Handlers may use voice commands, signals, or both. Handlers are encouraged to talk or cheer their dogs through the course. There is no penalty for multiple commands, except as specified for the pause table in rule #11 above, or verbal encouragement, but all must be in the spirit of good sportsmanship.
13. Any dog fouling the ring during competition – once they have entered the ring to run their course – will be eliminated. Vinegar or some other odor-neutralizing substitute, should be on hand to clean fouled equipment.

Jump Heights

Height of Dog	Height of Jump	Long Jump Width
12" or less	8"	12"
Over 12" to 18"	12"	24"
Over 18" to 24"	16"	36"
Sub-Nov. & Nov. – over 24"	16"	36"
Open & Exc. – over 24"	20"	40"

Dogs without height cards will be measured at check in before being allowed to compete. Height cards issued by AKC, USDAA, or NADAC will be accepted if presented at check in.

Agility Classes

Class Descriptions/Requirements:

Sub-Novice

- This is a simple “U” (horseshoe) shaped course.
- The following obstacles are used:
 - A-Frame (apex at 5')
 - Pause table at 12” (dogs in down or sit position, at the judge’s discretion, for 5 cumulative seconds)
 - Pipe Tunnel
 - Closed Tunnel
 - Six Hurdles
- The standard course time is 60 seconds.
- All dogs will be shown off leash, wearing flat collars.
- A dog with a leg toward any agility title is ineligible.

Novice

- This is a simple “M”, “S”, or “U” (horseshoe) course.
- The following obstacles are used:
 - A-Frame (apex at 5’0”)
 - Pause table at 12” (dogs in down or sit position, at the judge’s discretion, for 5 cumulative seconds)
 - Pipe tunnel
 - Closed tunnel
 - Tire jump
 - Six hurdles
- The standard course time is 60 seconds.
- All dogs must be shown off leash. The handler may decide if the dog is shown with or without a collar.
- A dog with an AKC, USDAA, or NADAC agility title is ineligible.

Open

- This course is slightly more challenging than a figure 8.

- The following obstacles are used:
 - A-Frame (apex 5'6")
 - Pause table at 12" for dogs jumping 8" or 12" and at 20" for dogs jumping 16" or 20" (dog in a down or sit position, at the judge's discretion, for 5 consecutive seconds)
 - Pipe tunnel (1-2 depending on availability)
 - Closed tunnel
 - Dog walk
 - Tire jump
 - Long jump (may be eliminated due to ring size limits)
 - 6 weave poles
 - Four to six hurdles
- The standard course time is 75 seconds.
- All dogs must be shown off leash. The handler may decide if the dog is shown with or without a collar.
- A dog with an Open/Advanced title in AKC or USDAA, or an Elite title in NADAC agility is ineligible.

Excellent

- This course is slightly more challenging than a figure 8.
- The following obstacles are used:
 - A-Frame (apex at 5'6")
 - Pause tables are 12" for dogs jumping 8" or 12", and at 16" for dogs jumping 16" or 20" (dog in a down or sit position for 5 consecutive seconds)
 - Pipe tunnel (1-2 depending on availability)
 - Closed tunnel
 - Dog walk
 - Tire jump
 - Long jump (may be eliminated due to ring size limits)
 - Six weave poles
 - See saw
 - Four to six hurdles
- All dogs must be shown off leash. The handler may decide if the dog is shown with or without a collar.
- The standard course time is 75 seconds.

Game Classes

Jumpers: (Non-competitive)

- Course will be a simple “U” (horseshoe) shape. Obstacles will consist of both wingless and winged hurdles and pipe tunnels.
- Handlers may jump their dogs at or below their normal jump height. Bars will be placed on the ground for dogs that have medical or behavioral issues including but not limited to obesity. The dog may drag a leash but handler may not hold on to it due to safety concerns.
- The goal of this game is to complete the course in the fastest time possible without incurring faults.
- Examples of faults are: knocked bar, wrong course, touching the dog, handler touching an obstacle, outside help or interference, or handler jumping over the jump.

Jumpers with Weaves: (Competitive class)

- Course will be a simple “M”, “S”, or “U” shape. Obstacles will consist of both wingless and winged hurdles, 6 weave poles, pipe tunnels, and closed tunnel.
- Handlers must jump their dogs at their normal jump height. Class will be limited to healthy dogs (see rule #1 from Agility Rules) due to the physical demands of the weave poles.
- The goal of this game is to complete the course in the fastest time possible without incurring faults.
- Examples of faults are: knocked bar, wrong course, (including back-weaving three or more poles), touching the dog, handler touching an obstacle, failure to complete an obstacle, outside help or interference, or handler jumping over the jump.

Scoring

Standard Faults – charged at 5 faults:

- Wrong Course – Taking an obstacle in the wrong order or going the wrong direction over an obstacle (including back-weaving three or more weave poles). All 4 paws of the dog must be committed to an obstacle to be charged with this.
- On and Off the Table – Charged for the first occurrence only.
- Knocking a Bar Off a Hurdle – Applies whether it was the dog or the handler.
- Touching the Dog – Incidental touches expected, but may not assist the dog toward the proper obstacle.
- Missed Contact Zone – Yellow zone or leaving the See-Saw before it hits the ground.
- Dog steps on or walks over the Long jump
- Outside Help or Interference – Such as someone telling the handler which obstacle is next, any commands or cues to the dog etc. 5 faults up to elimination, depending on severity.
- Handler Touching an Obstacle
- Handler Jumps Over the Jump with the Dog – Charged for each occurrence
- Dog Misses the Tire, and Jumps the Frame
- Anticipation of Table Count – Dog gets off before the judge finished saying the word “go”.

Major Faults – charged at 20 faults:

- Omitting any Obstacle – Includes being told by the judge to omit an obstacle because of the four paw safety rule. It also includes such things as the handler omitting an obstacle by choice or by error.
- Three Refusals of a Single Obstacle
- Uncorrected Improper Entry to Weave Poles
- Failing to Correct a Skipped Weave Pole
- Bailing Off the See-Saw – Before it begins motion to descend
Bailing Off the Dog Walk – Before beginning the descending plank

- Failure to Correct on Pause Table – For any dog who jumps off before the beginning of the word “go”.

Automatic white ribbon:

- Fouling the course
- Dog out of control
- An excessive amount of touching the obstacles or the dog

Elimination and no ribbon:

- Poor sportsmanship – including, but not limited to...swearing, treating a dog harshly, complaining loudly about judges or other exhibitors, using treats in the ring, failure to omit and go on to the next obstacle when instructed to do so by the judge.
- An extreme amount of outside help
- Abuse of dogs anywhere on the show grounds.
- A dog that attacks or threatens to attack a human or another dog.

Time Faults:

- Each class level has a specified time limit within which the course must be completed (standard course time).
- The timer will time each performance to .01 of a second.
- Any time beyond this allotted time is considered a time fault, and will be penalized on a 1 fault per one second basis (or fraction).
- No bonus points are added for completing the course faster than required.

Final Score:

- Course and time faults (measured to .01 seconds) are added together.
- The lowest total is the winner.
- In the case of a tie, the dog with the fewer course faults will win. However, if equal faults are incurred (excluding time faults), then the dog with the faster time is the winner.

- Run-offs should rarely be necessary. If they are required however, both dogs will re-run the entire course again, and the original scores will not be changed.