



Competitive Dog Sports

Agility Skills

Five classes of speed and fun!

Traditional Class * Jumps & Tunnels Class * Handler's Choice Class * 1, 2, 3 Class * Challenge Class

Agility for the joy of it!

Agility focused on the team's ability to perform as a cohesive team, the dog's well being and FUN

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www.wagitgames.com

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Eligibility

Dogs must be registered with Wag It Games to enter a trial. Dog registration forms are available on our web site www.wagitgames.com.

Pure bred and mixed breed dogs over fifteen months of age may participate.

Dogs may participate in up to five classes per day.

Dogs that exhibit signs of pain, discomfort, bandages, stitches or illness may not participate.

Dogs in estrus may not compete or be present on the grounds.

Disabled Dogs and Handlers

Dogs: Agility Skills is only open to dogs that are sound and without physical limitations.

*Dogs that have physical limitations may participate in Shadow, Independent and No Need for Speed Obstacle Skills. Our Heart Dog Program is designed specifically for dogs that have significant permanent physical limitations.

Handlers: Motorized scooters, wheel chairs and mobility assistant devices such as walkers and canes are allowed.

Entering: A list of trials is available on our web site www.wagitgames.com. Hosts will offer Trial Premiums with entry form and all pertinent event information. Entries are made through the trial hosts.

Trials

Ring Specifications

Ring size: The recommended minimum ring size is 50'x60'. Variations of ring sizes are subject to approval by Wag It Games.

Surfaces: Trials may be held indoors or out. Safe footing must be provided.

Fencing and Gates: Ring fencing will be a minimum of two feet high and a maximum of 6 inches off the ground. Ring Gates will be closed during each performance. No dog will enter a ring until the previous dog has left the ring and the judge welcomes them in.

Ring Gate Policy: No dog will enter the ring until the previous dog has left the ring. Ring gates will be closed during all performances.

*The trial setting is full of smells, sounds and other distractions. Exhibitors should prepare their dogs for the trial environment.

Course maps: Trial hosts will provide course maps for each exhibitor and every course offered.

Briefings and Walk Throughs: A Judges briefing will precede each class followed by a five minute (minimum) walk through for participants to familiarize themselves with the course. The judge will be available to ask questions during this time. At the judge's discretion the walk through may be extended or split due to the size of the class, numerous new participants etc. Only entered exhibitors may be in the ring during the briefing and walk through.

Obstacle Familiarization Period: Trial hosts will offer a brief familiarization period prior to the start of each trial. Participants may use this time to expose their dogs to any obstacles that may be new to them. Participants may only work with one obstacle at a time. Sequencing will not be allowed.

Safety First

Personal Space: Handlers should be observant of their dogs at all times and not put pressure on other dogs by greeting, sniffing or encroaching on another dog's personal space.

Safety and aggression: In the event the host, officiating judge or official feels that any dog or handler's behavior threatens the safety of the show grounds they will be directed to leave the show grounds.

Unsportsmanlike behavior: In the event the host, officiating judge or official feels that any person is acting in an unsportsmanlike manner they may be directed to leave the grounds.

*In the event a safety, aggression, threatening or unsportsmanlike situation occurs a report will be submitted by all acting officials to Wag It Inc for review.

Harsh Corrections: Harsh corrections are not allowed in the ring or on the grounds. A harsh correction is one that results in a strong negative response from the dog or offends the sensibility of the judge. In the event harsh corrections are observed and depending on the severity a warning may be issued or the parties involved may be asked to leave the grounds. An incident report on such occurrences will be submitted to Wag It Inc for review.

Leash and Collars: Dogs must enter and leave the ring on leash. For safety reasons dogs may not run wearing collar, or leash. Retractable leashes are not allowed in the ring or on show grounds.

Rewards: Participants may bring food or toys into the ring as long as they are concealed within a pocket. *Food rewards may only be delivered by hand. They may not be placed on equipment or the floor. Handlers should use treats that are non crumbly.*

Training Runs: The handler is required to perform the class per the class description however treats, toys and touch rewards may be given at anytime. Clickers or toys that make sound may not be used. The team's runs may not exceed maximum course time. Training runs do not earn qualifying scores or placements.

Start: Teams may enter the ring once the previous team has left the ring. The timer will indicate when the team may begin by stating "Have Fun". There is no required position from which the dog must start. Timing and scoring will begin as the dog passes between the start/finish posts. Participants may offer their dog a touch or a food reward prior to crossing the start line.

Finish: Timing and scoring conclude as the dog passes between the start/finish posts. The team may complete the course even if they have performed a fault that results in an NQ. Participants may offer a food or touch rewards or **briefly** play with their dogs after crossing the finish line.

Timing: Timing is recorded in 1/100 of a second. If electronic timers are being used they will be set on the start/finish posts. In the event that there is a timing failure the team will be offered a choice of accepting the maximum course time or re-run the course at the end of that class.

Ribbons, Placements & Ties

Ribbon ceremony: A ribbon ceremony will follow each class. Ribbons will be presented for qualifying score, placement and titles earned.

Placements: Hosts are required to offer first through fifth placements. Flat ribbons or rosettes will be awarded for placements. Rosettes will be awarded for titles and championships. Additional awards or prizes may be presented at the host's discretion.

Placement divisions: Each class will have two ribbon divisions

Ribbons will be awarded for qualifying runs based on placement criteria for each class.

Small dogs: this division combines dogs jumping 4", 8" & 12"

Large dogs: this division combines dogs jumping 16", 20" and 22".

* Non Qualifying runs will be eligible for placement in the Novice level.

* **AH** dogs place in the Ribbon division of the height actually jumped.

Ties: In the event that two or more teams tie each team will receive matching placement ribbons.

Class Levels

Level titles must be completed to advance to the next level.

Novice, Entry level * **Skilled**, Intermediate level * **Proficient**, Advanced level

Hosts, Judges & Certified Instructors

Trial Hosts: Trial hosts may be individuals or businesses that have been approved by Wag It Inc. Applications to become a host are available by E-mailing info@wagitgames.com or on our web site www.wagitgames.com.

Judges: Judges must be approved by Wag It Inc. Applications to become a Judge are available by E-mailing info@wagitgames.com or on our web site www.wagitgames.com Please be understanding of our Judges. Judges will score to the best of their ability. Video footage will not be reviewed. The Judge's decision is final.

Certified Wag It Games Instructors: Our certified instructors have been approved based on their knowledge of dog behavior, positive reinforcement training methods, as well as classes rules and performance requirements. In addition certified instructors must demonstrate a strong ability to instruct individuals and groups in a supportive and encouraging manner. **Learning should always be fun for both dog and handler!**

Participant Feedback: It is our goal to offer the best events possible. The trial host will have forms available for participant feedback. In the event a trial participant would like to offer a compliment for outstanding circumstances or file a complaint they may submit a Participant Feedback Form directly to Wag It Inc.

Individual Agility Class Titles

Please see individual skills division scoring rules for what defines a qualifying score.

Traditional Class

Wag 1 A-T– Five qualifying scores in Novice Traditional class

Wag 2 A-T - Five qualifying scores in Skilled Traditional class

Wag 3 A-T - Five qualifying scores in Proficient Traditional class

Agility Skills Champion (Wag CH A-T) –Wag 3 A-T plus three qualifying scores at the Proficient level

Jumps & Tunnels Class

Wag 1 A-JT– Five qualifying scores in Novice Jumps & Tunnels class

Wag 2 A-JT - Five qualifying scores in Skilled Jumps & Tunnels class

Wag 3 A-JT - Five qualifying scores in Proficient Jumps & Tunnels class

Agility Skills Champion (Wag CH A-JT) –Wag 3 A-T plus three qualifying scores at the Proficient level

Handler's Choice Class

Wag 1 A-H– Five qualifying scores in Novice Handler's Choice class

Wag 2 A-H - Five qualifying scores in Skilled Handler's Choice class

Wag 3 A-H - Five qualifying scores in Proficient Handler's Choice class

Agility Skills Champion (Wag CH A-H) –Wag 3 A-T plus three qualifying scores at the Proficient level

1, 2, 3, Class

Wag 1 A-1,2,3– Five qualifying scores in Novice 1, 2, 3 class

Wag 2 A-1,2,3 - Five qualifying scores in Skilled 1, 2, 3 class

Wag 3 A-1,2,3 - Five qualifying scores in Proficient 1, 2, 3 class

Agility Skills Champion (Wag CH A-1,2,3) –Wag 3 A-T plus three qualifying scores at the Proficient level

Challenge Class

Wag 1 A-C– Five qualifying scores in Novice Challenge class

Wag 2 A-C- Five qualifying scores in Skilled Challenge class

Wag 3 A-C- Five qualifying scores in Proficient Challenge class

Agility Skills Champion (Wag CH A-C) –Wag 3 A-T plus three qualifying scores at the Proficient level

Advanced Titles

Wag Master (WAG M-A)

Completion of WAG CH A-T, CH A-JT, CH A-H, CH A-1,2,3, CH A-C

Ultimate Wag (U WAG-A)

WAG M plus five additional qualifying scores at the proficient level of each class.

Versatile Wag (V WAG)

Any three of the following titles: Wag M, WAG M-A, WAG M-W, WAG M-SC or WAG M-T

WAG M-W= Water Skills WAG M-SC=Scent Skills

WAG M-T=Trail Skills WAG M-A=Agility Skills

WAG M =Shadow, Independent & No Need for Speed

Points

Qualifying runs earn points as follows: Novice 5 points, Skilled 10 points, and Proficient 15 points. Top 10 point earners for the year will be posted on the Wag It Games web site.

Jump Heights

Dogs must be measured two different people. They may be comprised of Judge, Trial Secretary, Certified Instructor or designated measuring official.

Dogs will be measured by following the dog's leg beginning at the floor up to the point of the elbow. Determining dog's jump height by the length of their leg takes into account structural differences. Dogs measuring the same height at the withers may have significant differences in leg length.

A solid measuring device example yard stick or ruler will be used.

4" at the elbow jumps 4"

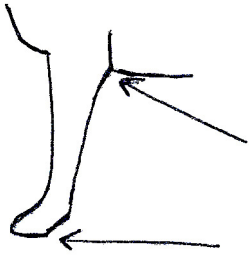
Over 4" and under 7" at the elbow jump 8"

7" and under 10" at the elbow jump 12"

10" and under 12" at the elbow jump 16"

12" and under 14" at the elbow jump 20"

14" and over at the elbow jump 22"



Measurements are taken from the floor to point of the elbow.

Adjusted Height Division (AH): Handlers may choose to have a dog drop down one height category. Dogs in the AH division may still earn qualifying scores and titles. Dogs in AH division will compete against other dogs at the height the dog actually jumps. Qualifying scores will be credited towards titles with AH after the title. Qualifying AH scores may not be combined with qualifying scores from the regular height division towards titles. There is no Adjustment available for dogs jumping 4 inches. Handlers choosing the Adjusted Height Division must indicate this on their entry form. Handler's may choose to drop their dog's height lower than one height division but must designate the run as a Training Run.

*Handlers may choose to jump their dogs one height above the height required with no change of category.

*Dogs moving down in height to the AH division will keep their qualifying scores towards titles. Any title received after this point will be an AH title.

*Dogs moving up in height will not keep their qualifying scores towards titles.

Performance Guidelines

Tunnel: Tunnels will be 24" in diameter and may be 10-20'. Once the dog has entered a tunnel with all four feet the dog has committed to performing the obstacle. Entering the tunnel with four paws out of sequence will be considered an off course and scored as a standard fault.

A Frame: A Frame will be 3' wide.

9' long A frames will be set at a height of 4'6" at the apex.

8' long A frames will be set at 3'11" at the apex.

Once the dog has placed four feet on the A frame the dog has committed to performing the obstacle. If the dog gets off the A frame once all four feet have been placed on it the dog may not repeat the A frame without first performing another obstacle.

The dog must place at least one paw in the down contact area. There is no specified performance of the up contact area.

Weave Poles: weave poles will measure 24" from the center of one pole to the next and have a flat base.

Weave poles should be entered with the first pole on the dogs left. If the dog comes out of the poles before completion they must begin again at the first pole.

*** Jumps bars will not be replaced and break away jumps will not be reset during a run.**

***4" jump bars may be horizontal or placed in an X with the end of each bar resting in the 6" jump cup.**

Hog Back & Broad Jumps: The dog must clear the span of the jump. Ticking a broad jump will not be faulted.

Bar & Panel Jumps: Will be 4'-5' in width. Only the top bar will be judged. If the top bar falls it will be considered a fault. If a jump is used more than once on the course and the top bar falls the remaining bar will be considered the top bar. In Traditional and Jumps and Tunnels classes, if no bar remains intact the dog is only required to pass between the jump uprights. In 1,2,3, Handler's Choice and Challenge class the set bars must be intact for the jump to be available for use. Ticking a jump is not considered a fault.

Leaf Jumps: Two bars will have strands of plastic leaves, greenery and or flowers attached. The attachments should not rise more than 2 inches above the bar. Top bars should be placed so the top of the attachments are at the actual jump height.

Cone Jumps: A number of plastic or rubber cones will be placed across the entire base at the take off side of the jump. Cones must not rise above the single jump bar. Cones may be laid on their side to accommodate lower jump heights.

Flower pot Jumps: Baskets or pots containing live or artificial flowers will be placed across the base of the take off side of the jump. Flowers must not rise above the single jump bar. Pots may be moved to the sides of the jump to accommodate lower jump heights.

Wing Jumps: Wings may be made of PVC, wood, flower pots etc but will not be more than 22" wide and 36" tall

Break Away Wall Jumps: Will be 4'-5' in width and will be of light construction, ex: cardboard or PVC. They should break away easily if hit. Ticking a jump is not considered a fault.

Tire Jump: **Only break away tires may be used.** If the breakaway tire separates it will be considered a fault.

Pause Table: The table will be 36" square and a height of 4" for all dogs. The dog may perform either a sit or down on the table for the judges count.

Refusals

(Proficient Level only)

*Dog passes the plane of the designated obstacle without performing it

* Dog turns back, away from or halts in front of an obstacle. (must occur within 1/3 of the distance between the next obstacle from the prior obstacle.)

* Dog passes the second weave pole

*Dog is directed to sit or down during the course more than once. *This does not apply to end contact behaviors.

Courses: A minimum of 15' will exist between obstacles.

Excusals

The following will result in a team being excused from the ring. Excusals will be indicated by the judge's whistle. The team must leave the ring immediately.

- Dog appears overly stressed
- Dog appears lame, in pain or ill
- Dog leaves the ring
- Eliminating or vomiting in the ring
- Any appearance of threatening or aggressive behavior (including grabbing the handler)
- Any behavior the Judge feels threatens safety in any way
- Harsh corrections
- The Handler is not able to regain control of their dog
- Unsportsmanlike behavior (outburst of anger, swearing etc.)

Traditional Class

Class Requirements

The Regular class is a course of numbered obstacles.

Equipment

Novice: 10-12 Obstacles

<u>Obstacles</u>	<u>Minimum – Maximum</u>	<u>Obstacles</u>	<u>Minimum - Maximum</u>
A Frame	1 – 1	Panel Jump	0 –1
Tunnel	2 – 4	Leaf Jump, Flower Pot and or Cone Jumps	3 – 4
Single Bar Jump	1 – 2	Broad or Hog back Jump	0 –1
Double bar Jump	1 – 3	Wing Jump	0 - 2

Skilled: 12-14 obstacles

Any from the Novice list plus;

Obstacles Minimum – Maximum

Weave Poles (set of 6)	1– 1
Break Away Tire	0 – 1

Proficient: 14-16 obstacles

Any from the Novice and Skilled Level plus;

Obstacles Minimum – Maximum

Weave Poles (A set of 12 must be performed or one set of 6 must be performed twice.)

Scoring

Novice - 2 Standard faults allowed **Skilled** - 1 Standard fault allowed **Proficient** – 0 faults allowed

Standard Faults

Bars down
Off course
Failure to clear
Weave pole pop out
Refusals (proficient only)

Major Faults (Non qualifying)

Missed contact
Missed obstacle
Touching the dog
Entering or leaving the ring off leash
Over time

Course Times – The maximum course time is 90 seconds. The timer will indicate when course time has expired. Teams will be asked to leave the ring if they exceed course time.

Placement will be based on faults then time.

Example:

Dog A has 0 faults and a time of 58 seconds * Dog B has 5 faults and 58 seconds

Dog C has 0 faults and a time of 48 seconds

First place, Dog C * Second place, Dog A * Third place Dog B

Jumps & Tunnels Class

Class Requirements

The Jumps & Tunnels class is a course of numbered obstacles.

Equipment

Novice: 10-12 Obstacles

<u>Obstacles</u>	<u>Minimum – Maximum</u>	<u>Obstacles</u>	<u>Minimum - Maximum</u>
Single Bar Jump	1 – 2	Panel Jump	0 – 1
Double bar Jump	1 – 3	Leaf Jump, Flower Pot and or Cone Jumps	3 – 4
Tunnel	2 – 4	Wing Jump	0 – 2

Skilled: 12-14 obstacles

Any from the Novice list plus;

<u>Obstacles</u>	<u>Minimum – Maximum</u>	<u>Obstacles</u>	<u>Minimum – Maximum</u>
Break Away Wall Jump	0 – 1	Broad or Hog back Jump	0 – 1
Panel Jump	1 – 1	Break Away Tire	0 – 1

Proficient: 14-16 obstacles

Any from the Novice and Skilled Level plus;

Obstacles Minimum – Maximum

Break Away Wall Jump 1 – 1

**Double Bar Jump may be omitted at this level*

Scoring

Novice - 2 Standard faults allowed **Skilled** - 1 Standard fault allowed **Proficient** – 0 faults allowed

Standard Faults

Bars down

Off course

Failure to clear

Weave pole pop out

Refusals (proficient only)

Major Faults (Non qualifying)

Missed contact

Missed obstacle

Touching the dog

Entering or leaving the ring off leash

Over time

Course Times – The maximum course time is 90 seconds. The timer will indicate when course time has expired. Teams will be asked to leave the ring if they exceed course time.

Placement will be based on faults then time.

Example:

Dog A has 0 faults and a time of 58 seconds * Dog B has 5 faults and 58 seconds

Dog C has 0 faults and a time of 48 seconds

First place, Dog C * Second place, Dog A * Third place Dog B

Handler's Choice Class

Class Requirements

Handlers direct their dogs to perform obstacles in the order of their choosing. Each obstacle taken successfully earns a designated number of points. Teams must accumulate the required points within the designated time.

Points needed to qualify

Required points

Including successfully complete 3 Jumps, 3 tunnels and 2 contacts

Novice: 35 points

Skilled: 45 points

Proficient: 50 points

Scoring

Jumps = 1 point

6 weaves = 6 points

Tunnels = 3 points

Designated 3 obstacle combination sequences = 12 points

A frame = 5 Points

12 weaves = 12 points

One point will be deducted for each second over time allowed.

*Obstacles must be completed successfully to earn points.

*Only tunnels may be performed back to back.

*Designated obstacle combinations may not be performed back to back.

* Once a dog enters the first obstacle in a sequence the sequence has started. Failure to complete the sequence will result in zero points.

*No obstacle may be used more than twice for points.

Equipment

<u>Obstacles</u>	<u>Minimum – Maximum</u>	<u>Obstacles</u>	<u>Minimum – Maximum</u>	<u>Obstacles</u>	<u>Minimum – Maximum</u>
A Frame	1 – 1	Panel Jump	0 – 1	Wing Jump	0 – 2
Tunnel	2 – 4	Break Away Wall Jump	0 – 1	Weaves (6-12)	1 – 1
Single Bar Jump	1 – 2	Broad or Hog back Jump	0 – 1	Break Away Tie	0 – 1
Double bar Jump	1 – 3	Leaf Jump, Flower Pot and or Cone Jumps	3 - 4		

Maximum Course Times

Novice

4", 8" & 12" = 60 seconds

16", 20" & 22" = 55 second

Skilled

4", 8" & 12" = 65 seconds

16", 20" & 22" = 60 second

Proficient

4", 8" & 12" = 65 seconds

16", 20" & 22" = 60 second

Teams may complete their run by crossing the finish line before time has expired.

The timer will signal when course time expires. Teams will be asked to leave the ring if 90 seconds has passed.

Placements are based on total points then time.

Example

Dog A - 40 points 50.12 seconds, Dog B – 46 points 50.12 seconds, Dog C – 40 points 45 seconds

First place Dog B * Second place Dog C * Third place Dog A

Challenge Class

Class Requirements

Three challenges will be available on the course. Each will consist of three obstacle performances. Two of the Challenges will incorporate handling elements. One of the Challenges will incorporate distance elements. The distances may range from 5-10'. The team must accumulate the specified number of points and challenges to qualify. Challenges may be performed at any time.

Points needed to qualify:

Novice: 30 pts including 1 Challenge **Skilled:** 40 pts including 2 Challenges **Proficient:** 50 pts including all 3 Challenges

Scoring (The judge will call out the points as they are earned).

Jumps = 1 point A frame = 5 points Challenges = 10 points

Tunnels = 3 points 6 weaves = 6 points 12 weaves = 12 points

*Obstacles must be completed successfully to earn points.

*Each Challenge may only be performed once.

*Only tunnels may be performed back to back.

*No obstacle may be used more than twice for points

*Challenge obstacles are available for points however no 2 elements in any distance Challenge may be taken in sequence. If this occurs zero points will be given and that Challenge will be negated from future use.

*Once a dog enters the first obstacle in a Challenge the Challenge has started. Failure to complete the sequence will result in zero points.

Equipment

<u>Obstacles</u>	<u>Minimum – Maximum</u>	<u>Obstacles</u>	<u>Minimum – Maximum</u>	<u>Obstacles</u>	<u>Minimum – Maximum</u>
A Frame	1 – 1	Panel Jump	0 – 1	Break Away Tie	0 – 1
Tunnel	2 – 4	Break Away Wall Jump	0 – 1	Weaves (6-12)	1 – 1
Single Bar Jump	1 – 2	Broad or Hog back Jump	0 – 1	Double bar Jump	1 – 3
Leaf Jump, Flower Pot and or Cone Jumps	3 – 4			Break Away Tie	0 – 1

Maximum Course Times

The timer will signal when course time expires. One point will be deducted for each second over time allowed.

Novice

4", 8" & 12" = 55 seconds

16, 20" & 22" = 50 second

Skilled

4", 8" & 12" = 60 seconds

16, 20" & 22" = 55 second

Proficient

4", 8" & 12" = 65 seconds

16, 20" & 22" = 60 second

Teams may complete their run by crossing the finish line before time has expired.

The timer will indicate when time has expired and the team will be asked to leave the ring.

Placements are based on total points then time.

Example

Dog A - 40 points 50.12 seconds, Dog B – 46 points 50.12 seconds, Dog C – 40 points 45 seconds

First place Dog B * Second place Dog C * Third place Dog A

1, 2, 3 Class

Class Requirements

The 1, 2, 3 Sequence:

The 1, The dog will perform a jump.

The dog will wrap either start/finish post.

The 2, The dog will perform a different jump then a tunnel.

The dog will wrap either start/finish post.

The 3, The dog will perform a different jump, then a different tunnel and then a contact.

Needed to Qualify

Novice level: After completing one 1, 2, 3 sequence the dog will perform a sit or down on the pause table for the judges 5 second count. The dog will then pass between the start/finish posts to complete the course.

Skilled Level: After completing one 1, 2, 3 sequence the dog will wrap either start/finish post and perform a second and different 1, 2, 3 sequence. After completing the second sequence the dog will perform a sit or down on the pause table for the judges 5 second count. The dog will then pass between the start/finish posts to complete the course.

*The table is live at all times at this level and will result in an off course if taken out of order.

Proficient Level: After completing one 1, 2, 3 sequence the dog will wrap either start/finish post and perform a different 1,2,3 sequence. After completing the second sequence the dog will wrap either start/finish post and perform a third and different 1, 2, 3 sequence. After completing the third sequence the dog will perform a sit or down on the pause table for the judges 5 second count. The dog will then pass between the start/finish posts to complete the course.

*The table is live at all times at this level and will result in an off course if taken out of order.

****No obstacle may be used more than once in any 1, 2, 3 sequence.***

****Obstacles may be used again for additional 1, 2, 3 sequences in the Skilled and Proficient levels.***

Scoring

Faults: Dropped Bar, missed contact, off course, failure to successfully complete any portion of a 1, 2, 3 sequence.

*If the judge calls a fault, the dog must go back to wrap the start/finish post and begin that segment of the 1, 2, 3 again. The same sequence may be repeated when restarting a segment.

Example; The dog performs a jump wraps the post completing the (1). The dog completes a different jump, a tunnel and wraps the post completing the (2). The dog performs a different jump, a tunnel and then takes another jump resulting in an off course and failure to complete the (3) successfully. The dog must begin the (3) again by wrapping the post performing a jump, tunnel and contact.

*If the dog performs an obstacle after completing the table, the dog must go back and repeat the pause table.

*Novice Level dogs may receive a recount for breaking position once on the pause table. The count will restart at five seconds.

*Failure of dog to hold position on the table (Skilled & Proficient) = NQ

*Over Time = NQ

1, 2, 3 Class Continued

Equipment

<u>Obstacles</u>	<u>Minimum – Maximum</u>	<u>Obstacles</u>	<u>Minimum – Maximum</u>	<u>Obstacles</u>	<u>Minimum – Maximum</u>
A Frame	1 – 1	Panel Jump	0 – 1	Break Away Tie	0 – 1
Tunnel	2 – 4	Break Away Wall Jump	0 – 1	Wing Jump	0 – 2
Single Bar Jump	1 – 2	Double bar Jump	1 – 3	Broad or Hog back Jump	0 – 1
Leaf Jump, Flower Pot and or Cone Jumps	3 – 4				

Maximum Course Times

Novice- 55 seconds **Skilled**- 75 seconds **Proficient** - 95 seconds

The timer will indicate when course time has expired and the team will be asked to leave the ring.

Placements are based on time.