



# Agility Rulebook

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[www.wagitgames.com](http://www.wagitgames.com)

## ELIGIBILITY AND PARTICIPATION OPTIONS

### Eligibility

- Purebred and mixed breed dogs fifteen months of age and above may enter a trial.
- Dogs must be registered with Wag It Games to be eligible for qualifying scores and placements.
- Hosts may offer "For Exhibition Only" which allows unregistered dogs to participate non-competitively.
- 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.
- Safety First - Dogs under warning in any venue must submit a report for review.
- Safety First - Dogs that have been banned in any other venue are not eligible for registration.

### Physically Challenged Dogs

- Agility trials are only open to dogs that are sound and without physical limitations.

### Physically Challenged Handlers

- Motorized scooters, wheel chairs and mobility assistant devices such as walkers and canes are allowed. Any adjustments to exercises for such devices should be requested under the Temporary Limitation or Extraordinaire Handler categories.

### Temporary Limitations

- Handlers with temporary physical conditions may submit an Exercise Adjustment form to the judge to request minor adjustments to exercises. Example of minor modification: 1, Request to wave deductions for making larger circles or separating feet for pivots for one day. Reason for request is due to the handler recovering from hip surgery and has not quite regained full motion).
- Exercise Adjustment Application should be given to the trial secretary on arrival.
- The judge will review the adjustments and notify the handler of the adjustment status prior to the start of the class.
- Participants may contact the contact the judge prior to the trial if they have questions.
- Extraordinaire Course Adjustment forms are available on the Wag It Games website and will be available at trials.

### Extraordinaire Handler

- The Extraordinaire Handler status is not offered for Agility.

### Juniors

- Children 8 years of age and under may be assisted by having the judge call out the next obstacle while the team performs the course. Juniors qualifying and place along with other teams.

### Training Runs

- Prior to the class briefing the handler shall inform the score table they are performing a training run.
- Training runs do not earn qualifying scores or placements.
- Handlers may choose a lower jump height.
- The use of toys and physical praise may be used during training runs.
- Teams will be allowed up to the maximum course time.
- Handlers are required to attempt the course per the Game description and may not repeat equipment for training.
- Handlers may switch to training at anytime and continue within maximum course time.

## CLASSES AND LEVELS

### Regular Classes

- Regular Agility classes include Traditional, Jumps & Tunnels and Fast on the Flat
- Regular classes have three levels and two divisions.
- Titles and Medals are awarded for Regular classes and are shown in the Titles & Awards Chart.

### Levels

- Wag It Games has a philosophy that if you have trained it you may play it. Any and all levels may be entered at any time with titles being earned simultaneously.
- Novice, Entry level
- Skilled, Intermediate level
- Proficient, Advanced level Dogs may enter in any level at any time.

### Divisions

- A – The A class is for dogs that have not yet earned their title in the level they are entering.
- B –The B class is for dogs that have earned their title in the level they are entering.

### Gymkhana Classes

- Agility Gymkhana classes include Points class and Challenge class.
- There are no levels or A/B divisions. All participants participate on the same course.
- Agility, Shadowing, Obstacle and Dog Ball Gymkhana class qualifying runs are all tallied together for Gymkhana titles.
- Medals are awarded for Gymkhana classes and are shown in the Titles & Awards Chart.

### Judges Class

- Officiating Judges may participate in classes they are officiating but must do so in the separate Judge's Class.
- The Judge performs the same course under the same rules and is officiated by another judge.
- This class may be held prior to the briefing, walk-through or first participant.
- The judge is eligible for qualifying scores towards titles but is not eligible for placements.

## PLACEMENT AND RIBBONS

### Placement Groupings – Agility Games have two placement groupings based on jump height

- Dogs jumping 4", 8" and 12" are in the Small Dog Placement Group
- Dogs jumping 16, 20" and 22" are in the Large Dog Placement Group
- Adjusted Heights 1 Dogs jump one jump height lower and place with the Placement Group of their adjusted jump height.
- Adjusted Height 2 Dogs jump two jump heights lower and place with the Placement Group of their adjusted jump height.

### Ties

- Teams earning the same scores within the same Level and Division will tie and receive the same placement.

### Ribbons

- A ribbon ceremony will follow each class.
- Qualifying score and first through third place ribbons will be awarded for qualifying runs.
- Teams with the same results in a class will be considered a tie and will be awarded the same placement.
- Title ribbons will be awarded to those earning titles. Title requirements are available in the Title Chart.
- Additional ribbons and/or awards may be offered at the discretion of the host.

### Title Certificates

- Certificates for titles earned are updated monthly in the member area of the website. Certificates may be downloaded and printed. Title requirements are available in the Title Chart.

## Trial Details

### Course Maps

- Course maps with the course and exercises indicated will be available for all participants

### Leashes and Collars

- Dogs must enter and leave the ring on leash. Dogs must perform the course naked (no collar or harness).

### Briefings

- A judge's briefing will precede each class.

### Walking the Course

- A 10-minute walk through will follow the judges briefing to allow competitors to become familiar with the course. The judge will be available for questions. Only those entered may be in the ring during the walk through.

### Entering the Ring

- Teams will enter once the previous team has left the ring and the judge welcomes the team to enter.

### Timing

- Timing is recorded in seconds. In the event that there is a timing failure the team will be offered a choice of accepting the maximum course time or re-running the course at the end of that class.

### Start

- The timer or the judge will notify the handler when they may begin.
- There is no required position from which the dog must start.
- Timing and scoring will begin as the dog passes between the start posts or crosses the start line.
- Once the dog has crossed the start the time will not be reset if a handler chooses to resets their dog behind the start line.

### Finish

- Timing and scoring conclude as the dog passes between the finish posts or crosses the finish line.
- Teams are allowed to finish even after they NQ.
- Teams will be asked to leave the ring once course time has expired.

### Rewarding

- Participants may offer a food, touch or briefly play with their dog prior to leaving their dog at the start line and/or after crossing the finish line. There is no specified position for the dog for these rewards.
- Handlers may not intentionally touch their dog or any equipment during the course performance. Intentionally touching the dog will result in a non-qualifying score.

### Distractions

- The trial setting is full of smells, sounds and distractions. Exhibitors should prepare their dogs for the trial environment. Minor accommodations such as turning off music or setting a heating system to not come on during a run may be offered. Significant accommodations for individual dog needs shall be offered.

## RING SPECIFICATIONS AND REQUIREMENTS

### Agility Ring Specifications

- Ring Size 3,200 to 8,000 square feet.

### Surfaces

- Trials may be held indoors or outdoors. The ring shall have safe footing and be free of debris and hazards. If the trial is held inside, the flooring must not be slippery. If outdoors, the grass must be short and the ground level.

### Fence and Gates

- Rings must be fully fenced. Fencing must be a minimum of 2 feet tall and may be a maximum of 6 inches off the ground. Dog show expandable gates, PVC lattice and snow fencing are acceptable. Roping is NOT acceptable.

### Closed Ring Gate Policy

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

## SAFETY AND BEHAVIOR

### 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.

### 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

- Any person acting in an unsportsmanlike manner may be asked to leave the grounds.

### 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.

### Incident Report

- In the event any incident a report will be submitted to Wag It Inc for review.

## JUMP HEIGHT CHART

The dog's jump height is based on the length of their leg NOT their height at the withers. This takes into account that dogs measuring the same height at the withers may have significant differences in leg length.

### Measuring

- Handlers may measure their own dogs to enter.
- Judges or a designated official will re-measure and confirm the dog's height at their first trial.
- Dogs will be measured while standing.
- Measuring shall be taken from the floor to the point of the dog's elbow. A solid measuring device will be used such as a yardstick or ruler.



### Jump Heights

- Dogs measuring 4" and below at the elbow jump 4"
- Dogs measuring over 4" and under 7" at the elbow jump 8"
- Dogs measuring 7" and under 10" at the elbow jump 12"
- Dogs measuring 10" and under 12" at the elbow jump 16"
- Dogs measuring 12" and under 14" at the elbow jump 20"
- Dogs measuring 14" at the elbow jump 22"

### Adjusted Height 1 (AH1) – One jump height lower

- Dogs in AH1 jump one jump height lower.
- Handlers may choose to move their dog to the AH1 at any time for any reason.
- Dogs in AH1 division will place based on their jump height per the jump height chart.

Once a dog jumps as AH1 the dog may not move back to their regular jump height. All titles earned prior remain intact. Qualifying scores towards titles not yet completed will remain and combined with new AH1 qualifying runs. Titles earned with a combination of runs will include AH1 in the title name.

### Adjusted Height 2 (AH2) – Two jump heights lower

- Dogs in AH2 jump two jump heights lower.
- Handlers may choose to move their dog to the AH2 at any time for any reason.
- Dogs in AH2 do not earn placements.

Once a dog jumps as AH2 the dog may not move back to AH1 or their regular jump height. All titles earned prior remain intact. Qualifying scores towards titles not yet completed will remain and combined with new AH2 qualifying runs. Titles earned with a combination of runs will include AH2 in the title name.

### Jumping Higher

- Handlers may choose to jump their dog's one height above the height required.
- Dogs jumping one height higher will place based on their jump height per the jump height chart.



## TRADITIONAL CLASS

### Performance

Teams perform a numbered course consisting of a variety of jumps, tunnels and contacts within the time allowed.

### Course Time

60 Seconds (Teams will be asked to leave the ring if time elapses.)

### Faults Allowed

- Novice – 2 Standard Faults are allowed
- Skilled – 1 Standard Fault is allowed
- Proficient – No Faults are allowed

### Placements

- Placements will be based on number of faults then time. Example: Team with the least faults and best time place highest.
- Teams with the same time and faults will tie and be awarded the same placements.
- Teams must qualify to place.

### Course Building Requirements

Equipment, Minimum – Maximum performances		
Novice – 10-14 Obstacles	Skilled – 12-16 Obstacles	Proficient – 14-20 Obstacles
Jumps* 5-9	Jump 9-11	Jumps 10-12
Tunnels 2-3	Tunnels 2-4	Tunnels 2-4
Contacts 1-2	Contacts 1-3	Contacts 1-3
	Weave Poles 1 (set of 6 or 12)	Weave Poles 1 (set of 6 or 12)
Equipment may be used more than once.		
*A variety of jump styles will be included.		
A minimum of 15 feet will be allowed between obstacles.		



## JUMPS AND TUNNELS

### Performance

Teams perform a numbered course consisting of a variety of jumps and tunnels within the designated course time.

### Course Time

60 Seconds (Teams will be asked to leave the ring if time elapses.)

### Faults Allowed

- Novice – 2 Standard Faults are allowed
- Skilled – 1 Standard Fault is allowed
- Proficient – No Faults are allowed

### Placements

- Placements will be based on number of faults then time. Example: Team with the least faults and best time place highest.
- Teams with the same time and faults will tie and be awarded the same placements.
- Teams must qualify to place.

### Course Building Requirements

Equipment, Minimum – Maximum to be performed		
Novice – 10-14 Obstacles	Skilled – 12-16 Obstacles	Proficient – 14-20 Obstacles
Jumps* 8-10 Tunnels 2-4	Jump 9-11 Tunnels 3-4	Jumps 10-12 Tunnels 4-8
Equipment may be used more than once. *A variety of jump styles will be included. A minimum of 15 feet will be allowed between obstacles.		





## FAST ON THE FLAT

### Performance

Teams perform a numbered course consisting of a variety of tunnels, barrels and hoops within the designated course time.

**Course Time – 60 Seconds** (Teams will be asked to leave the ring if time elapses.)

### Faults Allowed

- Novice – 2 Standard Faults are allowed
- Skilled – 1 Standard Fault is allowed
- Proficient – No Faults are allowed

### Placements

- Placements will be based on number of faults then time. Example: Team with the least faults and best time place highest.
- Teams with the same time and faults will tie and be awarded the same placements.
- Even though this class does not include jumps the Placement Groupings apply.

### Course Building Requirements

Equipment, Minimum – Maximum to be performed		
Novice – 10-14 Obstacles	Skilled – 12-16 Obstacles	Proficient – 14-20 Obstacles
Tunnels 3-4	Tunnels 4-5	Tunnels 4-6
Hoops 3-4	Hoops 4-5	Hoops 4-6
Barrels 3-4	Barrels 4-5	Barrels 4-6
Equipment may be used more than once. A minimum of 15 feet will be allowed between obstacles.		



## CHALLENGE CLASS

Gymkhana Class

Coming in March 2017

### Performance

The handler will choose their course complete a minimum of three challenges and earn as many points as possible within the time allowed.

### Course Time

60 Seconds (Teams will be asked to leave the ring if time elapses.)

The end of course time will be announced. No points may be earned once course time has expired.

### Challenge Class Requirements

- Challenges may be performed at any time within course time.
- There is no limit to the number of times any obstacle may be used.
- No obstacle or Challenge may be taken back to back.
- No two Challenge obstacles may be performed in sequence unless performing the Challenge sequence.

*\*Once the first obstacle of a Challenge is performed in the direction indicated the Challenge has begun.*

### Obstacle Point Values

1 Point	3 Points	5 Points	6 Points	10 Point	12 Points	15 Points
Jumps	Tunnels Hoops Barrels	Contacts 5 Point Challenges	Weave Poles (6)	10 Point Challenges	Weave Poles (12)	15 Point Challenges
First Challenge performed successfully earns 25 points Second Challenge performed successfully earns 50 points (2 different Challenges) Third Challenge performed successfully earns 75 points (3 different Challenges)					A zero will be scored for barrels not performed as indicated on the course	

### Placements

- Placements will be based on points.
- Teams with the same number of points and time will tie and be awarded the same placements.

### One Walk/Levels Runs Together

This class may offer one walk through since the course set up remains the same for all levels. Placements are sorted after the class by level, points and requirements.

### Course Building Requirements

Minimum 3 Different Challenges will be included	Equipment minimum-Maximum
Sequences of 3-4 obstacles creating a handing challenge	A Frame and or Speed Bump 1-2
Sequences of 3-4 obstacles creating a discrimination challenge	Tunnels 2 -4
Sequences of 3-4 obstacles creating a distance challenge of 6-12 feet	Jumps* 4-8
	Hoops 0-4
	Barrels 0-2
	Weave Poles 0-1 (set of 6 or 12)
*A variety of jump styles will be included.	



## POINTS CLASS

### Gymkhana Class

#### Performance

The handler will choose their course earning as many points as possible within the time allowed.

#### Course Time

45 Seconds (Teams will be asked to leave the ring if time elapses.)

The end of course time will be announced. No points may be earned once course time has expired.

#### Point Class Requirements

- Teams must earn a minimum of 45 points to qualify.
- There is no limit to the number of times any obstacle may be used.
- No obstacle may be taken back to back.

#### Obstacle Point Values

1 Point	3 Points	5 Points	6 Points	12 Points
Jumps	Tunnels Hoops Barrels	Contacts	Weave Poles (6)	Weave Poles (12)
A zero will be scored for barrels not performed as indicated on the course				

#### Placements

- Placements will be based on points.
- Teams with the same number of points and time will tie and be awarded the same placements.

#### One Walk/Levels Runs Together

This class may offer one walk through since the course set up remains the same for all levels. Placements are sorted after the class by level, points and requirements.

#### Course Building Requirements

Equipment, Minimum – Maximum on the course	
Jumps* 4-8 Tunnels 2-4 Hoops 2-4	A minimum of 2 different obstacles from the list below. A Frame and or Speed Bump 1-2 Barrels, Maximum of 3 Weave, Maximum of 1 (set of 6 or 12)
*A variety of jump styles will be included.	



## FAULTS CHART

### Standard Faults (1 fault per occurrence)

- Displacing the top bar of any jump
- Separation of breakaway tire
- Dog Knocks over any piece of equipment
- Off course (Each occurrence)
- Incomplete Performance – Tunnel or Hoop (Dog fails to exit opposite end of the equipment)
- Incomplete Performance – Barrel (Dog fails to complete the required path around the barrel)
- Incomplete Performance – A Frame & Speed Bump (Dog places two paws on the obstacle then exits the obstacle)
- Incomplete Performance\* – Weave Poles (Dog fails to weave the entire set of poles)  
\*(Only 1 fault will be assessed regardless of the number of restarts. Only 3 restarts allowed)
- Incomplete Performance\* – Pause Table  
\*(Only 1 fault will be assessed regardless of the number of restarts. Only 3 restarts allowed)

### Major Faults - NQ

- Missed Down Contact on A Frame or Speed Bump
- Incomplete Performance – A Frame and Speed Bump (Dog exits in anyway other than by passing through the down contact zone)
- Breaking the Four Paw Safety Rule (Dog reattempts the A frame or Speed Bump after four paws have been placed onto the obstacle and prior to completing another obstacle)
- Failure to Perform any obstacle
- Handler intentionally touching the dog
- Handler intentionally touches any equipment
- Entering or leaving ring with the dog off leash
- Over course time

### Excusals – Apply to add classes

- 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
- Any behavior the Judge feels threatens safety in any way
- Harsh corrections (Any correction that causes a strong adverse response by the dog.)
- Unsportsmanlike behavior (outburst of anger, swearing etc.)

# AGILITY EQUIPMENT SPECIFICATIONS AND PERFORMANCE REQUIREMENTS

## TUNNEL

**Specifications:** Tunnels may be 24 -30 inches in diameter and 2-20 feet in length. Tunnels may be heavy-duty collapsible leaf bags or agility tunnels.

**Materials:** Tunnels should be made of vinyl with a four inch pitch recommended for tunnels over 3 feet long.

Tunnels must hold their circular shape and must be secured with saddlebag or plate style weights. Handles must be removed or secured flat on leaf bags. Bungee cords may NOT be used to secure tunnels.

**Performance Requirements:** Performance has begun once the dog has placed all four paws into the tunnel. Performance is complete when the dog exits the opposite end.

### Tunnel Specific Faults

#### Standard Faults

- Incomplete Performance - Four paws have entered the tunnel and the exits via the entrance end.



## BARRELS

**Specifications:** Barrels may be 10-24 inches in diameter and 18-36 inches tall. Barrels may be circular, rectangular or square. Barrels must be weighted to assure they do not easily move during performance.

**Materials:** Barrels may be ridged plastic (such as plastic trash baskets) or vinyl (such as heavy-duty leaf bags). Handles must be removed or secured flat on leaf bags.

**Performance Requirements:** The dog shall perform a 45°, 180°, 270° or 360° turn around the barrel as indicated on the course map.

### Barrel Specific Faults

#### Standard Faults:

- Dog knocks over the barrel.
- Incomplete Performance – Dog fails to complete the required path around the barrel.



## HOOPS

**Specifications:** Hoops shall be 34 inches wide across the base, be 36 inches tall in the center, have 16 inch upright side posts and 12 inch support legs on one or both ends of the base. The hoops should be arched as appose to circular in shape.

**Materials:** The base shall be PVC pipe approximately 1 inch in diameter. The arch tube shall be of a material that holds the arch shape.

**Performance Requirements:** The performance has begun when the dog has placed two paws through the hoop. The performance is complete when the dog's entire body has passed through the hoop.

### Hoop Specific Faults

#### Standard Fault:

- Incomplete Performance - Two paws have entered the hoop and the dog exits via the entrance side of the hoop.
- Dog knocks over the hoop.



## WEAVE POLES

**Specifications:** Poles shall measure approximately 1 inch in diameter and 36-48 inches tall. The base shall be flat.

Weave pole placement will be 24 inches from the center of one pole to the next. Sets of 6 or 12 poles may be used as defined by the class's rules.

**Materials:** Poles shall be made of PVC pipe. The base shall be metal and heavy enough of secured so it does not move during performance.

**Performance Requirements:** Weave poles shall be entered with the first pole on the dogs left. The performance begins when the dog enters between the first two poles. The performance is complete when the dog has weaved through the entire set of poles. If the dog pops out prior to completion the weave poles the dog may begin again at the first pole.

### Weave Pole Specific Faults

#### Standard Fault:

- Incomplete Performance - Dog exits prior to weaving through the entire set of poles.  
(Only one fault will be assessed regardless of the number of restarts. Only three restarts allowed.)

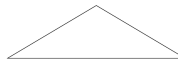


## A-FRAME (contact)

**Specifications:** The plank width of the A Frame may be 30-36 inches. The plank lengths may 5, 8 or 9 feet. The down side will have a clearly marked contact zone of 42 inches for 8 and 9 foot ramps and 36 inches for 5 foot ramps.

**Materials:** The A-Frame surfaces may be aluminum or wood and made of material thick enough so there is no flexing. Surfaces may be non-slip rubber, rubber granules, or painted with course sand added.

The apex height should be set so ramps are at approximately a 120° angle.



The 9 foot A-Frame will be set with the apex 4 feet six inches high.

The 8 foot A-Frame will be set with the apex 4 feet high.

The 5 foot A-Frame will be set with the apex 30 inches high.

**Performance Requirements:** The performance has begun when the dog has placed four paws onto the A frame. The performance is complete once the dog passes through the down contact zone and leaves the A Frame. The dog must touch the contact zone with at least one paw. A running or stopped performance is allowed. There is no specified performance of the up contact area.

**Four Paw Safety Rule** – Once the dog has placed four paws onto the obstacle the obstacle may not be attempted again until another obstacle has been completed.

### A-Frame Specific Faults

#### Standard Fault

- Dog places two paws onto the obstacle then exits the obstacle.

#### Major Faults:

- Missed Contact - Dog misses placing a paw in the down contact.
- Incomplete Performance - Four paws have been placed onto the obstacle and the dog exits prior to placing a paw into the contact zone.
- Breaking the four paw safety rule.



## SPEED BUMP (contact)

**Specifications:** The speed consists of three 5 foot long by 20-24 inch wide sections. These attach to two horse-mounting blocks that are between 20-24 inches high. One board acts at the top and two as the ramps. The ramps must be the same width as the mounting blocks or hang over one inch on each side. The down side will have a clearly marked contact zone of 36 inches.

**Materials:** The ramps may be made of a wood or metal framework that fits onto the mounting blocks. Heavy plywood is attached to the frame. The wood surfaces may be non-slip rubber, rubber granules, or painted with course sand added.

**Performance Requirements:** The performance has begun when the dog has placed four paws onto a ramp. The performance is complete once the dog passes over, down and exits via the opposite ramp. There is no specified contact performance for the Speed Bump. A running or stopped performance is allowed.

**Four Paw Safety Rule** – Once the dog has placed four paws onto the obstacle the obstacle may not be attempted again until another obstacle has been completed.

**Alternative Speed Bump** -The Speed Bump may also be made by attaching ramps to the opposite sides of a pause table. The pause table must be set to a height of between 20-24 and the two end ramps must be 5 feet long and equal in width to the pause table.

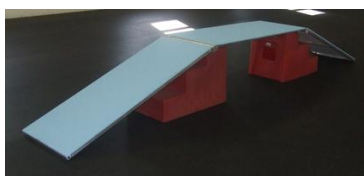
#### Speed Bump Specific Faults

##### Standard Faults:

- Dog places two paws onto the obstacle then exits the obstacle.

##### Major Faults:

- Missed Contact - Dog misses placing a paw in the down contact.
- Incomplete Performance - Four paws have been placed onto the obstacle and the dog exits prior to placing a paw into the contact zone.
- Breaking the four paw safety rule.



#### PAUSE TABLE (contact)

**Specifications:** The table's top surface should measure 36 x 36 inches.

The height for the small dog division should be 8-10 inches.

The height for the large dog division should be 12-16 inches.

**Materials:** This surface should be ridged and made of wood that has been coated with sand and paint for rubber granules to create a non-slip surface. The base should be made of materials and in such a way that it is sturdy. The base should not easily move and may be weighted underneath if necessary.

**Performance Requirements:** The performance has begun when the dog is lying down on the table. The dog shall hold the down position until the judge completed a count of 5. If the dog moves out of the down position partially (Examples: elbows up, bottom up, etc.) The count will stop and restart where the judge left off once the dog has returned to position. The performance is complete when the judge has completed a count of 5.

#### Pause Table Specific Faults

##### Standard Fault:

- Incomplete Performance - The dog leaves the down position or leaves the obstacle before the count has been completed. (Only one fault will be assessed regardless of the number of restarts. Only three attempts allowed.)



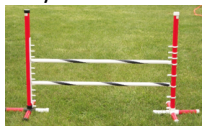
## JUMPS

**Specifications:** A variety of jumps are allowed. Descriptions of these options follow. All jumps may be 4 or 5 feet wide. Jumps will not be reset during a run. Fallen bars that pose a hazard may be moved.

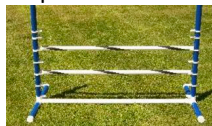
### Bar Jumps

**Specifications:** Bar jumps may have one or two displaceable bars. Jump uprights may be 32-36 inches tall. X and H base styles are allowed. 4 inch jumps may be set with bars in an X with the ends resting in the 6" jump cup.

**Materials:** Bar jumps shall be made of PVC pipe with PVC bars resting in jump cups. Jump bars must be displaceable. May have one or two displaceable bars.



X Base



H Base

### Decorated Bar Jumps

**Bar Decoration Specifications:** Bar jumps may be decorated in a variety of ways. Bars may have artificial flowers or leaf roping attached. Decorations shall be soft and flexible in nature (such as strings of fabric flowers) and may not increase the jump height by more than two inches.

Photo coming soon

**Jump Base Decorations:** Pots or baskets with artificial or real flowers, cones etc. may be placed on the floor under the jump bars. Items placed on the floor may not be taller than the top jump bar and may be moved to the side if necessary for lower jump heights.

Photo coming soon

### Panel Jumps

Panels must rest in jump cups so each panel is displaceable.



### Wing Jump

Wings may not exceed 22 inches wide and 36 inches tall. Wings may be free standing or attached to uprights.



### Breakaway Tire Jump

24 inch breakaway tire is allowed. For safety only tires that meet the USDAA or AKC agility specifications are allowed.



### Jump Specific Faults

#### Standard Faults

- Displacing the top bar of any jump.
- Separating the Breakaway Tire.
- Dog knocks over jump upright, wing or tire.