

HANDBOOK FOR CKC AGILITY JUDGES

Effective January 1, 2023



CANADIAN KENNEL CLUB®

CLUB CANIN CANADIEN™



THE CANADIAN KENNEL CLUB

CODE OF ETHICS

- Judges and applicants must comply with the By-Laws, rules and policies established by the Board of Directors of the Canadian Kennel Club and all rules and policies of the event(s) they judge.
- Judges and applicants must be known for their honesty, integrity, impartiality and knowledge of the sport and of the breeds they judge or apply to judge.
- Judges are highly regarded within the Fancy. When accepting assignments, whether domestic or foreign, judges act as ambassadors of the Canadian Kennel Club, its judges, and the Fancy. Their comportment must reflect their respected position and their actions must be beyond reproach.
- Judges must recognize that education is an integral part of judging and must undertake a self-directed program of continued education.
- Judges must remain current regarding all pertinent rules, policies and standards relative to the event(s) and breeds they judge.
- Judges must evaluate each dog they judge impartially and award each animal the appropriate placing relative to the event's standard and the competition in the class, regardless of the dog's record, advertisement, friendship, or any other considerations.
- Judges must treat all exhibitors with courtesy, respect, dignity, and impartiality.
- Judges should be aware that, even when not actually engaged in judging, their comportment must reflect their position within the sport of dogs.

PURPOSE

Judges are an essential part of the Canadian Kennel Club Agility program. The purpose of this Handbook is to serve as a set of guidelines and as a training manual for the use of judges. Standardization of behaviour, expectations and procedures will provide judge, exhibitor, spectators, and trial giving clubs a level of consistency, fairness, familiarity and comfort.

Licensed judges carry with them the endorsement of the Canadian Kennel Club, whether judging at a trial or sanctioned match or engaging in any dog-related activity (including but not limited to exhibiting). As such judges must be aware of their responsibilities to the sport, to the exhibitor, to the trial giving club and to the spectators.

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1 INTERPRETATIONS

1.1 Definitions

“A.R.R.” means the Agility Rules and Regulations

“Board” means the Board of Directors of The Canadian Kennel Club

“Breed” includes a breed that is accepted by a CKC recognized foreign stud book or by an association incorporated under the Animal Pedigree Act other than the CKC

“CKC” means The Canadian Kennel Club

“Club” means The Canadian Kennel Club

“club” means a club or association officially accredited by The Canadian Kennel Club

“complainant” means any person who has laid a charge or complaint against another person, partnership, company or organization relative to contravention of these rules, regulations, procedures and policies of The Canadian Kennel Club

“debar” means to prohibit a person from participating in any competition or other activities directed, sanctioned, sponsored or authorized by The Canadian Kennel Club if held under its auspices or under any of its rules and regulations

“defendant” means any person, partnership, company or organization against whom a charge or complaint has been laid, relative to contravention of these rules, regulations, procedures and policies of The Canadian Kennel Club

“deprive of privileges” means to deprive a non-member of all privileges accorded to non-members of The Canadian Kennel Club, including the use of the Head Office

“dog” means a dog of either sex

“exhibitor” means the owner(s) or handler who enters a dog in an agility trial

“expel” means to terminate membership in The Canadian Kennel Club and depriving the person so expelled from all privileges of The Canadian Kennel Club

“handler” means the person handling the dog in the agility trial

“Head Office” means the office at which the business of The Canadian Kennel Club is carried out on a regular ongoing basis

“immediate family” means spouse, father, mother, son, daughter, brother, sister, grandparents and significant other

“instructor” means any person who regularly instructs or assists with the training of Agility dogs, or who regularly trains Agility dogs belonging to a person outside his immediate family

“lame” means any condition which affects a dog’s locomotion. (e.g. a dog with a withered or amputated limb is considered to be moving with unnatural locomotion)

“listed breed” means a breed that is included in the Miscellaneous List and that is authorized to participate in CKC events in accordance with the rules and regulations governing those events

“owner” means the owner or owners of the dog on record at CKC

“recognized breed” means a breed that The Canadian Kennel Club is authorized to register in accordance with the Animal Pedigree Act;

“suspend” means to deprive a member, for the period ordered, of all the privileges of The Canadian Kennel Club

“trainer” see “instructor”

This handbook shall be read with all applicable changes in gender so that the masculine shall include the feminine and vice versa and the singular shall include the plural if applicable.

2 AGILITY RULES AND REGULATIONS

The following sections replicate the Canadian Kennel Club Agility Rules and Regulations that are of particular relevance for Agility Judges. For ease of cross referencing, the sections are numbered as they would appear in the Agility Rules and Regulations rulebook.

If there is any discrepancy between this Handbook and the Agility Rules and Regulations, the Agility Rules and Regulations shall take precedence.

2.1 Disqualifying or Excusing Dogs (ARR 2.10)

2.1.1 At his discretion, a judge shall have the authority to excuse or disqualify a dog which menaces, threatens, attempts to bite or bites the judge, another person, or another dog in the ring. When a dog is twice excused on this account, it shall have the status of a disqualified dog.

2.1.2 At his discretion, a judge shall have the authority to permanently disqualify a dog which bites the judge or another person in the ring. Dogs disqualified under this provision will not be eligible for reinstatement. The decision to permanently disqualify a dog must be clearly indicated on the Judge's Disqualification Form.

2.1.3 Excusals

(a) A judge can excuse a dog, if the dog is aggressive towards another dog or person in the ring; or leaves the ring and displays menacing or threatening behaviour towards a dog or person outside the ring. When a dog is twice excused for this reason, it shall have the status of a disqualified dog.

2.1.4 Disqualify while being measured

(a) A judge must disqualify a dog that bites or attempts to bite a judge or another person while it is being measured.

2.1.5 When a judge disqualifies or excuses a dog for aggression, the disqualification or excusal and reason therefore, must be recorded in the marked catalogue and signed by the judge. The owner or handler of the dog must be advised of said reason before leaving the ring. A dog which has been disqualified shall not receive any ribbon, prize or award. In such cases, the CKC may order that any previous awards be cancelled and all ribbons and/ or prizes shall be returned.

2.1.6 Once a dog has been disqualified for any reason at an agility trial, it may not be entered in another trial until the dog has been reinstated by the CKC. All awards earned by a dog entered in violation of this section will be cancelled by the CKC and the owner of the dog may be subject to disciplinary action. A dog disqualified under section 2.10.2 is not eligible for reinstatement.

2.1.7 Any dog that is disqualified under section 2.10.2 shall automatically be disqualified from entering in any CKC event in any other discipline until such time as the dog is officially reinstated, if the dog is eligible for reinstatement.

2.1.8 **Reinstatement**

(a) The owner of a dog which has been disqualified at an event held under these rules may, after 30 days from the date of said disqualification, apply in writing to the CKC for reinstatement of the dog, unless the dog is ineligible for reinstatement as per Section 2.10.2. The request for reinstatement must be accompanied by a deposit as set by the Board.

2.1.9 The owner of a disqualified dog must wait at least 30 days from the date of the disqualification before requesting reinstatement. A letter accompanied by the appropriate fee should be mailed to the Canadian Kennel Club requesting reinstatement.

2.2 Contract Between a Club and a Judge (ARR 3.1)

2.2.1 A verbal or written approach to a judge regarding a specific event must be confirmed in writing by the trial-giving club within 15 days of the inquiry, or the assignment will be considered null and void and the judge is thereby free to accept other assignments. In such circumstances, a judge who accepts another assignment must inform the trial-giving club within 15 days and prior to the judge accepting another assignment for that date.

2.2.2 A judge must confirm in writing within 15 days his acceptance of an assignment with a club after receipt of confirmation that the services of the judge will be required. If such confirmation is not received by the club within 15 days, the agreement will be considered null and void and the club is free to seek the services of another judge.

2.2.3 The CKC will consider a signed letter by the club, for the engagement of a judge to officiate at future events, as a legal and authorized engagement. Any attempts to break such a contract by the club without reasonable and just cause could lead to immediate cancellation of future events until such dispute is settled. The CKC will not enter into any disputes over fees and/or payments.

2.2.4 Clubs must notify judges of the requirements of the assignment. The following information must be included:

- (a) if electronic timers will be utilized
- (b) the dimensions of the ring/s including any post or obstructions and/or any areas set aside for other functions
- (c) whether the trial is indoors or outdoors and type of ring barrier
- (d) the classes being offered at each trial, including the event numbers
- (e) type of surface/footing
- (f) whether one or more rings are to be used
- (g) the running order of the classes in each ring

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- (h) the full equipment list with the dimensions of the equipment including the length of jump bars, and wings, a statement of contact equipment coating, the style of the tire, and any other information that would assist with course design.
 - (i) if the judge is to design courses in conjunction with another officiating judge, the contact information for the other officiating judge.
 - (j) any other information that is required for the judge to design courses appropriately.
 - (k) reimbursement and payment details for the assignment
 - (l) information as to travel, accommodation, and attendance at the trials.

2.3 Judges' Responsibilities (ARR 3.4)

- 2.3.1 Judges are responsible for making agility courses appropriately challenging, and judged in accordance with the Regulations.
- 2.3.2 Judges are permitted to send complete courses for a trial electronically to the Superintendent of the trial up to 2 days prior to a trial. These courses must not be shared with any other persons other than a replacement judge if one is needed. Unnumbered course or courses showing obstacle location may be provided to host clubs no earlier than 48 hours of the trial.
- 2.3.3 The course layout for each class must be posted in an easily accessible area at least ½ an hour before the start of the class.
- 2.3.4 Judges are responsible for inspecting the course area and checking the equipment before starting each course, ensuring that the course and ring are safe.
- 2.3.5 A judge cannot enter a dog or compete at a trial that he is officiating at.
- 2.3.6 When 2 trials are running simultaneously, the judges cannot enter either trial.
- 2.3.7 A judge must clearly call all faults that occur on the course throughout the entire run, even after a dog has earned a non-qualifying score. The signals for a fault shall be (see Appendix B of the rulebook for illustration of Signal & Scribe Notation):

- "F"** failure to perform - two raised arms, hands open
- "W"** wrong course - one raised arm, hand open
- "R"** refusal - one raised arm, hand in closed fist
- "T"** table fault - hands held in "T" shape (as in time-out)

For Steeplechase and Jumps & Tunnels, the hand signals will be as follows. Only two hand signals will be used:

- "5"** point fault for a dropped bar (both classes), or a missed contact in steeplechase, signaled with one raised arm, open hand
- "F"** for a wrong course in Steeplechase or a Non-Completion in J&T - two raised arms, hands open.

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- 2.3.8 At the end of the assignment the judge must ensure that the marked catalogue is properly signed and any changes initialled.
 - 2.3.9 The judge will instruct the Scribe of his responsibility to record faults signalled by writing the letters as listed in section 3.4.8 on the scribe sheet for each dog.
 - 2.3.10 The judge must examine the qualifying scribe sheets to verify the official catalogue is marked correctly.
 - 2.3.11 At the conclusion of the trial, all scribe sheets will remain with the Trial Secretary who will keep them as a record for a minimum of one year.

2.4 Course Approval (ARR 3.5)

- 2.4.1 The judge must submit his proposed course for approval to the CKC a minimum of 60 days prior to the date of the trial.

2.5 Order of Obstacles (ARR 9.1)

2.5.1 Handling & Obstacle Performance Standards

- (a) Food and toys are not permitted in the course area and handlers are not permitted to use whistles or other training instruments or devices in the ring or within 10 feet (3.05m) of the course. No toys that make a squeaking sound are permitted within 15' of the ring. However, a handler is permitted to talk, cheer, and encourage the dog during the course run.
- (b) There is no restriction on the number of commands used. A handler may direct the dog using voice commands, hand signals or body movements either separately or in conjunction with each other.
- (c) A handler must not touch the dog or any obstacle, nor should a handler step over or go under any obstacle.
- (d) The handler may work the dog from any position and distance in all classes; however, the course layout (e.g., against a ring side, gate or wall) may restrict the handler's options in the Intermediate and Excellent classes.

2.6 Mandatory Excusals (ARR 10.7.2)

- 2.6.1 Handlers may be excused by the judge at any time for inappropriate actions including, but not limited to, the use of food, toys, a whistle or other training devices.

3 GUIDELINES FOR JUDGING

The following sections contain guidelines to assist the judge in the successful completion of his assignment. While the individuality of each judge is recognized, standardization in behaviour, expectations and procedures will provide judge, exhibitor, spectators, and trial giving clubs a level of consistency, fairness, familiarity and comfort.

Contravention of these Guidelines may be referred to the Head Office of the Canadian Kennel Club. Frequent and severe contraventions of these Guidelines will be referred to the Event Officiating Committee for appropriate action.

3.1 General

3.1.1 The judge must be physically and mentally capable of performing the functions necessary for the judging of dogs in accordance with the CKC rules. This means a judge must have:

- The ability to work at a sufficient pace to ensure adherence to the schedule of the trial-giving club and CKC policy can be met;
- The stamina to judge in any weather conditions if accepting an outdoor assignment;
- The visual acuity, correctable by eyeglasses or contact lenses, to be able to judge dogs at an appropriate distance;
- The capability to do all the necessary paperwork
- The capability to ensure the course is set according to the approved course design.

3.1.2 A judge is expected to maintain an up-to-date knowledge of the Agility Rules and Regulations, all other pertinent Canadian Kennel Club rules, regulations, policy and procedures, with particular emphasis being placed on Agility Rules and Regulations.

3.1.3 Neither a judge, nor any member of a judge's family or household, may enter a dog(s) they own or co-own, in an agility trial that he is judging. If two trials are running consecutively on the same day and being judged by two judges, a judge may enter the trial that the other judge is judging. If trials are running simultaneously, a judge must not compete in the other trial(s).

3.1.4 It is acceptable for a judge to exhibit his dog(s) at trials at which he is not judging.

3.1.5 These Guidelines are subject to amendment by the Board.

3.2 Conduct

3.2.1 Since most judges start in the sport as exhibitors and trainers, it is natural that they would want to continue these activities after they have been

licensed to judge. Therefore; while the CKC recognizes that exhibiting and judging are not mutually exclusive activities they wish to remind judges that they must not only do what is right and proper but they must be seen as doing what is right and proper. Any action or behaviour, as an official, exhibitor, or spectator, which leaves the impression of a judge's conduct being compromised, must therefore be avoided.

- 3.2.2 The general conduct of a judge on the trial site both in and out of the ring must be beyond reproach. Every effort must be made to present an outward appearance of propriety. These Guidelines cannot cover every situation where a question of misconduct/impropriety exists. Judges are encouraged to exercise common sense and consider both the A.R.R. and the Code of Ethics when unsure.
- 3.2.3 Judges are not permitted to accept payments or gifts for past or future placements and/or qualifying scores.
- 3.2.4 Judges are not permitted to promote merchandise, equipment or services on a day that they are judging, within the venue.
- 3.2.5 Judges are encouraged to exercise caution when communicating with exhibitors via the Internet or e-mail. A judge may clarify a rule, however commenting on past trials, other judges, exhibitors, etc., is strongly discouraged.
- 3.2.6 When possible, judges are encouraged to accept social invitations of trial hosts.
- 3.2.7 It is inappropriate for an exhibitor who is also a judge, regardless of his experience, to override or second-guess the judge of record, including "double judging" outside the ring. Judges must not be subjected to additional course tweaking, "double judging," or interference of ring personnel by any exhibitor or judge. The judge of record has complete control of how the course is set, how the ring is administered, and evaluating the performance of the dogs. An experienced judge may make helpful suggestions to a judge of record if they are well-timed and discrete.
- 3.2.8 All judges shall wear suitable attire. Clothing should be appropriate both to the task and the weather conditions. Tee shirts and jeans are not suitable for a judge of either sex. Comfortable, yet professional, clothing will enable a judge to concentrate on the task at hand. During periods of extreme hot weather, judges are permitted to wear warm weather clothing while judging. However, short shorts, cut-offs or spandex type shorts are never appropriate.
- 3.2.9 Smoking is permissible only between classes, provided it does not delay judging. Judges, exhibitors, and ring crew may not smoke in the ring. Judges must comply with all no-smoking regulations of a facility or trial grounds.
- 3.2.10 In the course area judges and crew must not consume anything except water.

3.3 Assignments

3.3.1 Commitment

Upon accepting an assignment, a judge is committing himself to the trial giving club for the entire day and should not expect the club to accommodate travel plans involving late arrival or early departure.

3.3.2 Expenses

All fees and expenses incurred by the judge must be approved in advance and included in the contract provided by the club. Consideration should be given to details including, but not limited to:

- Transportation and accommodation
- Dietary restrictions
- Meals
- Parking
- Course copies
- Reimbursement for out-of-pocket expenses

3.4 Awards

3.4.1 Occasionally, clubs may offer special awards. Determining the basis for such awards is the sole discretion of the club or trial committee. A judge shall not become involved with determining the criteria for any special awards.

3.4.2 At no time shall a judge hold run-offs for special awards.

3.5 Preparing to Judge – Day of the Trial

3.5.1 Arrival at the Trial Site

The judge should arrive at the site at least one hour prior to the scheduled start of judging for the first class, preferably earlier. (A.R.R 3.7.1 indicates a judge must report to the Trial Secretary at least 30 minutes before the scheduled starting time for the assignment; this is a minimum.) Arriving earlier is especially important if the club is new, there is a large entry, or the club or show site is unfamiliar to the judge. The judge should introduce himself to the Trial Secretary and Chairman. The judge should attend to the following procedures prior to the start of the trial:

- (a) The judge will review any obstructions and where the ring openings are located to make sure the courses will work efficiently. The judge will also review the running surface, noting any areas that may require attention or repair. Any deficiencies in the running surface or ring conditions should immediately be brought to the attention of the Trial Secretary, Chairman, or Chief Course Builder for correction. If the deficiencies cannot be corrected, the judge will note this on the CKC marked catalogue. The judge should then proceed to judge the class under the deficient conditions. In extreme cases when the deficiencies,

in the opinion of the judge, are of such major proportion that it is possible that they may affect the dog's performance or safety, the judge must brief exhibitors as to the specific deficient conditions. It is then the handler's decision whether to compete under such conditions.

- (b) The judge will provide the course builders with the course copies from which they can build the courses.
- (c) The judge will provide the secretary or Table Steward with copies for posting of all the courses he will be judging that day. A minimum of one copy of each course must be posted for public viewing. The posted course copy shall be posted within the venue, in area suitable for public viewing, a minimum of 30 minutes prior to the scheduled start of judging.

3.5.3 Equipment

- (a) Inspection of the Equipment

The judge will evaluate the equipment to ensure that it meets the specifications in the A.R.R., ensuring that the equipment is safe and in good repair. Equipment requiring inspection includes:

- **Contacts:** Width, height, length of contact zones, sturdiness; surface is not too slick or abrasive
 - **Teeter:** Pivots properly and returns to position (drops in 2 to 3 seconds when a 3 lb weight is placed 24 inches (61 cm) from the raised end)
 - **Jumps:** Displaceable, heights, spread width
 - **Tire:** Sufficient opening, sturdy frame that will not tip. The tire must displace in response to 16-20 pounds of horizontal force with 18 pounds preferred. The setting will be confirmed by using a calibrated scale (in foot pounds) attached to a tire side mounting point. With one side secured to the frame, the opposite side is pulled using the scale until the segments pull apart. Video example of how to test the breaking strength can be found here: <https://youtu.be/11dsZ0q-U5g>
 - **Tunnels:** Sufficient opening, holders are adequate and safe. Required number of tunnel bags are available for each length of tunnel (min 4 for 15ft, min 5 for 20ft)
 - **Pause Table:** Sturdy at its highest height, surface is not too slick or abrasive
 - **Weave Poles:** Meets the dimension and construction specifications in the A.R.R.
 - **Panel Jump:** Required panels for all heights are available
 - **Wall Jump:** Required number of sections for all heights are available
 - **Broad jump:** Required number of sections, freestanding corner markers and measuring stick to facilitate width changes are all available
- (b) Faulty Equipment

Occasionally a judge may encounter equipment that is inadequate. It is important to repair, modify, or otherwise construct a solution that is safe and reasonably within the obstacle specifications in the A.R.R., so

that the trial may proceed. Equipment that cannot be made safe shall not be used. Every attempt should be made to modify the equipment so it can be brought into reasonable compliance. The CKC reserves the right to disallow scores and discipline the host club if mandatory equipment cannot be used. Often an exhibitor or vendor has equipment with them or close by that can be borrowed, thus avoiding the problem for the day. If the class must be run without mandatory pieces of equipment, the judge must file a report with the CKC office and the CKC Agility Zone Representative

(c) Solutions to equipment problems

- Dog walks that have too much flex in the ramps can be stiffened by propping boards or PVC poles under each board.
- Teeters that don't tip properly, or that don't return after tipping, can be modified by adding weight to the bottom of the board.
- Weave poles that are too springy can be corrected by adding duct tape around the bases in the area of the spring, or by dropping wood dowels (about 6 inches (15.2cm) tall) inside the pole which will provide support and will help limit movement.
- Tires with frames that are unstable must be weighted, staked, or taped to the running surface so that the frames are unlikely to tip over if hit by the dog. Tires should be attached to the frame in such a manner as to allow some give if hit by the dog.
- Panels that are blowing off the bar supports of the panel jump can be a problem. A regular bar jump may be substituted for the panel jump in high winds.

3.5.4 Measuring of Dogs

- (a) The purpose of measuring is to ensure that dogs are not entered in an incorrect jump height. Wickets are to be supplied by the host club. The judge may ask for any dog to be measured.
- (b) Wicketing or measuring shall take place on a smooth level surface such as a pause table or grooming table for small dogs. The judge should greet the dog before attempting the measurement; and crouch low, but not lean over the dog. Dogs should be standing squarely, not stretched out. The head should be in a normal position, not down or held down. Some dogs may hunch up from cold or tension, which can make them measure taller, so, if possible, it is advisable to let a dog become relaxed prior to placing the wicket or measuring device. Dogs shall be measured at the peak of its withers, which is where the top of the shoulder blades come together, just below the neck. Judges should be confident in finding the withers, since this is an extremely important measurement for the dog and exhibitor.
- (b) If a dog is measured up into a higher jump height division, make sure that this is recorded in the official catalogue, that the Gate Steward moves that dog in the running order, and that the Scribe's sheets are re-arranged. The dog shall remain in the higher height for the remainder of the weekend or set of back-to-back trials.

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- (c) Host clubs shall provide the judge with a suitable measuring device and location to measure dogs that require it. Clubs are encouraged to obtain official measuring devices for use by Judges. Additionally, the club shall provide assistance in the check-in and measuring process to ensure dogs are measured properly.

3.5.5 Course Setting

- (a) Course setting is primarily the responsibility of the host club. The host club is responsible for providing properly trained personnel, including a Chief Course Builder and enough help to ensure efficient changes from class to class. Using the judge's course designs (drawn to scale with grid lines or baseline measurements), the course builder shall, as precisely as possible, set the equipment in place and locate the start and finish lines. The course builders shall not stake or secure anything, set any heights, or place any bars until the judge has completed the walk through. After notifying the judge that the course is ready for review, the course builders shall accompany the judge to move or adjust any equipment that the judge requires. Upon final approval by the judge, equipment can be staked or secured in place. Bars should not be placed until the judge has measured the course for distance.
- (b) It is the judge's responsibility to ensure that the course is set as close as possible to the course that was approved by the CKC, while accounting for site conditions as they relate to safety. If a course builder is struggling, it is advisable that the judge step in and help direct the course building process, perhaps teaching the process if it is appropriate.

3.5.6 Ring Crew Briefings

The ring crew must be briefed as to the duties they are expected to perform. Judges should brief the most important aspects of each job with all ring crew members regardless of their experience level.

3.5.7 Novice Obstacle Familiarization

The premium list must state whether Novice handlers are allowed to familiarize their dogs with the contact obstacles before the Novice Standard class begins. Obstacle familiarization is allowed only in the Novice class and only if stated in the premium list. It is primarily the responsibility of the host club to administer the Novice Obstacle Familiarization; however, either the host club or the judge should do the following:

- Designate the direction the dogs are to approach each of the three contacts.
- Ensure that the non-contact equipment is not attempted by dogs, by blocking or moving equipment away from the contacts and out of the dog's path.
- Brief club members as to their responsibility to administer the familiarization by placing stewards, one at each contact and others as necessary, to provide for an orderly familiarization period.
- Quickly brief exhibitors of the regulations for Novice Obstacle Familiarization.

Regulations for Novice Obstacle Familiarization

- Each dog may attempt each contact obstacle only once. Dogs may not be placed back onto an obstacle after it has reached the descending ramp of that obstacle.
- A dog may be on or off leash while it is performing obstacles. Slip leads are allowed in the course area, but not on the dog while performing the obstacles.
- Collars must comply with the regulations for collars allowed on dogs while on the agility course.
- No negative or corrective training is allowed on the course at any time, including during Familiarization.
- No food, toys, or training devices are allowed on the course at any time, including during Familiarization.

Violations of any of the above should usually result in a warning. A dog may not be eliminated for fouling the ring during Familiarization.

3.5.8 Measuring the Course for Distance

- (a) Judges shall measure each course to determine the path of a 16 inches (40.6cm) and 24 inches (70cm) jumping dog. These course measurements are used to determine the standard course times for the class. A judge shall use a measuring wheel to determine the distances a dog must travel to complete the course. All distances are measured on the ground and are based on the dog's expected path. A judge shall measure around the outside of open tunnels and adjacent to contact obstacles and the weave poles.
- (b) When measuring course distance the judge shall:
 - wheel a 16-inch (40.6cm) dog's typical path for the 4-inch (10.15cm) 8-inch (20.3cm), 12-inch (30.4) and 16-inch (40.6) height divisions and a 24-inch (70cm) dog's typical path for the 20-inch (50.8cm) and 24-inch (70cm) height divisions.

OR

- wheel the path of a typical 24-inch (70cm) dog and then apply the following calculations to determine the distance for the 16-inch (40.6cm) dog's path:
 - for each 90 degree turn subtract 1 yard (0.9m)
 - for each 180 degree turn subtract 2 yards (1.8m)
 - for every two 45 degree turns subtract 1 yard (0.9m)
 - for each 270 degree turn subtract 3 yards (2.7m)
- (c) **Elements affecting the dogs' expected path:**
 - 16 inches (40.6cm) vs. 24 inches (70cm) dog's path (small dogs require less distance to make a turn).
 - In general, a judge should measure from the inside 1/3 of a jump to the inside 1/3 of the next jump for a 16 inches (40.6cm) path, allow-

ing less room for landing than the 24 inches (70cm) path would. See below for typical differences per class.

- In general, a judge should measure from the middle of a jump to the middle of the next jump for a 24 inches (70cm) path, allowing room for landing and turning. See below for typical differences per class.
- Surface and weather conditions should be accounted for when measuring. If it is slippery or raining, the judge may account for this in the path.
- The speed a dog is expected to be traveling when asked to make a turn will affect the turning radius. For example, a dog with a straight 3-jump sequence into a 180-degree turn will turn much wider than a dog coming off a table going into a 180-degree turn.

3.5.9 Standard Course Time (SCT) Tabulations

- (a) After completing the measurement of the course, the judge shall compute the Standard Course Time (SCT) for each jump height and the Maximum Course Time (MCT) for the class. The judge converts the wheeled footage on the course to yards, by dividing by 3 and rounding to the nearest whole number. This number is divided by the rate of speed assigned to each height and class level to determine the SCT (refer to the A.R.R. for rate of speed required in each height and class level). If the resulting value is not a whole number, it shall be rounded to the nearest whole number, and 0.5 is rounded up.
- (b) The MCT for the class is determined by multiplying the SCT for an 8" Veteran by 1.25. This whole number shall be used for all dogs in the class.

3.5.10 Exhibitor Briefings

The briefing for exhibitors should be delivered in such a way that puts exhibitors at ease. The Regular, Selected and Veteran classes of the same level should be briefed at the same time. The briefing should be short, but it should include:

- Introductions and welcome
- Details regarding entering and exiting the ring, including the reminder that when exiting the ring, the dog must be with the exhibitor on leash even if it is being carried. Failure to do so will result in an NQ run (failure).
- For Standard classes, contact performance judging, weave pole performance (3 attempts), your table count, and which side of the table is considered the back for run-out purposes should be addressed.
- For Novice classes, the Regulations regarding collars and food, toys, and training devices in the ring should be addressed.
- Resetting of dog(s) at the start line (lead out advantage)
- Procedure for the next dog on the line and how many dogs should be waiting in line.

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- The yardages and standard and maximum course times if known at the briefing. Otherwise, an announcement will need to be made with a posting of the yardages and SCTs at the Gate Steward's check-in board.
 - Any potential safety issues.
 - How conflicts with other rings or obedience or conformation will be handled if this was not covered in the general briefing by the club.
 - Maximum time allowed for dogs running FFO and ring procedure, competitor must declare the toy before they start the run or they are subject to the same calls as a regular run (e.g. excusal for toy in the ring, three (3) attempts at weave or contacts etc).
 - Answering any questions.

3.5.11 Course Walkthroughs

Exhibitors need time on the course to plan their handling strategy. This walkthrough period should be timed, and generally, should be 7 - 8 minutes long for each group walking. Judges should consider splitting walkthroughs when the entry is large. Judging must not begin sooner than 2 to 5 minutes after the end of the walkthrough. This is so that handlers with the first dogs on the line have an equal opportunity to walk the course and then prepare their dog for the ring.

3.5.12 Ring Conflicts

- (a) To the extent that it is practical, it is preferred that the dogs are judged in catalogue order, within each class level. Exhibitors who have a conflict must notify the Gate Steward about the potential conflict, and the Gate Steward should make a note on the run order list. After consulting with those who have conflicts, judges can handle conflicts in any way they deem reasonable. Handlers with more than one dog who need more separation between their dogs may have their first dog moved forward or their second dog moved later in the height class. Under no circumstances may they switch the order that the dogs were to compete.
- (b) Upon completion of a class, the judge shall direct the Ring Stewards to reset all bars for any dog handlers that had notified the Gate Steward of a conflict and had not yet run. The judge may allow a very short walk through if it is determined that the exhibitor did not get to walk through with the rest of the class. The judge shall then judge those dogs that had a conflict. A judge is not required to hold a course, waiting for exhibitors who had missed their run, if they are not present upon completion of the class.

3.5.13 Warm-Up Jump

A warm up area must be set up with one jump. In a trial with multiple rings, one warm up area per ring is required. The warm-up area is for warming up the muscles of the dog, not for training. The warm-up jump should be placed so that it can be seen from the ring, but not so close that it will distract dogs competing in the ring.

3.5.14 Emergency Changes to Submitted Courses

Courses shall be set as close as possible to the diagrams submitted and approved. If circumstances such as course conditions, hazards, or insufficient equipment necessitate a change to these courses, the following priority list shall be followed:

- (a) Modify first and foremost for safety. Respond to all unsafe conditions.
- (b) Maintain the required obstacles and the required quantity of obstacles per class level.
- (c) Make sure the change is suitable for judging.
- (d) Maintain the challenge level to the maximum extent feasible.
- (e) Submit all changed courses to CKC on your signed and dated course with reason for change.
- (f) Poor course building is not a justification for changing approved course design.

3.6 Judging – Day of the Trial

3.6.1 Judging Position

It is the judge's responsibility to be in proper position to judge the performance of the dog on each obstacle. Proper judging position is facilitated by good course design. The judging path should allow for efficient movement around the ring without racing the dog or handler to be in the proper position. Movements should generally be more constrained than those of the dog and handler. Prior to judging dogs, the judge should go over the judging path several times.

(a) Judge's Interference

The judge's position can cause interference with the handler or dog if not planned properly. The judge's path should avoid situations such as:

- Placing obstacles that would require the judge to be in a very close proximity to the dog and handler to be in the proper position to make a call.
- Sharp turns off contact obstacles, which turn the handler toward the judge's position, and may cause the judge to be in the way or to not be in the proper position to judge the contact in the first place.
- Crossing in front of the dog's path as the dog is approaching as this can distract the dog.

(b) **Judge's Decorum**

Judges must stand upright in the ring to judge all classes. The judge's position should place the judge in and about the ring so as to make the best judgment calls possible. This includes improving judging positions in the JWW class by moving around to get a better angle to judge refusals and tunnel entries.

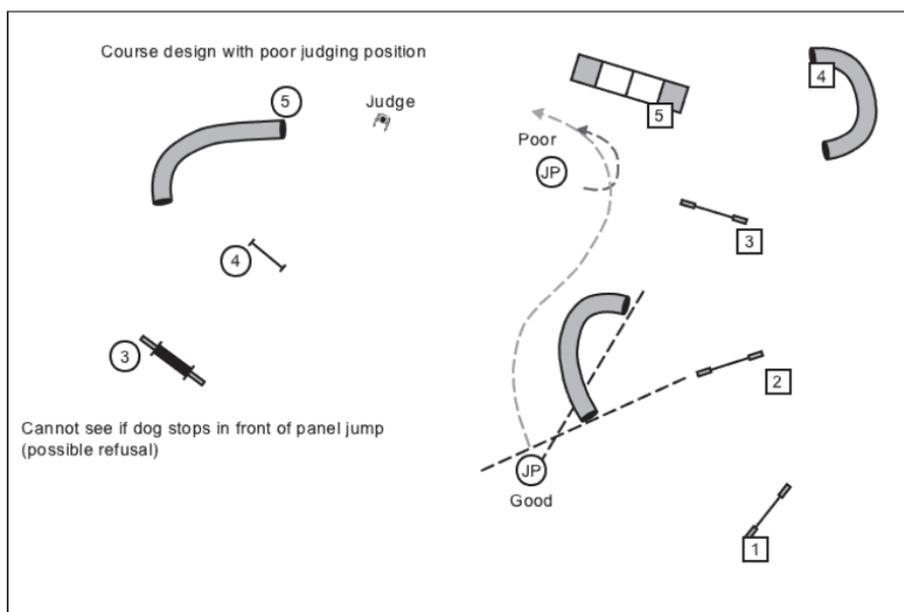
The judge's position must allow the Scribe to see all the judge's hand signals. If obstacles such as the A-frame are placed between the Scribe and the judge's path, the judge should hold calls until clear of the obstacle and in full view of the Scribe.

(c) **Required Judging Positions for Obstacles and Suggested Techniques**

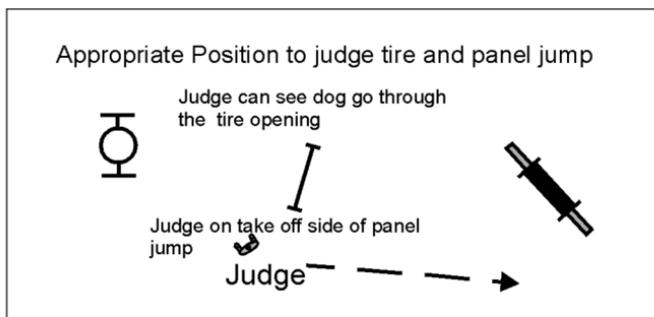
- **Contact obstacles (Dog Walk, A-frame, Teeter):** The judge is required to be within 15 feet (4.57m) of each contact zone (except the up side of the A-frame) when the dog is performing the contact obstacle. The judge must see the approach to all contacts, to determine refusals. The best view of the contact zone is attained by moving alongside the contact about 8 feet (2.44m) to twelve feet (3.66m) away from it, being slightly behind or in front of the handler so as not to have the view of the dog blocked by the handler. It is important to maintain continuous movement on the course.
- **Dog Walk:** The judge's position may be up to 20 feet (6.10m) from the obstacle in order to gain a better view of the contact zone; however, 15 feet (4.57m) is still recommended.
- **Pause Table:** The judge must be able to see the dog on the table and must look for contact between the handler and dog. The judge may be moving while counting; however, the judge must keep the dog in sight at all times and the handler must be able to hear the count. Judges should not be any closer than 5 feet to the table so that they do not distract the dog. Remember that the table count is continuous and if the dog has jumped off the table the count begins at the number it was when the dog left the table. (example: Judge's table count: 5, 4, 3 (dog leaves the table and then gets back on again, so count continues, 2,1, Go)
- **Weave Poles:** While there is no finite distance beyond which a judge must not be when judging the weave poles, the judge must be comfortable that he can see:
 - That the dog gained proper entry (without passing the refusal planes).
 - That the dog is weaving between each pole.
 - That the handler is not making contact with the dog or the weave poles.
 - That the dog has exited in the proper direction and not skipped any poles.

Avoid judging the weave poles from an end, as it will be impossible to see if the dog skips any poles in the weaving sequence. A position that allows you an angle view from alongside the weaves is best.

- **Jumps (Bar jumps, One-Bar Jumps, Double Bar Jumps, and Triple Bar Jumps or Ascending Spread):** Jumps may be judged from a considerable distance away. Judges must be able to see that the dog has cleared each bar and that the bar has not been displaced from its cup or support. Jumps constructed with large wings may require you to alter your judge's path to ensure that you can see the bars themselves as the dog jumps them.
- **Broad Jump:** The judge must be positioned to see if the dog clears the full span of the obstacle and if any of the boards are displaced.
- **Panel Jumps and Wall Jump:** The judge must be on the approach side of the panel and wall jump. This will enable the judge to call refusals without having to try to see around or over the solid panels.
- **Tire Jump:** The judge must be able to see the dog jump through the opening of the tire. A position alongside the tire should be avoided, because it will be impossible to be sure that the dog went through the tire rather than between the tire and frame.
- **Tunnels:** The judge must be on the approach side of the tunnel, with the tunnel opening in full view. This will enable the judge to call refusals properly.
- **Wrong course possibilities:** The judging position shall account for off-course possibilities, ensuring that he can see whether the dog places one paw on the wrong obstacle. Therefore, the judge must be able to see tunnel openings and the upside of all contacts that are a wrong course possibility in the course design:



- **Judging Position at Options:** The judge shall stay in close enough proximity to see if the dog has crossed a refusal plane or committed an off-course. A good rule of thumb is that if you have a lot of challenges in an area, you probably want to be close to that area to be able to judge all the possible things that can happen.



3.6.2 Coordination with Ring Crew

(a) Scribe and Timekeeper

The judge shall make sure that the Timekeeper and Scribe are comfortable with, and understand the system for matching scribe sheets to exhibitors in the ring prior to starting any class. The Scribe is ultimately responsible for having the right scribe sheet to record faults signaled by the judge. The Scribe shall indicate to the judge when ready, and the judge shall indicate to the Timekeeper that both the judge and Scribe are ready to start judging the dog that is on the line. The Timekeeper then gives an indication to the exhibitor on the line that everyone is ready for them to start. Statements such as “please go,” “go now,” or “good luck handler” let the handler know the start line is live. The judge shall inform the timer of the maximum time allowed for dogs running FFO (60 seconds) so that they can blow the whistle when the time is reached.

(b) Gate Steward

The Gate Steward should stop the judge between dogs if a handler needs to question a score or discuss a conflict. If the jump height class is almost completed, waiting for the height change would be appropriate. When the dog entering the ring is running FFO, he must let the judge and scribe know.

(c) Table Steward

Make sure that the Table steward knows that, for handicapped / senior handlers, if a course (Standard, Jumpers, Steeplechase) is under 150 yards, he must subtract 5 seconds from dog’s time and if a course is 150 yards or more, he must subtract 10 seconds from dog’s time. For the PAD Class, all levels, he must add 3 points to the dog’s total.

3.6.3 Judging Specific Obstacles

The A.R.R. describe the performance requirements for each obstacle. The following is an obstacle-specific list of clarifications as to the intent of the performance standard for each obstacle listed in the A.R.R.

(a) Dog Walk and A Frame

- To judge a dog's performance on a contact obstacle, a judge should focus on the contact zones and determine if a paw (or part of a paw) lands within this zone. This method provides better results than watching the dog's movement over the board; because he may miss a back paw touching the contact zone as the dog is leaping from the board.
- A dog is considered to be on a contact obstacle when it touches the up portion with any paw.
- A dog is considered to have exited a contact obstacle when all 4 paws have touched the ground.

Non-faulted descent:

A dog that is descending a contact obstacle would not be faulted for placing one or more paws on the ground prior to placing a paw in the contact zone, as long as the movement is more or less in the dog's natural stride. This may occur with larger or long-bodied dogs that, with their natural stride, move over the majority of the contact before a rear paw engages the contact zone. Therefore, a dog whose two front feet hit the ground first and whose hind feet (or foot) then come to rest or push off the contact zone is considered to have successfully performed the contact obstacle and shall not be faulted.

Faulted performance:

Conversely, a dog jumping off a contact obstacle prior to placing a paw in a contact zone, even though it might inadvertently make contact with the bottom edge of the contact zone, shall be faulted for a missed contact (e.g., a dog that leaps off the board, yet a back portion of a back foot or the rear end of the dog lands on the bottom edge of the board). In this instance, the dog typically gathers itself prior to touching the contact and then leaps to get off the board. Therefore, the dog left the obstacle with all 4 paws in an attempt to get off the board and the coincidence of the dog landing on the end of the board is not to be considered a safe performance of the obstacle.

- If a dog has completely left the contact obstacle with all four paws touching the ground and then re-engages the contact with one or more paws, the dog shall be assessed a wrong course fault.
- A dog shall not be faulted for the act of stopping, backing up, spinning, or reversing direction on a contact obstacle so long as the dog was fully on the obstacle when this occurred. The dog must ultimately complete the obstacle correctly by touching the descending contact zone before exiting the obstacle.

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- If a dog touches the up portion of a contact obstacle which is the correct obstacle in sequence with any paw and fails to negotiate that obstacle, the judge shall signal a Refusal. For contact obstacle, Refusals will be determined as: Dogwalk - one paw on horizontal ramp, A-frame - one paw over apex, Teeter, one paw past mid-point.
 - However, if after a third attempt is made on the same obstacle, the judge will signal a Failure to Perform and instruct the handler to move on to the next obstacle. If a dog jumps off past the refusal point, a Failure to Perform will be called. If a handler directs a dog to re-attempt a contact obstacle after it is considered complete (dog has left obstacle with all four paws), faulted or not, the dog shall be excused.

(b) **Teeter**

To properly perform the teeter, the dog may not exit the plank until its top edge hits the ground for the first time. The dog must touch the contact zone as the plank hits the ground, or after the plank has hit the ground for the first time. The dog may exit the plank any time after that, even if the plank has bounced and is no longer touching the ground. Exiting the plank before its top edge hits the ground is faulted with an "F" for Failure to Perform because of the fly-off. Merely slamming the plank loudly into the ground is not faulted. If the dog exits the teeter before one paw has passed the mid-point (fulcrum), it will be assessed a refusal fault and may re-attempt, up to a maximum of 3 refusals. After the 3rd refusal, the judge must instruct the handler to go on to the next obstacle and assess a Failure to perform.

(c) **Pause Table**

A dog is on the table as soon as all four paws are on it. The table count begins at this point.

Each time a dog leaves the table prior to completing the 5-second count, it shall be faulted with a table fault. The dog may re-enter the table from any side, because refusals are no longer faulted after the dog has successfully been on the table for the first time.

Three table faults will be allowed at the Novice Level, two table faults will be allowed at the Intermediate Level and one table fault at the Excellent level No table faults will be allowed at the Master Level.

If a dog is on a wrong course when the next proper obstacle is the table and the wrong course carries the dog past the refusal plane of the table, the new refusal plane of the table will be the side furthest from the dog's logical approach.

A dog that leaves the table without completing the 5-second count and engages any obstacle shall be faulted with a Wrong Course "W". If the dog fails to return and complete the table it shall be faulted with a Failure to Perform "F".

(d) **Weave Poles**

A refusal/refusal occurs in each of the following cases, when a dog:

- Enters the weave poles incorrectly.
- Misses a pole in the sequence and has to make any backwards motion with the feet to re-enter the poles. Missed poles must be corrected by restarting the weave poles over from the beginning.
- Stops before having all 4 feet (1.22m) cross between the plane of poles number 1 and number 2. Once the dog has fully entered correctly, it shall not be faulted merely for stopping or sniffing in the poles.
- Runs by the entry to the weave poles without making any entry. Each refusal is faulted when it occurs except in Novice because refusals are not faulted in this class.
- When starting over from the beginning of the weave poles, refusals must be faulted whenever they occur, without regard to whether the dog has already performed those poles correctly or not.

Dogs that fail to fix any missed weave poles shall be faulted with an “F” in addition to any “R’s” incurred when they move on to the next obstacle. Often the handler chooses to go on instead of trying to correct the error in the weave poles. In this case, there is no need to signal anything more than the “R” for each refusal and then the “F” for failing the weaves. The judge should then continue to judge the rest of the run.

A dog may make three attempts at the weave poles but must carry on to the next obstacle without completing the weave poles if the dog was not successful in three attempts. The judge will instruct the handler to move to the next obstacle and the dog will be faulted with a Failure to Perform “F”. An attempt is defined as dog entering the poles and doing at least 2 poles. The three attempts is applicable to all levels including Novice. Although refusals are not faulted at the Novice level, the dog is still only allowed 3 attempts to successfully complete the weaves.

A wrong course occurs in each of the following cases, when a dog:

- Performs the weaves in the wrong direction (back-weaving) by crossing the plane of the weave poles three times in succession.
- Crosses through the plane of the weave poles when it is not the correct obstacle in sequence.

(e) **Jumps**

- The dog is faulted for knocking down any bar. If a dog hits a bar and the bar does not fall from its support, the dog is not faulted. Dogs shall not be faulted for “banking” off bars unless the bar falls.

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- If the last bar on the course falls as a result of an action by the dog, it does not matter whether the dog has crossed the finish line before the bar falls, the dog shall be faulted.
 - If a jump is to be taken several times on the course and the dog knocks it down the first time the dog is given an “F.” This effectively faults the dog so it cannot qualify and there is no reason to fault the dog again on the same jump.

Tire Jump: If the tire breaks apart while the dog is performing the obstacle, it is faulted as a knocked bar.

Panel Jump: If any plank is displaced from its support, the dog is faulted whether the plank falls all the way to the ground or not.

Wall Jump: If any section or top brick is knocked down, it is faulted as a fallen bar. A displaced top brick that does not fall is not faulted.

Double Bar Jump: If any bars are knocked down the dog shall be faulted with an “F.”

Triple Bar Jump Ascending Spread jump: Any dropped bar of the triple/ascending spread results in an “F.” A dog must jump all the bars on this jump from lower to higher. Note: If a dog jumps the wing or part of the wing of the jump it has not jumped all the bars. (This is scored an “F” unless the dog is taken back to perform it correctly, then the first attempt is scored as a Refusal and not a Failure to Perform)

Broad jump: If any board is knocked down or displaced, it is faulted as a fallen bar. If a dog walks on or between the boards or jumps between the corner markers without clearing the whole span, this is scored an “F” unless the dog is brought back to perform the jump correctly, then the first performance is call a refusal. A displaced corner marker is not faulted.

3.6.4 Course Faults

Course faults include Refusals, Wrong Courses, Table Faults, Failure to Perform and Excusal. The following is a supplement to what is explained in the A.R.R.

(a) Refusals (R)

When a dog is within 5’ (1.5m) of the next correct obstacle and ceases forward motion a refusal is called. Forward motion has ceased when the dog comes to a halt for more than a fraction of a second. It is more than a stutter step. Watch for no movement of front feet after all four feet stop moving. If a dog spins or turns back or runs around a refusal is called.

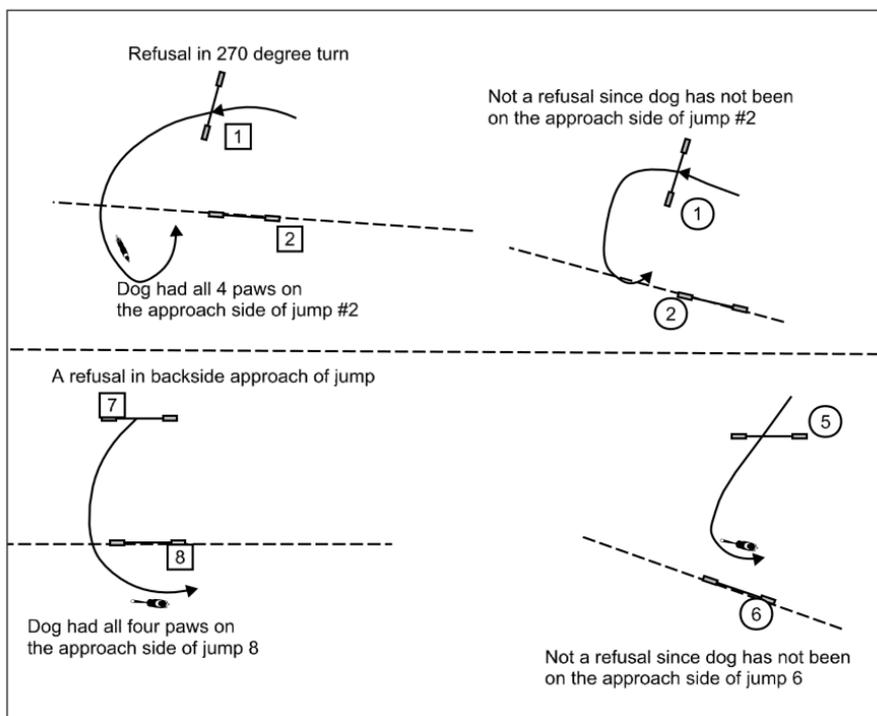
Incorrect entry to the weave poles and missed weave poles are faulted as refusals (see weave pole description above). There is a limit to the number of refusals that can be assessed in the weave poles. Each error is considered a separate refusal, and each approach toward the weave poles is to be judged (except as noted for Novice)

Maneuvers to avoid an obstacle are often obvious. The following examples should be faulted as refusals when they occur in relation to the next proper obstacle:

- Jumping over or passing through the wing of a jump in the correct direction
- Jumping over a contact obstacle from side to side, jumping over a tunnel, or jumping over without touching the table
- Going under the top bar of a bar jump (in the correct direction)
- Passing between the tire and the frame in the correct direction
- Exiting the entrance of a tunnel without going through the tunnel
- Going under the pause table

A dog cannot receive a refusal fault until it has crossed the start line, and the start line is defined by the front plane of the first obstacle with both manual and e-timing.

A dog is not subject to a refusal on the second jump of a 270 degree turn or on a backside of a jump until it has placed all four paws on the proper approach side of the second jump:



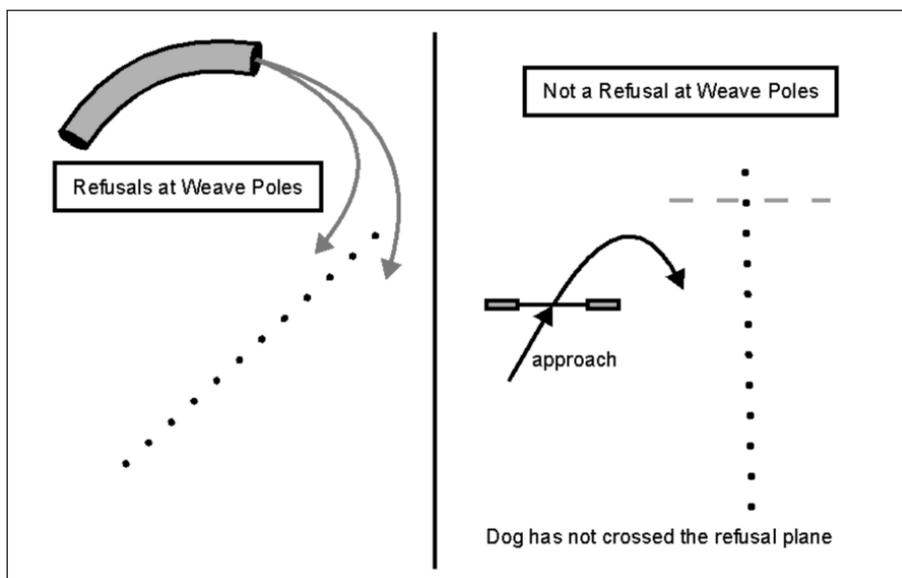
A dog cannot be assessed a refusal until it has all four paws on the approach side of the next proper obstacle. This is especially important in situations, such as 270-degree turns and backside of jumps, where the dog is not on the approach side of the next proper obstacle when it lands from the previous obstacle. The dog must land and then make its way to the approach side of the next proper obstacle (see diagram above)

If a dog is given a refusal for stopping in front of an obstacle, it cannot be given another refusal for remaining there. The dog is not subject to another refusal until it makes some movement forward.

A refusal occurs each time the dog passes the refusal plane of the next proper obstacle without engaging that obstacle.

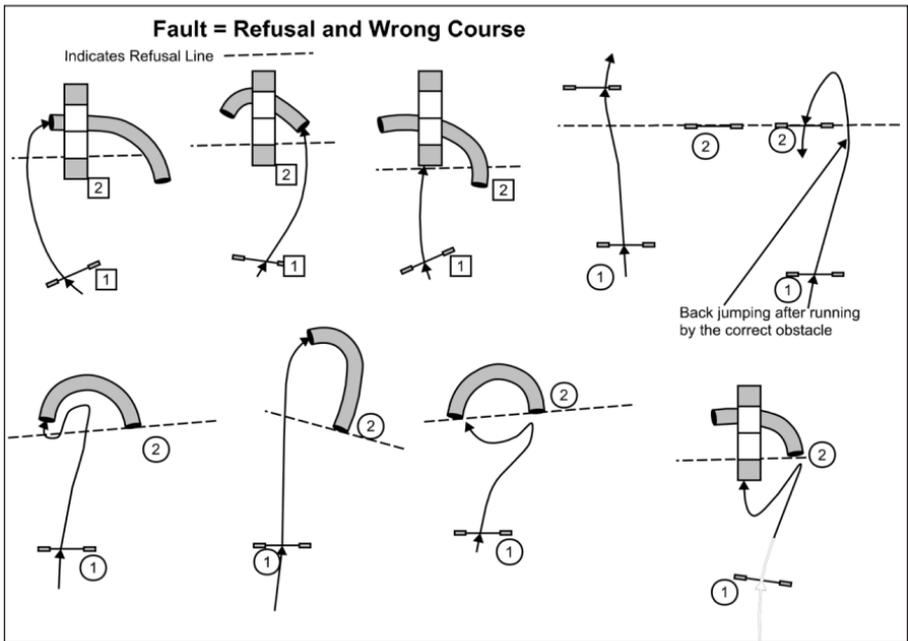
The refusal plane is intended to mark the point at which a dog can no longer properly engage the obstacle without turning back on its path. It is defined as a plane that passes across the front edge of all obstacles except the pause table, weave poles, and contact obstacles.

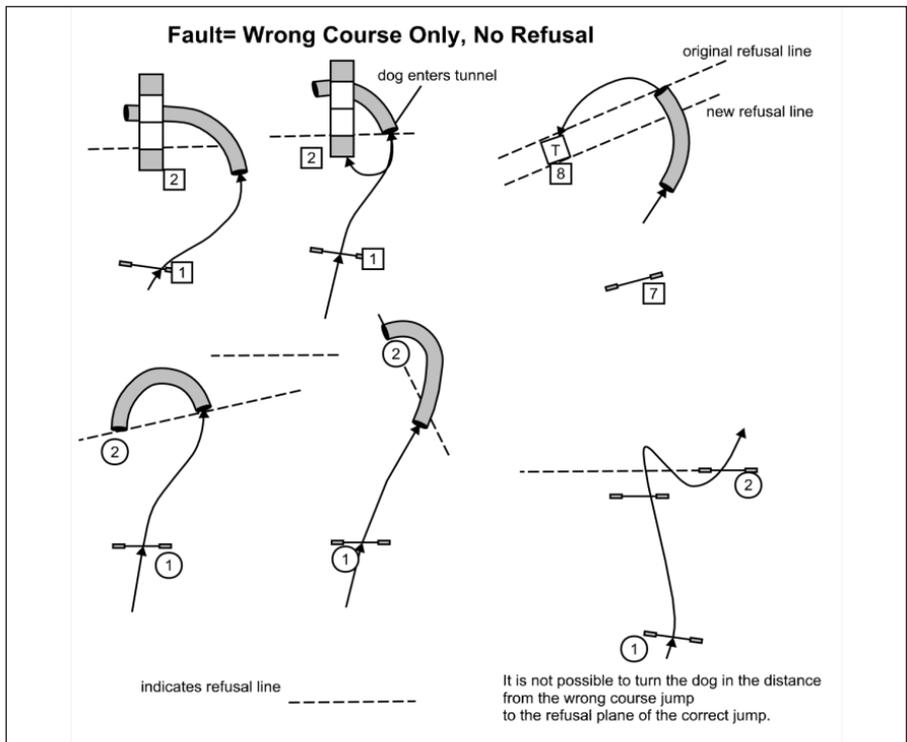
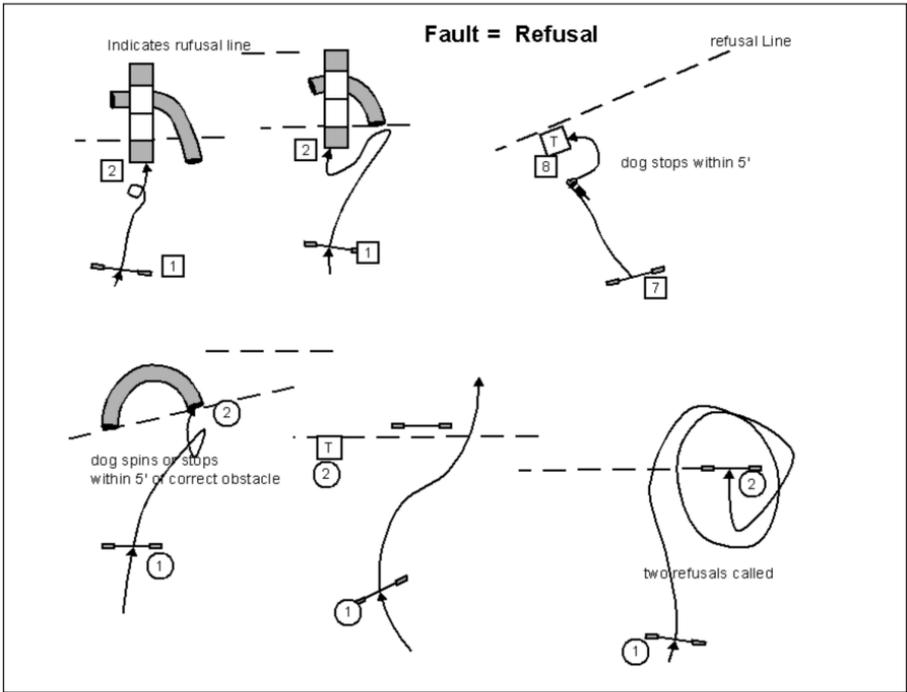
- The refusal plane on the contacts is the back edge (or up side) of the contact zone. Since a dog can cross the front edge of a contact obstacle and still engage the obstacle from the side, refusals on contacts are not faulted if the dog manages to mount the obstacle without turning back.
- On the weave poles, the refusal plane is interpreted as passing to the left and perpendicular to course flow of the first pole and to the right and perpendicular to course flow of the second pole.



- The refusal plane passes across the back of the pause table. The back is determined by the natural flow of the course. Thus, it is possible that dogs may jump on the table from three different sides (the front and the two sides) without incurring a refusal. To better define the refusal plane, the front face of the table should be square to the dog's expected path.

Refusals occur immediately when they happen. Thus, in the case where a dog passes the refusal plane for an obstacle first and then goes off course (even if it's in a "trap" type situation), the score should read "R" for refusal and "W" for wrong course. However, if the dog goes off course and the wrong course obstacle carries the dog past the refusal plane of the next correct obstacle, only a wrong course penalty is assessed:





(b) **Wrong Courses (W)**

A wrong course occurs when a dog performs the correct obstacle in the wrong direction. For example:

- Getting on the wrong end of a contact obstacle and performing the obstacle backwards.
- Jumping the next proper jump in the wrong direction.
- Entering the wrong end of a tunnel.
- Jumping backwards through the tire or between the tire and frame.
- Back-weaving the weave poles.

A wrong course also occurs when a dog engages an obstacle that is not the next proper obstacle to be performed. For the purposes of defining a wrong course, a dog is considered to have engaged a wrong course obstacle when the dog:

- Touches an obstacle with one or more paws (head, nose, shoulders, and tail are not considered).
- Jumps over any part of an obstacle that is not the correct one to be performed.
- Goes under the table or a jump with one or more paws.
- Crosses through the weave poles with one or more paws.

Going under a contact obstacle is not considered to be a wrong course.

Multiple obstacles taken while the dog is on the same wrong course are considered a single wrong course. The dog is not subject to additional wrong course penalties until it has engaged with one paw the next proper obstacle in the sequence.

(c) **Table Faults (T)**

Each time a dog leaves the table prior to completing the 5-second count, it shall be faulted with a table fault.

(d) **Failure to Perform (F)**

Failures are infractions on the course that prevent the dog from qualifying at any class level. However, the handler and dog are allowed to continue and complete the course. Judges shall continue to judge the remainder of the run, signaling all faults even after a failure has been signaled. The Regulations contain a list of infractions that result in a failure being assessed. The following are some additional guidelines for assessing failures:

- If a dog knocks a bar or panel down while on a wrong course, or the handler knocks a bar or panel down at any time, and the dog has yet to complete that obstacle on the course, the performance shall be faulted with an “F” for the knocked bar or panel (whether the bar is reset or not). The bar or panel being knocked down was a result of the dog or handler’s action and the dog’s score shall not

be dependent on a Ring Steward's abilities in replacing the bar or panel. If the bar or plank is not to be taken in the remainder of the course then the dog would be faulted only for the wrong course.

- Handlers who touch, jump over, or go under equipment shall be faulted with an "F". However, possible situations where you would not want to fault a handler for touching the equipment include:
 - o Handlers who are stumbling or falling and are trying to save themselves from injury.
 - o Handlers who step on a ground support of an obstacle (often these are hard to see when running a dog). However, if the handler stepping on a ground support causes the equipment to fall over or a bar or plank to displace while the dog is performing it, then an "F" must be assessed.

Handler Contact with the Dog: Handler contact sometimes occurs on the course. Handlers may stand anywhere they wish in the course area to direct their dogs around the course (except for on the equipment). Judges shall not fault a dog for contact unless physical contact is actually made. There are various reasons for contact, and not all should be faulted. The fundamental point in deciding whether or not to fault the contact is whether or not it aided the performance of the dog.

Examples of contact that would be faulted:

- Any contact between the dog and handler at the contacts, table, or weave poles shall be faulted. If the dog's movement is restricted by the performance of the obstacle and the handler place himself in close proximity to the dog to enhance performance, the handler is under greater scrutiny, and any contact under such conditions shall be faulted.
- Handler Petting the dog on a contact zone or picking up the dog to place it on the table. However, the handler who uses negative touches, such as corrections, must be excused.
- Dogs lunging and touching the handler's hands because of the handler using his hands to guide the dog or lure the dog with a "fake treat".
- Handlers touching dogs by using knees or other body parts to guide the dog on, in, through, or off an obstacle.
- Dog-handler contact or collision (inadvertent or not) that keeps the dog from going off course, picking up a refusal or aids in the entry or approach to the next obstacle. This often happens when the handler is trying to run around the outside of an arc of jumps, thus running a longer distance than the dog. The dog in this case picks up speed and turns into the handler, causing the contact.

Examples of contact that would not be faulted:

- Inadvertent collision between the dog and handler where no advantage to the dog has been gained and no fault had been avoided.
- If a dog has fallen off an obstacle or crashed a jump and may be hurt, the handler should not be faulted for checking the dog out to make sure it is ok. The dog should be faulted for the error on the obstacle,

but no additional penalty should be assessed. If the dog had not faulted an obstacle and the handler feels the need to check out the dog, the handler should receive an “F” for touching the dog, but not be excused for the act (see Excusals for when you would excuse a handler for touching the dog).

- Dogs jumping on handlers out of insecurity or excitement. This type of contact is innocent and should not be faulted unless the dog is nipping (see Excusals).

(e) **Excusals (E)**

Excusals are infractions that are serious in nature and result in the immediate end of the run. The judge shall immediately blow the whistle and instruct the exhibitor to leave the ring. The judge may need to explain to the exhibitor the reason for the excusal if it is not apparent. The length of the explanation and the general tone shall be dictated by the nature of the offense. The A.R.R. contain a list of infractions that result in an excusal. The following are some additional guidelines for assessing excusals:

- **Excessive handling:** A handler should be excused when it is evident that the dog is completely untrained on the obstacles to the point that the dog would not be able to perform the obstacles without extreme movements on the handler's part. In such cases, safety of the dog is at stake.
- **Harsh commands:** Some handlers become excited and may shout their commands in negative tones. The handler may not be aware of these actions. In general, this should not be faulted, although you may bring it to their attention when you get a chance.
- **Unsportsmanlike conduct:** Any instances of unsportsmanlike conduct should result in immediate excusal from the ring.
- **Dogs that leave the course area and discontinue working:** Dogs that willfully leave the ring during their run should be excused. This is different from a dog whose momentum carries it out of the ring due to obstacle placement in close proximity to the ring barrier. In this case, the dog would not be faulted. A dog that willfully leaves the ring does so of his own volition. Sometimes this is an avoidance of the agility equipment or handler or just an opportunity to check out a toy or treat, another dog, or some other outside inducement.
- **Fouling the ring:** Dogs that foul the ring, including vomiting, should be excused.
- **Inappropriate collars:** Discovery of an inappropriate collar on a dog after the run has started shall result in an excusal. Judges must excuse a dog for this safety violation, not just fail the dog.
- **Running the course with handling aids:** Food, toys, and training devices are not allowed in the ring at any time. However, competitors running FFO can bring a toy in the ring and must notify the judge when they enter the ring.

- **Handler contact with the dog:** Petting on a contact zone, picking up the dog to place it on the table or gently putting them into a down or sit on the table shall be faulted with contact with dog and scored an F. However, the handler who uses negative touches, such as corrections, must be excused.
- **Aggression of the dog towards the handler, judge, or ring crew:** If a dog bites at its handler and holds on to clothing or continually attempts to nip at its handler, such that the run is more about not getting bitten than it is about agility, the dog should be excused from the ring. If a dog is aggressive to the judge or ring crew, the dog must be excused (or disqualified depending upon the circumstances) and a report filed in the official catalogue. Refer to A.R.R., 2.10.

3.6.5 Judge's Hand Signals

(a) Standard Hand Signals

The judge shall signal faults to the Scribe by use of the standard hand signals and the use of the whistle.

Scribe signals and notations

Hand Signal	Scribe Sheet Notation
	« F » = Failure to Perform
	« R » = Refusal
	« W » = Wrong Course
	« T » = Table Fault
	« E » = Excused

Scribe signals and notations for Steeplechase and Jumps & Tunnels

Hand Signal	Scribe Writes
	“5” for missed contact in steeplechase or dropped bar (both)
	“F” = Wrong Course (Steeplechase) or Non-Completion (J&T)

(b) **Correcting an Incorrect Hand Signal**

If the judge inadvertently signals a fault, he should correct it immediately with the Scribe once the dog has finished the run. The judge should go to the Scribe and explain the change and look at the scribe sheet if there is any question as to whether the Scribe has recorded the intentions of the judge correctly. This is also true if a judge wishes to add a fault that was not originally signaled on the course.

(c) **Signals for Multiple Faults**

Judges must be aware that Scribes may miss a hand signal if many faults happen quickly on the course. Scribes may have differing abilities to record a quick succession of signals from the judge. If the dog has incurred several faults in a very short time, it is likely that the judge will need to slow the process down so the Scribe can accurately record all faults signaled. The judge may be signaling faults that happened even after the dog has left the area where the faults were incurred. To help the Scribe, slowly but confidently raise your hand with the proper fault signal then lower it. Each fault should have a separate raise of the hand to identify a separate fault. Switching hands for faults that happen quickly will greatly help the Scribe understand that you have signaled separate faults rather than hesitantly signaling the same fault when using the same hand.

Follow these steps to ensure accuracy in recording hand signals:

- Make sure the Scribe knows the proper letter to record on the scribe sheet for each hand signal.
- Do not signal a fault until after it has happened. Sometimes judges can see something coming and will start to fault the dog, but the dog makes a great recovery, resulting in no fault. In such cases, the judge must correct the incorrect signal at the end of the run.
- Do not raise your hand to signal a fault until you know which type of fault it is that you are going to signal. Do not raise your hand in a fist and open it up into an open hand once it is up. Scribes will wonder if this is an “R” or a “W,” thinking that you changed your mind while raising your hand, or both an “R” and a “W,” thinking that you just didn’t bring your arm down.
- Hold your calls if the A-frame is between you and the Scribe, until you are clearly visible.
- Switch hands for multiple signals that happen quickly.
- Generally, you should never take your eyes off the dog since you may miss a fault. One exception to this is that when the dog has failed an obstacle, you may want to look at the Scribe briefly as you signal the “F” to make sure that the Scribe sees this fault, which will prevent the dog from qualifying.

Remember, Scribes are to be watching the judge, not the dog. Scribes can only record what you signal, no more and no less, so you must be clear in your signals.

3.6.6 Common Concerns

This section addresses many of the non-typical things that can occur while judging. However, this Handbook cannot cover all situations, nor can it substitute for common sense. For situations that come up that are not specifically spelled out, you will be required to make decisions that are fair and impartial for both the exhibitor involved and the other competitors.

If you are judging at a trial and have questions or concerns, you should consult with the Zone Representative and/or another CKC agility judge in attendance.

(a) Starting Errors

Various problems can occur at the start of each run, including exhibitors who delay starting the course after being told to go by the Timekeeper (delay of start), exhibitors who start before the Timekeeper gives the signal to go, and stopwatch malfunctions. Listed below are various ways to handle these issues.

- **Delay of Start:** Some handlers obsess at the start line and delay the trial. To make it clear to exhibitors who seem to be having a problem hearing or understanding the Timekeeper, the judge should repeat the Timekeeper's directive to go.
- **Exhibitors Who Start Too Early:** When an exhibitor starts before the ring crew and judge are ready, the judge or Timekeeper should blow a whistle or speak to the handler and the dog should be restarted at the beginning of the course. The dog should not be repositioned in the run order. (In cases where the judge is not in the proper judging position when an early start happens, the judge should instruct the handler to restart the dog.)
- **Lead Out Advantage:** The following policies should be adhered to regarding lead out advantages:
 - Handlers may lead out as many obstacles as they wish.
 - A handler may touch the dog to position the dog for the start of the course and may return to the dog and reposition it nicely without restriction, as long as neither the handler nor the dog has crossed the start line.
 - Once a handler crosses the start line to lead out, he may not touch the dog for any reason. If the handler does so, he or she shall be faulted with an "F" or "E," depending on the circumstances.
 - Once a handler has taken a lead out, if the dog breaks position without crossing the start line, the handler may go back to reposition the dog (without touching the dog) but may not lead out again. If the handler does so, he shall be excused.
 - The start line shall be designated as the front plane of the first obstacle.

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- Since the start line is the first obstacle, handlers may set their dogs when starting, at any distance from the approach side of the first jump, but the dog must remain inside the ring.
 - If a dog has crossed the plane of the first obstacle, but not taken the obstacle, a refusal shall be assessed even though the time has not yet started.
 - Once the dog has crossed the plane of the first obstacle, handlers are not permitted to re-set their dogs at the start or to lead out. Handlers are expected to handle the first obstacle just as any other obstacle where the dog has performed a run-out while running the course and run with their dog. Handlers who re-set their dogs will be excused.
 - **Stopwatch Malfunctions:** Sometimes a stopwatch or a Timekeeper's thumb will malfunction. The Timekeeper should be instructed to make sure the watch is running by looking at it each time a dog crosses the start line.
 - **Jumping at the wrong height:** A dog that runs in a height division lower than his correct division will be eliminated and cannot be re-run in the proper jump height.

(b) **Ring Steward Error**

On occasion, a Ring Steward will set a bar, table, or tire incorrectly and the judge will not discover it until it is too late. The following are some guidelines as to what should be done to rectify the situation. Never fault or disadvantage a dog for the ring crew's error.

- **Equipment set too low:** It is not necessary to rerun a dog over any single obstacle that may be set too low. If the handler questions the height of an obstacle while running, the judge should instruct the handler to go on and complete the course, finishing all obstacles.
- **Equipment set too high:** If no fault has taken place, no further action is required. If the dog has displaced a bar or panel of a jump that is set too high, no faults should be assessed. No rerun is necessary, as the dog has demonstrated the ability to successfully complete jumps else-where on the course. If the dog has displaced a bar of the double, ascending spread or triple bar jump that is set too high, or knocked open the tire jump because it is set too high, the dog should finish the course and should be instructed by the judge to do so. If the dog has a qualifying score after finishing the course, except for the incorrectly set jump, the jump should be set correctly, and the handler should be instructed to reattempt the obstacle (with a 1 to 3 obstacle sequence leading into it) to demonstrate that the dog can complete the obstacle correctly. Similarly, if the dog refuses or runs out on an obstacle that is set incorrectly, the handler should be instructed to finish the course. If the dog was qualifying to that point. If the dog was not qualifying to the point where the malfunction happened, then the handler may finish the course but no rerun is allowed.

(c) **Ring Crew Problems**

Judges are hired by the club to judge the dogs entered in the trial and to administrate proper ring procedure. He must work with the club to ensure that the ring crew is functioning properly. It may be necessary to replace someone in his assigned task to ensure that the trial continues as efficiently as possible. The replacing of ring crew members should not be done without consideration for its effect on the club. Requests to reassign ring crew personnel should be directed to the Trial Chairman or Chief Ring Steward for action.

(d) **Judge's Error**

Judges are human and will make errors from time to time. If a judge wishes to change a call after having signalled it, the judge should go to the Scribe at the end of the dog's run and correct the scribe sheet together with the Scribe. If a judge has a change of mind or realizes that an error was made in the score of a dog that had run previously, the judge may make a change, as long as he or she is certain that the correction is made on the right scribe sheet for the dog whose score needs to be corrected.

(e) **Runoff Procedure for Tied Scores**

Runoffs should be held only if two dogs in the same class and same jump height are tied with exactly the same score and time (to the 100th of a second) for a placement of 1st through 4th. If one of the handlers is unwilling to participate in the runoff, the higher placement will go to the other handler and dog. Runoffs shall comply with the following:

- The runoff should be held preferably on the course just completed by both dogs, or, alternately, on an easier course (e.g. a tie in Excellent can be run off on an Intermediate or Novice level course).
- The runoff course must be of the same type of course that the two dogs originally tied on (e.g. if they tied on a JWW course, then they must be runoff on a JWW course).
- The course shall be measured and a standard course time announced.
- The course shall be judged and scored as in the standard rules for that class. All errors shall be signalled and recorded on a new scribe sheet marked "runoff" (so it's not confused at a later date), and the dog's running time will be recorded.
- The dog with the fewest faults wins the runoff. For scoring purposes, all faults are converted to a numerical basis, regardless of class level. (e.g. refusals and table faults are five faults; wrong courses are 10 faults each; an "F" or an "E" is a 100-point fault). If both dogs have the same numerical score, the dog with the fastest time wins.
- Regardless of the final score of the runoff, both dogs receive the scores and times from their original runs, with both dogs quali-

ying and the winner of the runoff placing higher in the class. It must be recorded in the catalogue that the higher-placing dog was the winner of a runoff.

(f) **Weather-related Problems**

Trials held outdoors are subject to many different weather-related issues. The judge is often consulted to help the trial committee make decisions on how to deal with weather-related issues; however, final decisions relating to cancelling any trial or classes are ultimately the trial committee's decision.

When dealing with weather conditions, the judge must be aware that classes or portions of a class must not be moved from one day to another, since each day is considered a separate trial. Decisions to delay a class for any reason must take into account those exhibitors who will be driving or flying home and their need to finish in time to get on the road. Additionally, required equipment for the class level may not be removed from the course based on weather conditions.

A decision to break and let the weather clear is best made at a jump height change or class change. All dogs within a jump height or class cannot be guaranteed the same weather conditions; therefore, it is possible that some dogs may be affected by adverse weather while others in the same class may not. There is nothing that can be done about this, and no dog shall receive a rerun based on weather. The decision to run or not to run is always the handler's. In situations where the weather is extremely poor, the exhibitors should be briefed that the decision regarding whether to run or not lies with them. The following are some issues that may arise and the actions the judge should take:

Rain: Generally agility trials proceed when it is raining. Sometimes, however, the rain is so severe that it may be wise to hold up for a while if it is thought that the conditions will improve in time to finish without excessive delay.

Lightning: When thunderstorms are present and lightning has been spotted, it is suggested that runs be suspended and the judge, ring crew, and exhibitors take cover to the maximum extent feasible. Remember to always err on the side of safety. Judging shall resume after the lightning has passed.

Snow and Sleet: It is possible to run in some snow and sleet conditions; however, it can become difficult, and there must be an adequate ring crew to clear the contacts. If the equipment cannot be made safe, the judge should advise the trial committee that the trial should be suspended until conditions improve or the trial may need to be cancelled.

High winds: High winds can cause problems with bars and planks blowing off jumps, and dogs having trouble staying on the dogwalk. Windy conditions can last all day and may require additional solutions to allow the trial to go on. It is the decision of the exhibitor as to whether he wishes to run or not. A regular bar jump may be substituted for the panel jump in high winds. Jump standards may be weighted as long as the bars and panels are still displaceable.

(g) **Exhibitor Discontent**

Exhibitors may wish to discuss their scores or a specific call that was made by the judge. The judge should discuss any call or score with an exhibitor who is acting rationally and discontinue any conversation that turns harsh or abusive. The discussion of any call or score should not significantly delay the class or trial. Judges should employ good time-management skills when discussing issues with exhibitors so as not to delay a trial, while still listening to the exhibitor and investigating any perceived errors in scribing or scoring.

If the exhibitor believes that an error was made, it is wise to have the exhibitor bring it to your attention at a jump height change. At this point, you may still remember the run or the call, so that it may be explained or fixed as the case may be.

Sometimes the error, or what the exhibitor believes to be an error, is discovered much later, and the judge has no recollection of the run or the specific item the exhibitor is questioning. In such cases, the judge should attempt to account for the call, although this may be impossible. Special care should be taken to ensure that the correct scribe sheet was used.

3.7 **Post-Trial Responsibilities**

(a) **Responsibility to the Host Club**

Judges may not leave the trial prior to judging all dogs scheduled, as well as verifying and signing the completed catalogue that will be sent to the CKC.

Judges have committed to judging all dogs assigned when hired. They may not let another judge finish the class in an attempt to catch a flight or for any reason other than an emergency. Any change to the judging schedule must be indicated in the judge's and host club's reports of the agility trial to both the CKC and the Agility Director, including the reason for the emergency that caused the necessary change.

Judges should have receipts for any reimbursable expenses (previously agreed expenses that the club will pay for) ready to submit to the host club on the last day of judging. Receipts should be organized so that the club can provide reimbursement in a timely manner.

Judges should personally thank the ring crew. This is important, since ring crew members are volunteers and give of their time freely. It takes many people to complete a trial successfully. A thank-you or hand-shake from the judge goes a long way towards the goodwill necessary to ensure agility trials will continue to have workers in the future.

(b) **Responsibility to the Exhibitors**

Judges should make themselves available to exhibitors who have questions regarding their scores. Judges can provide any details they remember of the run in question, but under no circumstances may they review videotape for scoring purposes or even to see something unofficially.

Judges should take part in handing out ribbons, time allowing. Judges should make themselves available to the maximum extent possible for pictures so long as it does not delay other classes. Dogs shall not be placed on any equipment in or out of the ring when taking pictures until after the last trial of the day.

(c) **Responsibility to the CKC**

Scribe sheets must be kept by the Trial Secretary for a period of one year from the date of the trial. This will ensure that exhibitors are credited with their qualifying scores in case there is a discrepancy or the marked CKC catalogue is misplaced.

(d) **Checking the Official CKC Catalogue**

It is the judge's responsibility to ensure that all scores are accurately recorded in the catalogue that will be sent to the CKC. The judge, by his signature, is certifying that what is written in the official CKC catalogue is correct. Checking scribe sheets against the official catalogue after each class judged (or between jump heights if the class is large) will ensure that the results submitted are accurate. Checking scribe sheets does not imply that you are expected to remember the runs of each dog, but that the scribe sheets accurately reflect qualifying runs based on the Scribe's notations recorded during the run.

The following must be reviewed to ensure that the catalogue is correct:

- At the beginning of each class, the course yardage and standard course time for each jump height shall be recorded for each class level.
- Next to each dog there is listed "Qualified," "Absent," "Excused," or "Disqualified." If "Qualified," the dog's score and actual running time (to the 100th of a second) shall also be recorded. Additionally, if the dog places 1st through 4th in its height class, the placement shall be recorded and circled next to the dog's information in the left-hand column.
- If "Disqualified," a reason must be recorded in the catalogue.
- The judge must certify the total number of dogs qualifying in classes that you judged, so it is best that the score table keep track of qualifying dogs per class. When counting the qualifying dogs listed in the catalogue and the qualifying scribe sheets, the judge can then compare the counts of these two with the Trial Secretary's count.
- The club may provide the judge with a marked catalogue or send an electronic version of the results if he requests this.
- It is suggested that the club mark two or three catalogues at the same time, with the CKC catalogue being the most important.

The CKC requires that a separate catalogue be submitted for each trial. The club's and judge's catalogues may have all trials recorded in them.

A judge is required to submit a signed and dated course with the marked catalogue. Any changes to the approved courses need to be shown and the reason the change was made needs to be noted on the course.

4 GUIDELINES FOR COURSE DESIGN

4.1 Course Submission and Review Process

4.1.1 Approval by the CKC of Agility Courses is required

- To ensure that the design of the course complies with CKC regulation
- To ensure that the level of difficulty maintains consistency across the country
- To ensure that the course is suitable for judging

4.1.2 The CKC encourages variety in its course designs, ensuring agility exhibitors a unique experience each time they enter the ring. The A.R.R. defines the limits within which a judge may design the courses for an agility trial. The course review process may provide additional information for producing courses that contain appropriate challenges and are fun yet challenging to run. However, the judge is the author of the courses and is ultimately responsible for their uniqueness and content as long as the CKC rules for course design are followed.

4.1.3 Course designs must be submitted to CKC Head Office a minimum of 60 days prior to the start of the trial.

4.1.4 All course designs shall have the following information clearly indicated on each course submitted:

- Required obstacles for the class level with obstacles numbered sequentially
- Start and finish obstacles indicated on courses
- Timekeeper and Scribe locations
- Judge's path shown accurately
- Judge's name (author of the course)
- Class type and level
- Complete name of the club
- Actual date the course is to be used

4.1.5 Each set of courses submitted must be accompanied by a cover sheet indicating the following:

- Running surface
- Actual ring dimensions
- List of equipment (as provided by the host club) stating number and size of winged and non winged jumps, length of jump bars, number and length of tunnels
- Any obstructions in the course area
- Indication of whether trial is indoors, outdoors, or outdoors under cover

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- 4.1.6 Courses submitted for approval will be returned to the author with one of the following designations:
- (a) **Approved:** No change is required; course is approved and may be used.
 - (b) **Approved As Noted:** Minor change(s) required to the course or judge's path. Course is approved if changes are made as suggested only. If the judge makes any changes in addition to, or different than, the suggested changes, the course must be resubmitted for review and approval.
 - (c) **Adjust And Resend:** Minor change(s) required to the course or judge's path. The course must be resubmitted for review and approval.
 - (d) **Approved As Sketched:** Change(s) required to the course or judge's path and equipment will need to be moved to make the course comply with the Handbook and A.R.R. If all changes are made to the courses precisely as sketched, the course is considered approved and ready for use. If the judge changes the course in any other way, the course must be resubmitted for review and approval.
 - (e) **Revise and Resubmit:** Course does not comply with the Handbook or A.R.R., and/or the course is not suitable for judging and the course must be redrawn and resubmitted for review and approval. Reasons are given to explain why the course does not meet criteria.

4.2 The Mechanics of Designing Courses

4.2.1 Getting Started

Refer to the appropriate worksheet when beginning to design your course. See APPENDIX A of this document. Obstacles must meet the criteria for the level and be included in the equipment list provided by the club.

4.2.2 Designing with a Computer

Course designs must be submitted using the Clean Run Course Design (CRCDD) program. Either version 3 or 4 may be used to design courses.

4.2.3 Nesting Courses

A set of courses that is nested has most obstacles in the same area of the course, if not in the same position (especially the contact obstacles), to make course changes move quickly and more efficiently. However, trying to achieve the ultimate nested set of courses is not the most important thing in course design. It is better to move a few things, even contacts if necessary, to ensure that dogs have appropriate approach angles and fun courses to run. To produce nested courses, some judges start with the Excellent class and modify for Intermediate and Novice, reducing the equipment, challenges, and angles. Other judges start with the Intermediate class and modify up and down from there.

4.2.4 Required Obstacles

In addition to the mandatory, optional, and not-permitted obstacles explained in the A.R.R., there are additional suggestions pertaining to required obstacles:

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- Given enough course area and the availability of winged jumps, it is recommended that most jumps used be winged jumps rather than non-winged jumps. Each type of jump requires a different skill in its performance. Non-winged jumps work best where space is limited or there are many obstacles in close proximity to one another.
 - Excessive use of open tunnels is discouraged since the size of the openings requires giant breeds to slow significantly to perform the obstacle, making it harder for them to make course time. Often a jump replacing an L shaped tunnel will turn the dog on the course just as nicely. Limiting the use of open tunnels to no more than three accommodates the larger dogs. Standard, JWW and Steeplechase courses must have no more than three tunnel entrances.
 - Pause tables must be placed after the first four and before the last four obstacles of a standard course.
 - Course designs must comply with the list of mandatory, optional, and not permitted obstacles for each class. Weave poles must be in one set.
 - A well-designed course may not need any dummy jumps. However dummy bar jumps are allowed on a course at your discretion. Dummy bar jumps are not performed in the normal sequence of the course. They are placed on the course (at the appropriate jump height) to provide an option or handler restriction. This increases the challenge level. However, if they are used, it is recommended that no more than two dummy jumps be placed on any course. Dummy jumps are not permitted at the Novice level.
 - Dummy open tunnels are allowed at the Excellent and the Intermediate level but are not be permitted at the Novice level.

4.2.5 Required Quantity of Obstacles per Class Level

The required quantity of obstacles per class level must be adhered to and must be clearly and sequentially numbered on each course. The correct entrance to the tunnel must also be clearly indicated.

- Novice 13 to 15 obstacles
- Intermediate: 16 to 18 obstacles
- Excellent: 18 to 20 obstacles

4.2.6 Obstacle Spacing

Obstacle spacing is a critical element of good course design. If spacing is too tight, the course can become choppy and dogs will have a hard time making course time. If spacing is too wide open, it will cause the wrong course options to be negated due to the distance. Also, a course that is really wide open may disadvantage slow handlers with fast dogs. For course review purposes, obstacle spacing is measured from centre to centre of jumps, except where 180 degree or greater turns are made on course.

Jumps in sequence must be a minimum of 18 feet (5.49 m) apart. The distance, before and after a double or spread jump (regardless if it is a jump or other type of obstacle) must be a minimum of 18 feet (5.49m) and at least 20 feet (6.10m) following an open tunnel. Obstacles in sequence, other

than jumps, must be a minimum of 15 feet (4.57m) apart. Any jump must be a minimum of 18 feet (5.49m) following an open tunnel.

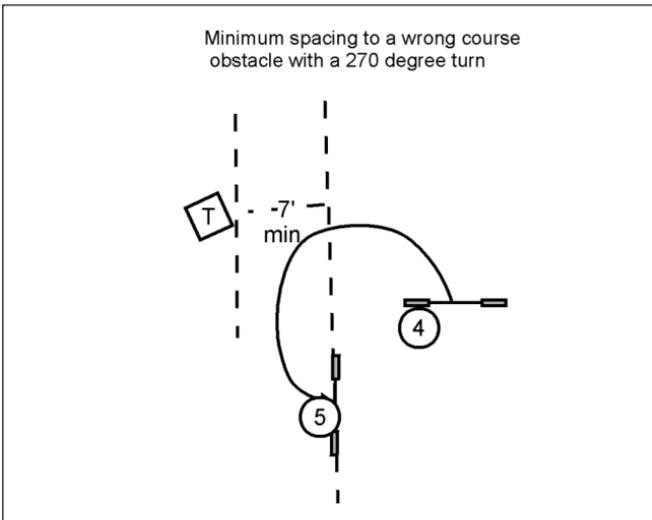
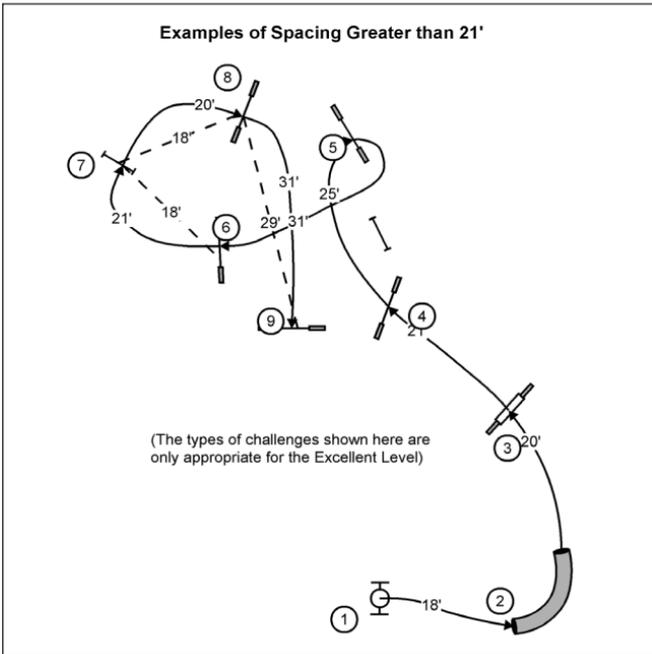
These distances are calculated by measuring in a straight line from centre to centre of a jump or obstacle. The maximum distance between two obstacles must not exceed 30 feet (9.14m). Two or more spread jumps are not permitted in sequence. Exceptions to these distance requirements are for 180 degree turns in the Intermediate level and 180 to 270 degree turns in the Excellent level.

In addition to the above requirements, judges should be aware of the following when determining the spacing of obstacles on a course:

- 15 feet (4.57m) is the recommended minimum spacing between two sequentially placed obstacles; however, 18 to 21 feet (5.49m to 6.40m) is the optimal spacing between obstacles.

Spacing in excess of 21 feet (6.40m) should generally be used when there is a reason for it. This includes the following:

- Crossing patterns with 5 or more obstacles forming a box, which pushes obstacles further apart to keep the area on the course from being too congested. (4 to 6 and 8 to 9).
- Wrap around jumps (also called pull-through). (5 to 6).
- Layered jumps in some conditions. (4 to 5)
- Uniform spacing promotes a rhythm to the performance of the obstacles and is less challenging. Irregular spacing that requires more skill because the dog will need to adjust its stride length and speed to properly negotiate the obstacles.
- When setting a 270-degree jump sequence, judges must allow enough distance for the dog to make the turn without being right on top of an off-course obstacle. A minimum of 7 feet (2.13m) is required from the line of the run out plane for the second obstacle in the 270-degree turn.



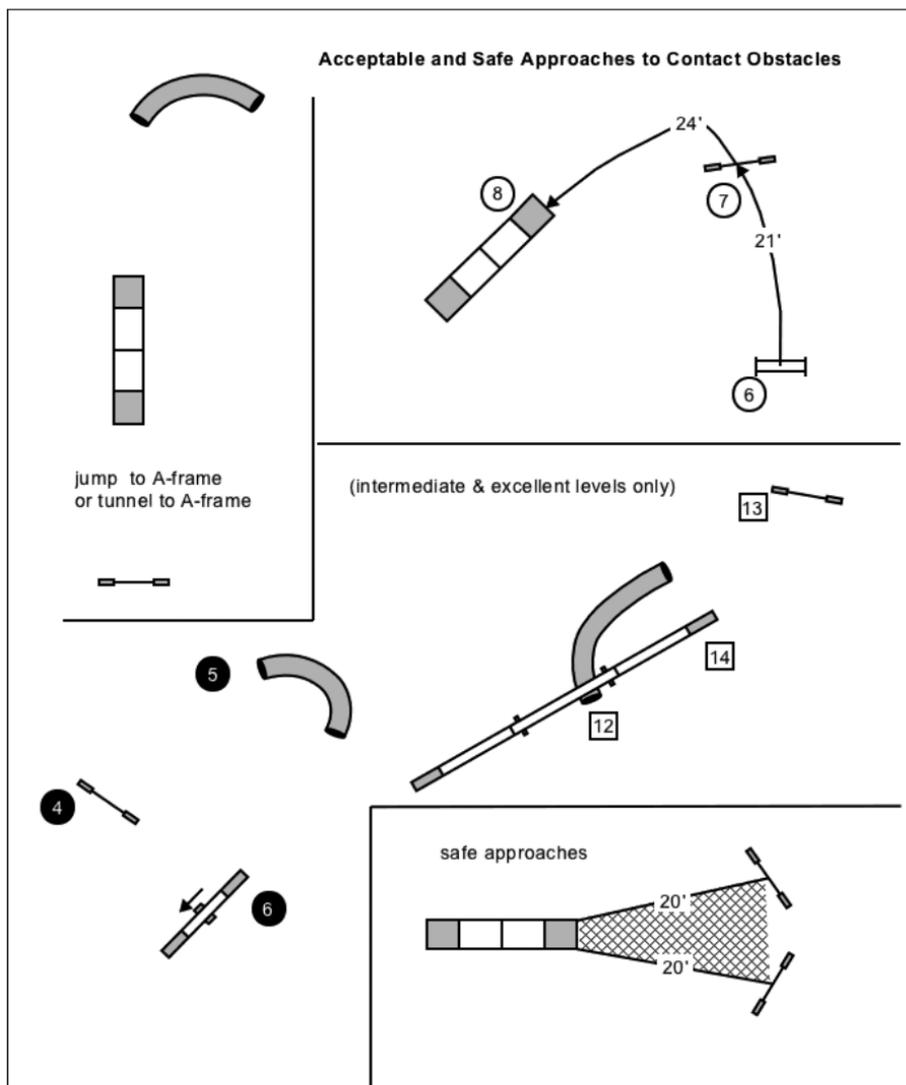
4.2.7 Approach Angles

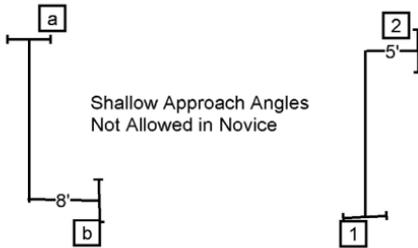
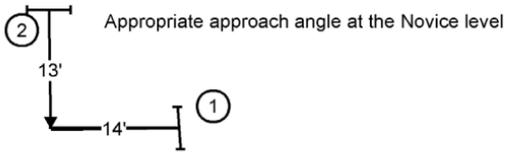
Approach angles shall not exceed those listed in the Regulations. Safety is a prime concern when designing approach to contacts.

- (a) **Novice:** At the Novice level, all approaches to obstacles are straight on or at angles of 90 degrees or less. Two angles of approach to bar jumps may be at an angle of 135 degrees. However, the tire jump and

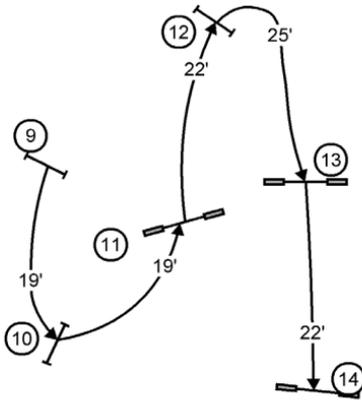
the double jump are not to be used on a 135 degree approach. No shallow approach angles are permitted.

Approach to the tire and double jump must be straight unless there is more than 25 feet (7.62m) from the preceding obstacle. However, the maximum angle of approach to the tire or double must not exceed 30 degrees even with this added distance. The turn after a double or tire jump must be less than 45 degrees.

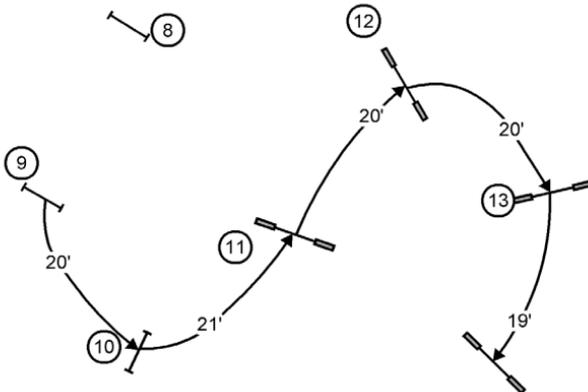




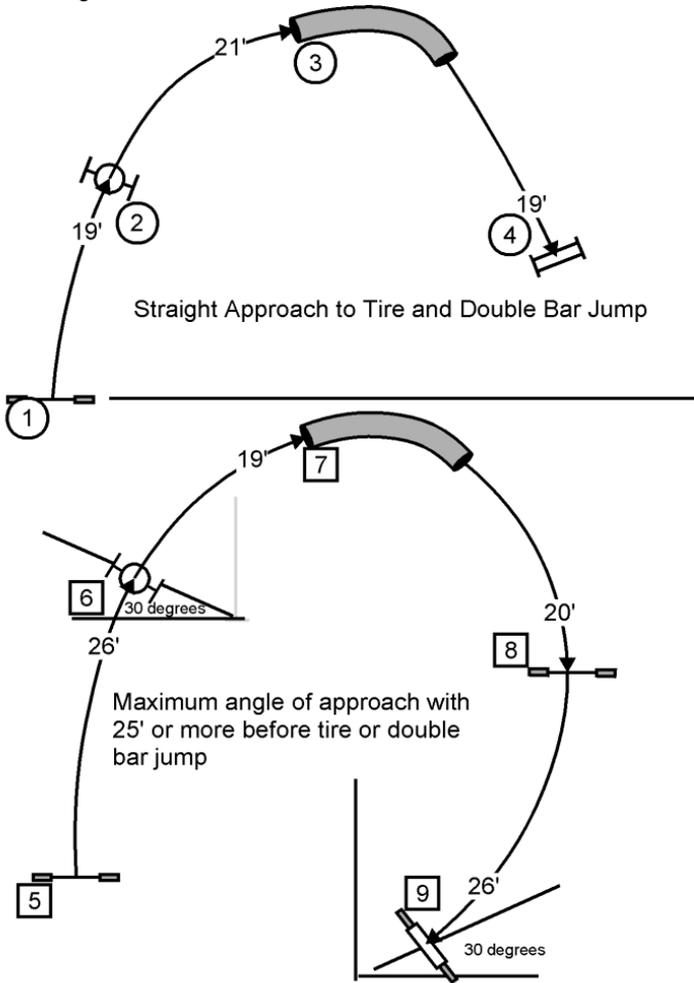
Sequence showing shallow approach angles that are not permitted at the Novice Level



Corrected sequence, appropriate for the Novice Level



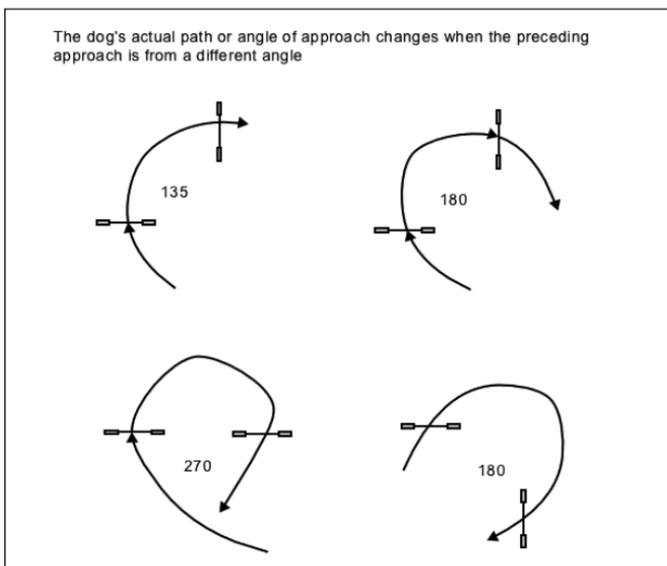
The approach to the tire and double jump must be straight unless there is more than 25 feet (7.62m) from the preceding obstacle. However, the maximum angle of approach to the tire or double must not exceed 30 degrees even with this added distance.



- (b) **Intermediate:** all approaches to obstacles are mild to moderate and must not exceed 180 degrees; the approach to spread jumps must be taken from an angle of less than 30 degrees. The approach to the tire jump must not exceed 30 degrees. The angle of turns after a spread type jump or tire must be less than 45 degrees.

- (c) **Excellent:** A spread jump must have more than 21 feet before and after it allow a safe approach and turn after. The maximum angle of approach must not exceed 90 degrees. After spread jumps no turn must exceed 90 degrees. The approach angle to the tire must not exceed 30 degrees. Note: a course over-burdened with an excessive number of big angles or sharp turns is discouraging for a dog and the course will lack flow, making it difficult for dogs to stride out and make course time.

The approach angle is calculated on the basis of the expected path of a dog jumping 24 inches (70cm), not the pure geometric angle formed by the obstacles as they lay on the course. Approach angles depend greatly on where a dog is coming from, where they are going to, and the speed they are traveling when they need to make the turn (see diagrams below.)



4.2.8 Placing of Timekeepers and Scribes

Timekeepers and scribes should be placed:

- where they can be together and do not have to move to see the judge.
- in a location so that they can see both the start and finish line without moving.
- where they will not be a visual or physical impediment on the course.

Ideally, the Timekeeper and Scribe will be placed close to the start area so that they may verify that they have the right scribe sheet for the dog on the line.

The start line is defined as the front plane of the first obstacle and the finish line as the front plane of the last jump or the back plane of a tunnel if the tunnel is the last obstacle. If electronic timers are used, they are placed on the approach side of the first and last jumps. If a tunnel is the first or last obstacle, the timers are placed at the entrance and exit of the tunnel.

4.2.9 Obstacle Numbers

Obstacle Numbers should be placed next to the approach side of the obstacle where you wish the Ring Steward to place the number when setting the course. Obstacle numbers should be placed so they are readable for someone running the course, but primarily they shall be placed where they will not be in the way of the dog and handler. When two obstacles are in close proximity to each other, the obstacle numbers should be placed so as not to cause exhibitor confusion when reading course maps or walking the course. The number for the weave poles may be removed after the course walk-through.

4.3 Judge's Position in Course Design

One of the most important aspects in course design is to develop a course that allows the judge to be where needed in order to judge the dog fairly. The course design should allow the judge to conserve his movements so as to not distract the dog, get in the dog's or handler's way, or become tired after judging a great number of dogs on the course. The judge and the judge's movements are not to be the focus of the performance in the ring.

4.3.1 Judging Locations on the Course

The following maximum distances between the judge and the dog, and the required locations a judge shall be when judging specific obstacles must be observed:

- **A-Frame:** Judge approach and contact zone from a distance no greater than 15 feet (4.57m). Also be in position to see either side of the frame when it is an off-course possibility.
- **Dog Walk and Teeter:** Judge all approaches and all contact zones from a distance no greater than 20 feet (6.10m), although 15 feet (4.57m) is recommended. (Note: the up contact on the dogwalk is no longer judged). Also, be in position to see the dog make contact with the obstacle when it is an off-course possibility.
- **Tunnels:** The judge shall be able to see all approach openings to judge refusals and see all openings when they present themselves as an off-course possibility on the course.
- **Tire:** The judge must be able to see the dog go through the opening, not just jump, because some dogs go between the tire and frame.
- **Table:** The judge must be close enough to see the dog at all times and close enough for the handler to hear the judge during the five-second count.
- **Weave Poles:** The judge must be placed to see the dog's entry and performance of each weave pole.
- **Panel Jump:** The judge must be positioned on the approach side of the panel to judge refusals.
- **Bar jumps, including spreads:** The judge must be able to see the bars of all jumps as the dog is jumping them. Large solid wings, especially on triple and double bar jumps, may force the judge to alter the judging path.

4.3.2 Judge's Movement on the Course

Courses should allow for judges to move efficiently into place without needing to race the dog and handler. Judging paths should not cross in front of the dog and handler unless there is plenty of time to do so without interfering with the dog or handler. The judge's path shall not pass over, under, or through any obstacle. The judge's path should be as consistent as possible for all dogs, and the judge's position should not block possible off-course options, thus reducing the challenges on the course.

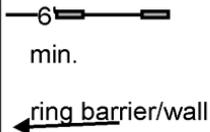
4.4 Course Safety

4.4.1 Obstacle Proximity to Ring Barriers, Walls, and Other Obstacles

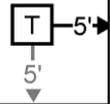
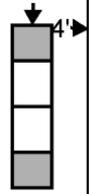
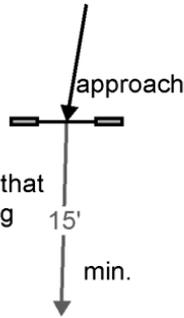
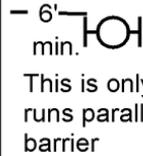
Safety should always be first and foremost in the judge's mind; however, the sport of agility, with its variety of obstacles, quick decisions, varied weather conditions, and running surfaces has some inherent risk to it. The judge can mitigate some of the safety concerns in the course design phase by avoiding the placement of obstacles in close proximity to each other, or to the ring barrier. Not every dog runs the expected path, and some dogs can be somewhat out of control. Courses should be designed with this type of dog in mind. Distance may resolve many safety concerns. A greater distance to the ring barrier or between obstacles that are side by side helps the less-than-focused dog be able to recover prior to getting itself into trouble. The following are minimum standards that must be maintained to provide as safe a course as possible:

- For placement of bar and tire jumps in relation to a ring barrier or wall, provide a minimum of 6 feet (1.83m), if course flow is parallel with the ring barrier or wall (measured to the edge of the bar), and a minimum of 15 feet (4.57m), if the dog is jumping into the ring barrier or wall. This requirement also applies to off-course jumps and dummy jumps:
- Tables shall not be placed any closer than 5 feet (1.52m) to a ring barrier or wall.

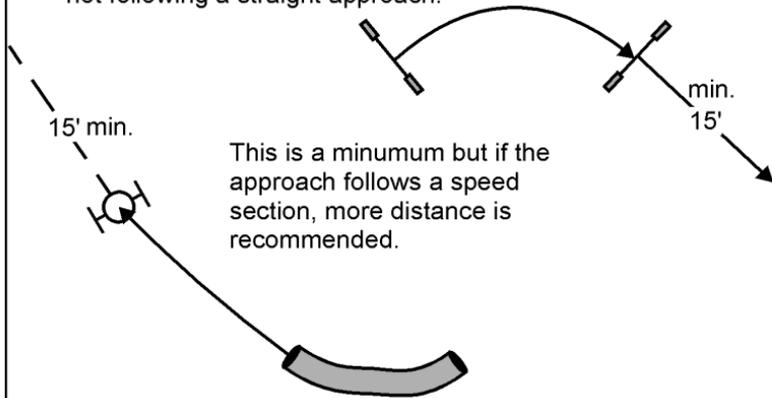
Minimum Distances to Walls/Barriers



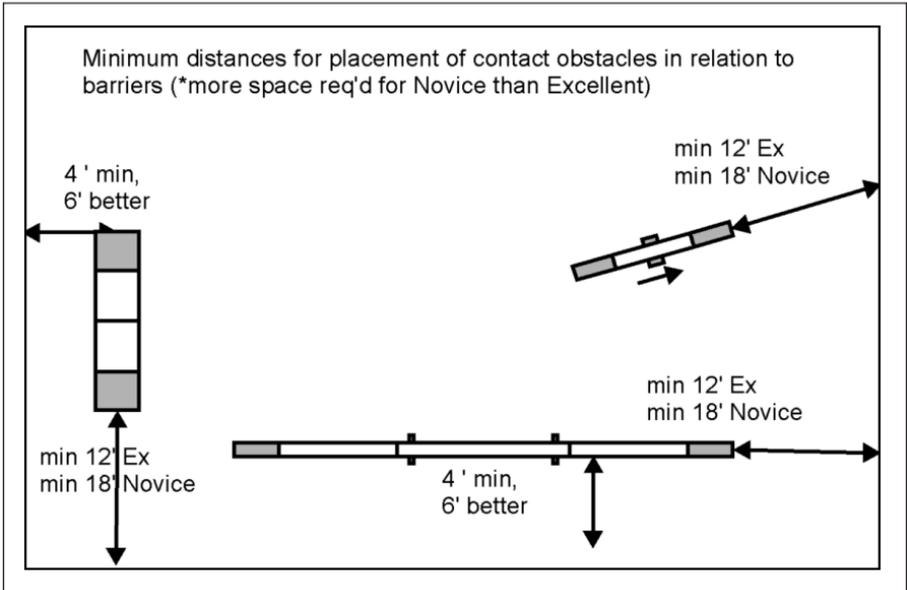
only permitted if approach
is straight



Minimum Distances to
walls/barriers when sequence
is not following a straight approach.



- Contact obstacles shall not be placed any closer than 4 feet (1.22m) to a ring barrier or wall when placed parallel to the ring barrier or wall. When the end of the board is perpendicular to the ring barrier or wall, the minimum distance varies from 18 (5.47m) feet for the Novice class to 12 feet (3.66m) for the Excellent class:

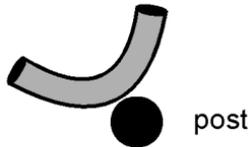
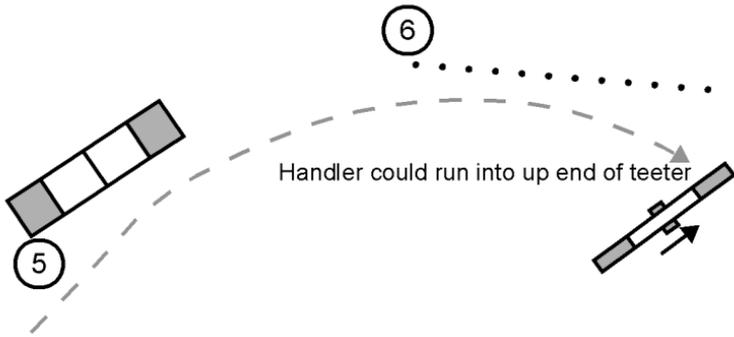


- Obstacles placed in close proximity to each other shall be set such that a dog has no chance of landing on one while jumping the other or of falling from a contact obstacle onto something sharp below.

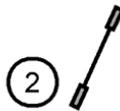
4.4.2 Additional Safety Issues in Course Design

- (a) Sufficient room to start and finish inside the ring is critical for the safety of the dog and the prevention of dog aggression. Courses must be designed to allow for a minimum of 15 feet (4.57m) inside the ring barrier to the first and last obstacles. If a spread jump is the last obstacle on the course, there should be at least 21 feet to the ring barrier.
- (b) The up side of the teeter can present a hazard to handlers if it is placed contrary to the course flow, and the handler's expected handling path brings them in close proximity to it. Often the handler's attention is diverted from their running path, because they are looking at the dog or next obstacle:

Potential Dangers on Course



Do not place tunnel with post on back side



avoid placing jumps off posts or trees

- (c) Columns, posts, trees and things that stick up can cause safety concerns for both handlers and dogs. Handlers run into them for the same reasons described above. Dogs run into them if the previous obstacle performance does not allow them enough time to physically recover to steer clear of the danger. Placing wings of jumps and tunnels directly adjacent to columns (engaging them) will mitigate their presence:

Safe Designs with Posts in Ring Area

.....

Keep contacts, table and weaves away from posts

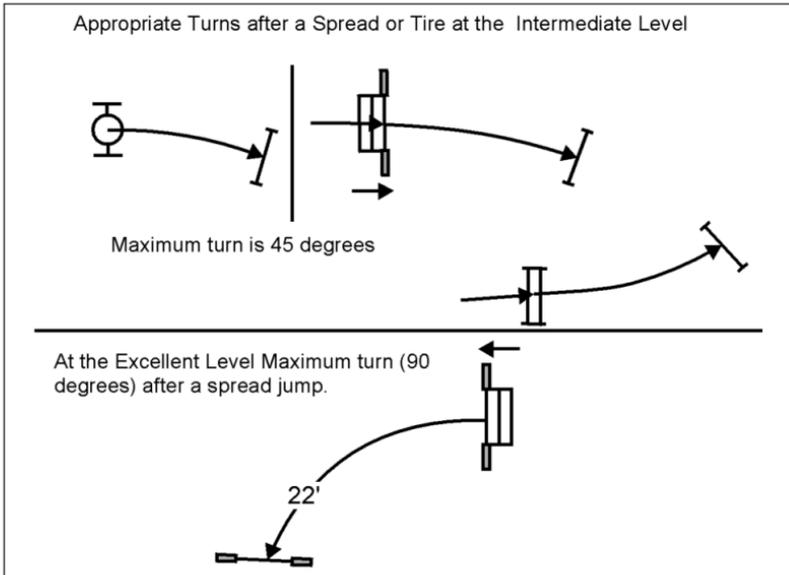


place open tunnel so any movement is away from post

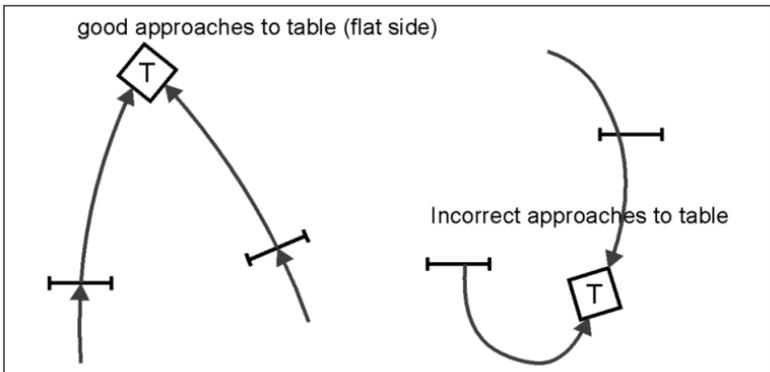
engage post with wing jumps



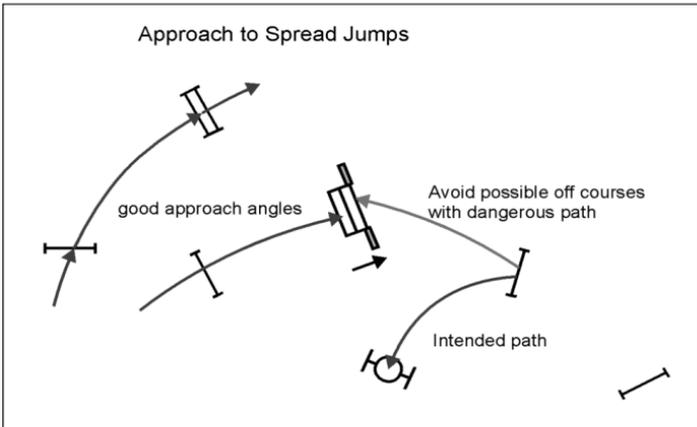
- (d) Turns off spread jumps should be minimized, especially when the running surface has the potential to be slippery. At the Novice and Intermediate levels, angle turns after a spread type jump or tire jump must be less than 45 degrees. At the Excellent level, no turn after spread jumps or tire jump must exceed 90 degrees:



- (e) The expected approach to the table shall be to a flat side of the table. This prevents dogs from approaching the corner at speed. This is also a judging issue, because you need a backside from which to call run-outs:

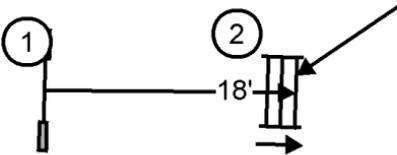


- (f) Approaches to spread jumps shall be straight (unless adequate distance is provided as specified for each level in the Rules and Regulations) regardless of whether they are the next correct obstacle or an off-course possibility. This includes a spread jump positioned as an off-course back-jump possibility:

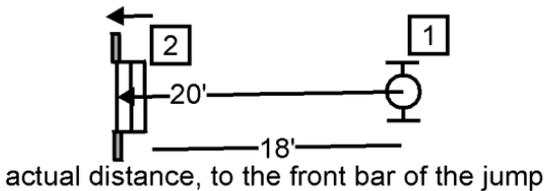


Note: if you use CRCD to show the distance to the triple or ascending spread jump, the program is measuring to the back bar of the jump so the distance you see is not the distance between obstacles. To get the minimum distance you will need to make the distance greater with CRCD.

CRCD shows the distance to the back bar of the jump.



Add more distance to get the minimum distance if using measurements from CRCD

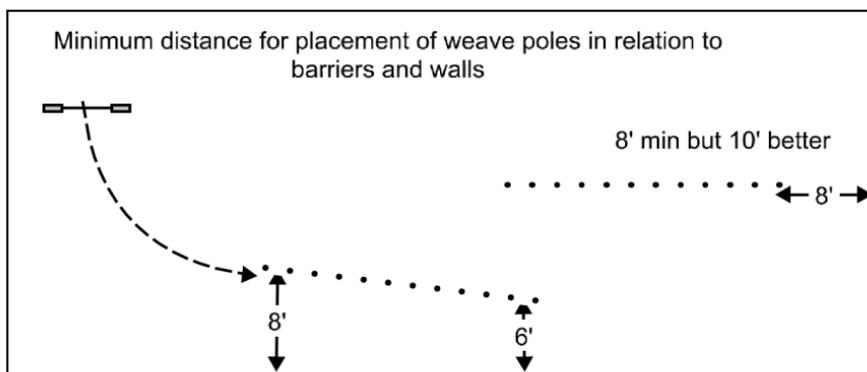


- (g) When a dog's expected jumping and landing path sends the dog directly at the end of a wing or the jump standard on a wingless jump, enough room must be left for the dog to land and steer clear of the wing. 15 feet (4.57m) is the minimum to a direct off-course obstacle. However, because of a variety of factors such as speed coming into the area, running surface and what is most visible, 18 feet (5.49m) may be necessary.

4.5 Obstacle Placement and Performance Concerns

Placement of obstacles in the design process can cause performance problems on the agility course. The following should be avoided:

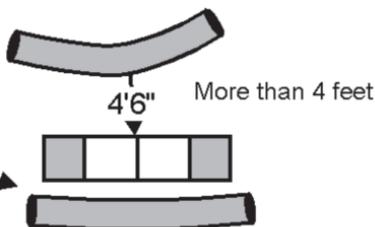
- Placing the weave poles too close to a wall or ring barrier can cause visual problems for some dogs and some dogs need more space to feel comfortable weaving.

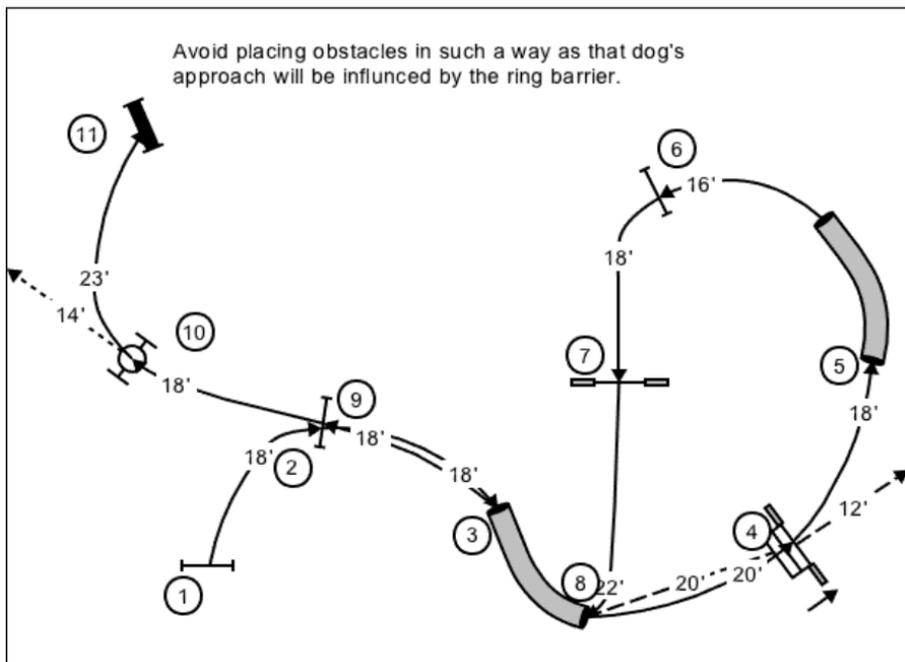


- Placing obstacles in close proximity to each other can cause an unfair advantage to some handlers. All obstacles shall be either greater than 4 feet (1.22m) apart (to their closest points) or closer than 12 inches (30.4cm). Either everyone gets between the two obstacles or no one should be able to get through.

Obstacles placed near each other must be placed less than 1 foot apart or more than 4 feet apart. Everyone gets through or no one gets through.

Less than 1 foot.
Applies to Excellent only;
(Intermediate requires min of 3' between
obstacles,
Novice obstacles must not be adjacent)





- Obstacles that require a straight approach (such as spread jumps) should not be angled towards a wall or ring barrier if placed in close proximity to a wall or ring barrier. Dogs do not like to work tight to walls, and placing obstacles too close to a wall will prevent them from having a straight approach to the obstacle.

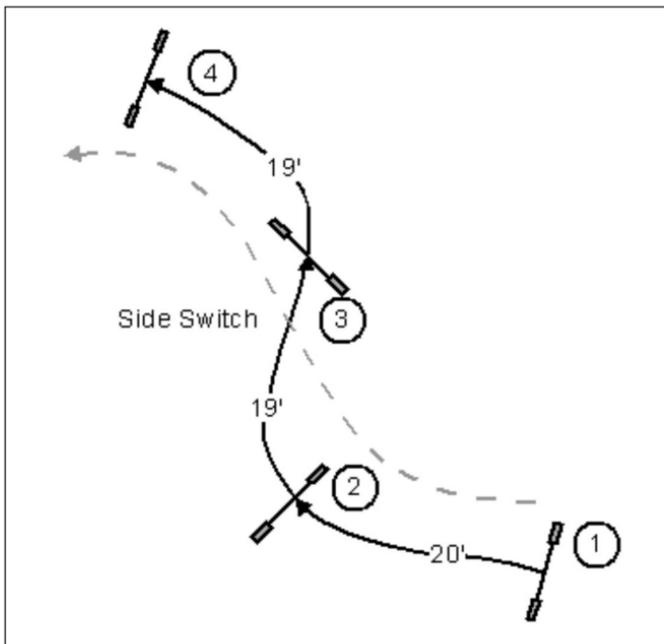
4.6 Challenges Defined

Course designs and the challenges progress in difficulty from Novice to Intermediate to Excellent. The number of challenges shall increase and the types of challenges should increase in difficulty as well. *(See Agility Rules & Regulations Chapters 11 and 12 for details)*

The best one way to create challenges in a course is to provide a course path with crossing patterns, which create options for dogs and side-switch opportunities for handlers. This keeps the course relatively smooth and flowing while providing challenges along the way. Handler restrictions that cause a handler to work away from their dog and traps, which are actually just very difficult options, can be added to provide a variety of challenges at the Excellent level only.

4.6.1 Side-switches

A side-switch is a place where the course makes an “S” curve, requiring the handler to switch from handling the dog on one side of his body to the other. A handler who chooses not to switch sides is forced to run around the outside of the obstacles and must run faster than the dog to keep up.



The simplest side-switch to negotiate is one in which there are no options to confuse or lure the dog while the handler is making the side-switch. Side-switches are allowed in all class levels:

4.6.2 Options

An option is a point on the course where the dog has a choice of obstacles to take. Typically, options occur at crossing patterns. Fifteen feet is the required minimum distance to a direct off-course option (i.e., an option where the wrong obstacle is placed directly in the dog's expected path of travel). Off-course options that are greater than 21 feet from the previous obstacle shall be considered a minor option. Options are allowed in all class levels (see restrictions for the Novice level).

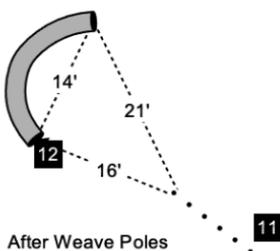
Options become more difficult based on:

- The proximity of the two options to each other.
- The speed of the dog going into the area where the option occurs.
- The distance the handler is expected to be away from the dog when the dog must make the decision as to which obstacle is the correct one.
- How visible and enticing the wrong course obstacle may be compared with the correct one. Some dogs prefer one obstacle over another, but some obstacles such as tunnels and A-Frames are highly enticing, as dogs have a tendency to accelerate towards them.

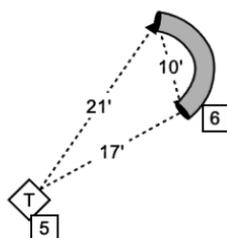
Novice Requirements for Options:

- A distance of 21 feet (6.4 m) or more must be used where options are presented for the Novice level:
- Novice dogs shall be given the obvious or logical opening to open tunnels if there is a choice:
- Approaches to two obstacles shall not be adjacent or in close proximity to each other. For example, tunnel-contact option is not allowed in the Novice Standard class:

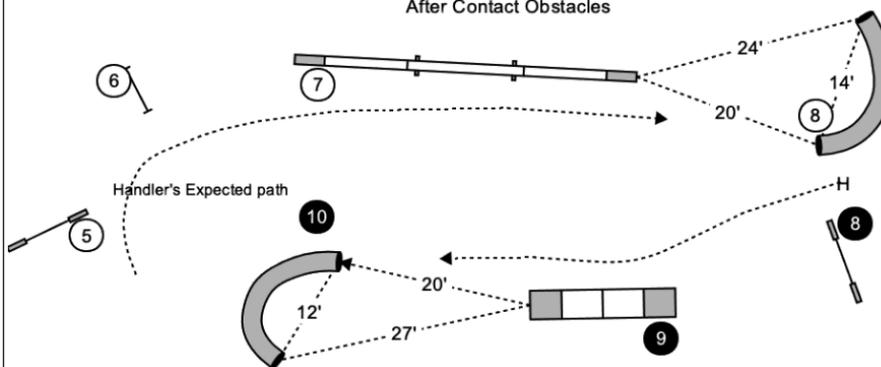
A "C" shaped tunnel with minimum distance between tunnel openings of 10', is allowed after a control obstacle (contact, weaves or table) Correct entrance is always to the shorter distance and there must be a significant difference (4 to 5') between shorter and longer entrance. If the tunnel follows the dogwalk or A-frame, the "expected" handler path should position the handler to direct the dog to the correct end of a C-shaped tunnel. This type of challenge must only be used once on any Novice course. See AR&R 9.6

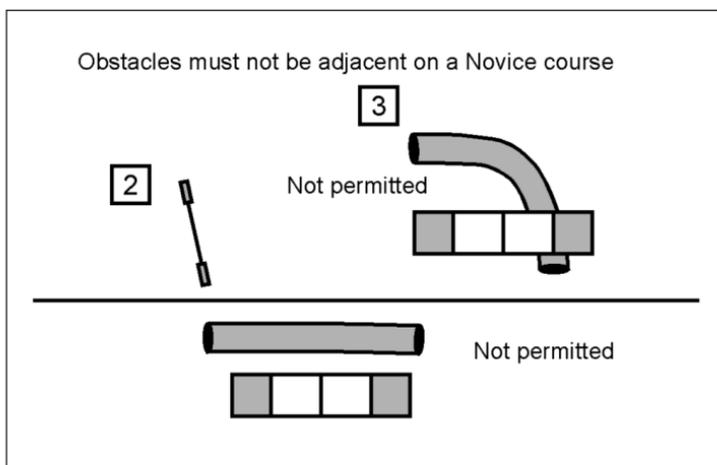
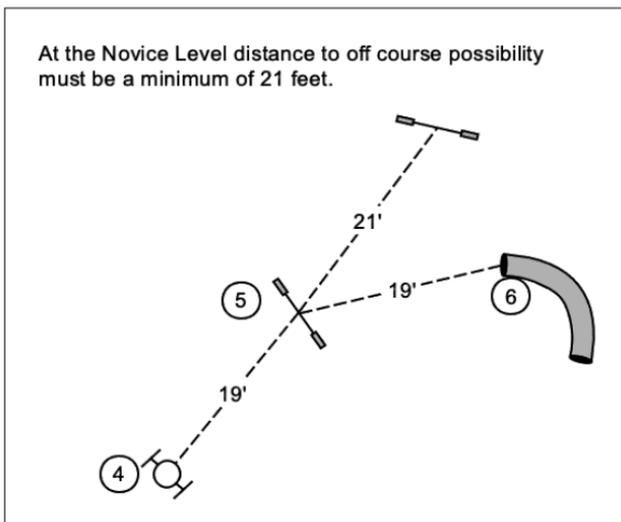


Examples



After Contact Obstacles





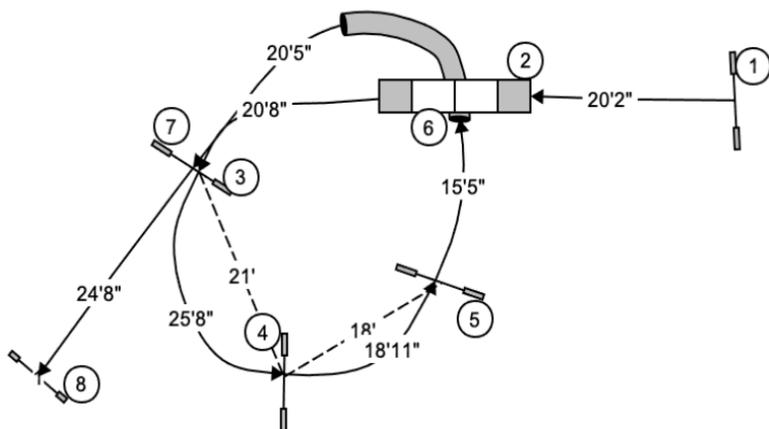
4.6.3 Handler Restrictions

Handler restrictions, which require the dog to work away from the handler, shall be counted as a challenge when determining challenge level for a course. Handler restrictions such as “U” shaped tunnels in a corner are not considered a challenge. When designing a course, a judge must be careful not to overload a course with too many handler restrictions, and when placing obstacles to create a handler restriction, a judge must be careful not to create a safety issue due to the proximity of the two obstacles.

Novice Requirements for Handler Restrictions:

Handler restrictions are not allowed in the Novice class, however an open tunnel may be placed in the corner of the ring to make the maximum use of a small ring area. However, tunnels may be placed under dogwalks or A-frame provided they do not create a handler restriction or tunnel discrimination;

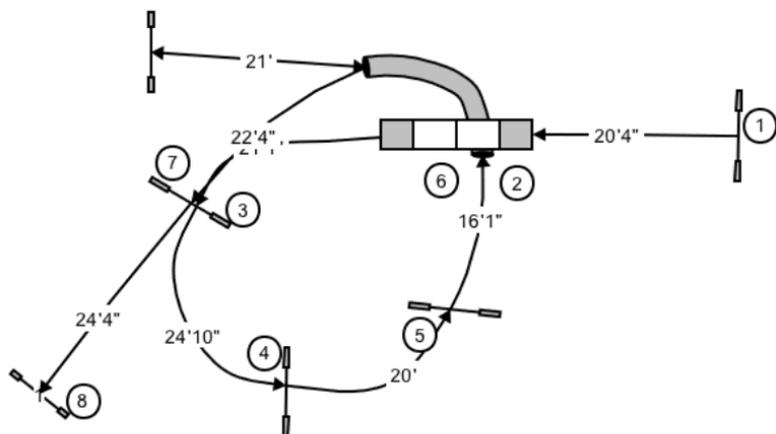
Sequence Permitted in Novice
Tunnel Under A-frame, with no discrimination, and no handler restriction



Sequences NOT Permitted in Novice

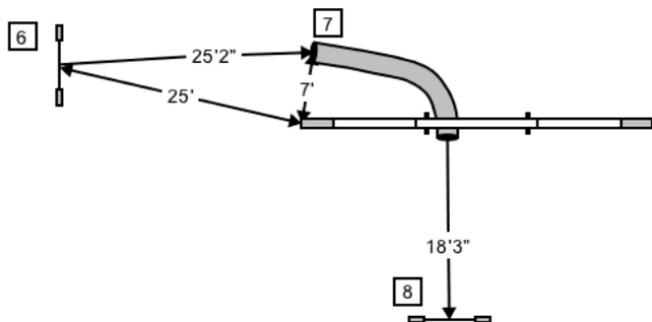
Tunnel Under A-frame, with handler restriction

Dog path is not back towards the handler and a-frame restricts handler movement alongside the tunnel towards the next correct obstacle.



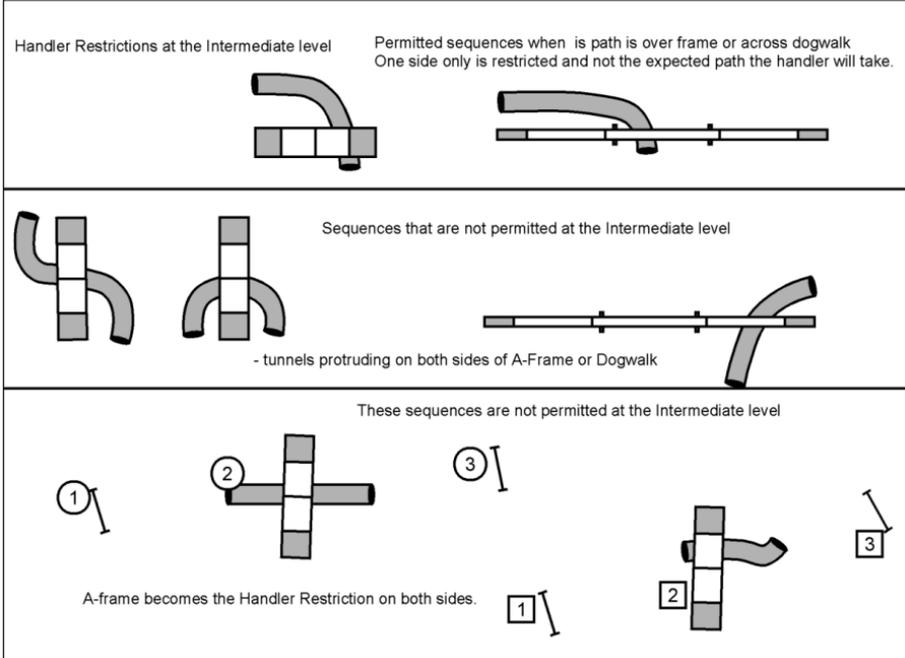
Tunnel under dogwalk, with discrimination AND handler restriction

Dog path is not back towards the handler and dogwalk restricts handler movement alongside the tunnel towards the next correct obstacle.



Intermediate Requirements for Handler Restrictions:

Handler restrictions are allowed on only one side of an A-frame or dogwalk. Entrances of tunnels under the dogwalk or A-frame must have a distance of 3 feet (0.91m) from the frame or walk.



4.6.4 Multiple Challenges at the Same Point on the Course

As described above, there may be places on the course where there are two types of challenges happening at the same time, such as a side-switch with an option or a handler restriction with an option. Where multiple challenges occur at the same time, they are counted as one challenge when determining the total challenge level of the course.

4.6.5 Challenge Requirements per Class Level

The number of challenges required per class level are as follows:

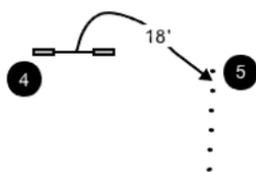
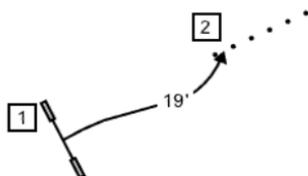
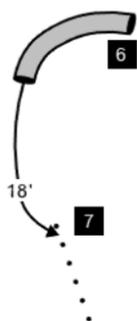
- Novice: 3 to 4
- Intermediate: 5 to 7
- Excellent: 8 to 10

The degree of challenge should increase appropriately with the level of the class. Any place where the dog needs to be directed to the correct obstacle is counted as a challenge.

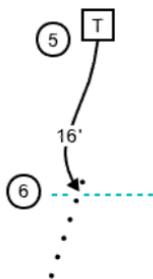
In Novice the focus is to demonstrate the ability of a dog to stay with the handler to perform the obstacles in its path. (see ARR 11.3.1)

Examples of Entries to the Weaves for the Novice Level

(Note: no speed sequences before the weave poles)



180 degree turn **immediately**
before the weave poles

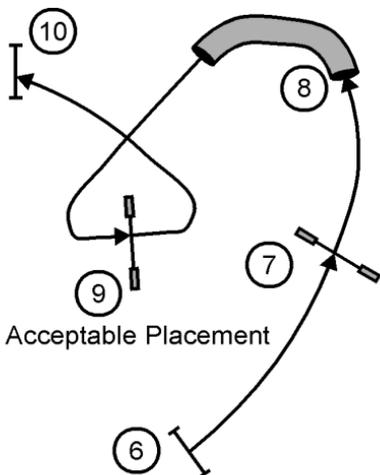


At the Intermediate level there should be a variety of minor challenges so courses are balanced. Any major challenge on an Intermediate course should be of less difficulty than that expected at an Excellent level. Therefore, a speed sequence that precedes an off course potential is not appropriate.

At the Excellent level there should be a variety of minor and major challenges so courses are balanced. These are described in the ARR 11.9.1. No more than 4 major challenges should be included on any course. Turns such as 180 and 270 degree turns, backside approach of a jump, extreme angle approaches, and pull-throughs if over used, make the course choppy. Without flow on a course it is difficult for dogs to make SCT.

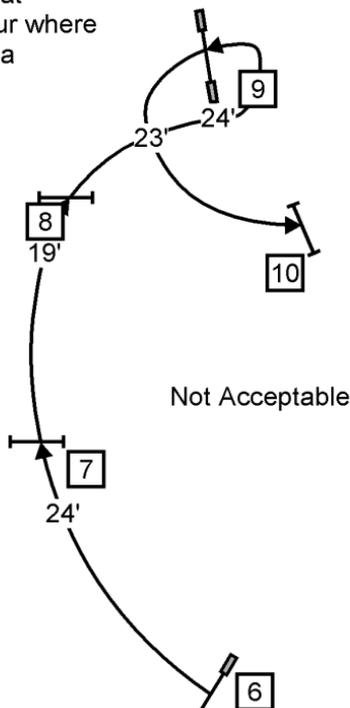
A few more things to consider when presenting challenges on an Excellent Level course: when designing challenges at the Excellent Level, judges should consider if it is reasonable for the handler to be in position to handle a difficult sequence and how one can judge the sequence fairly and correctly.

Placement of a difficult sequence that requires specific handling must occur where it is feasible for the handler to be in a position to be successful.



Acceptable Placement

Difficult sequence but with possibility of handler being in place to handle it.
(Type of sequence only to be used occasionally at the Excellent level.)

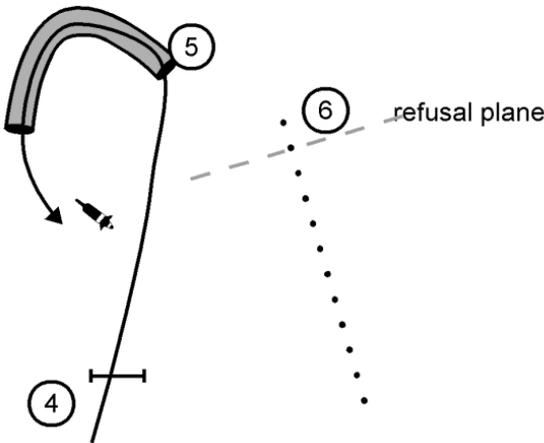
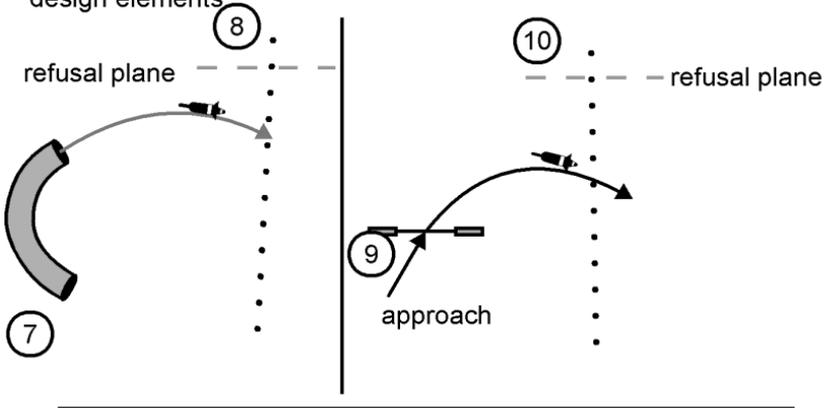


Not Acceptable

Difficult jump sequence where handler is likely to be too far behind a fast dog to have the opportunity to handle the sequence.

Some course designs make judging more difficult and questionable.

These sequences are not refusals since the dog has not had all 4 paws on the approach side of the refusal line. They are not a wrong course because the weaves are the correct obstacle. So there is no fault if the dog takes the path shown, just a waste of time and a break of flow for the dog. It would be better to think again about these design elements



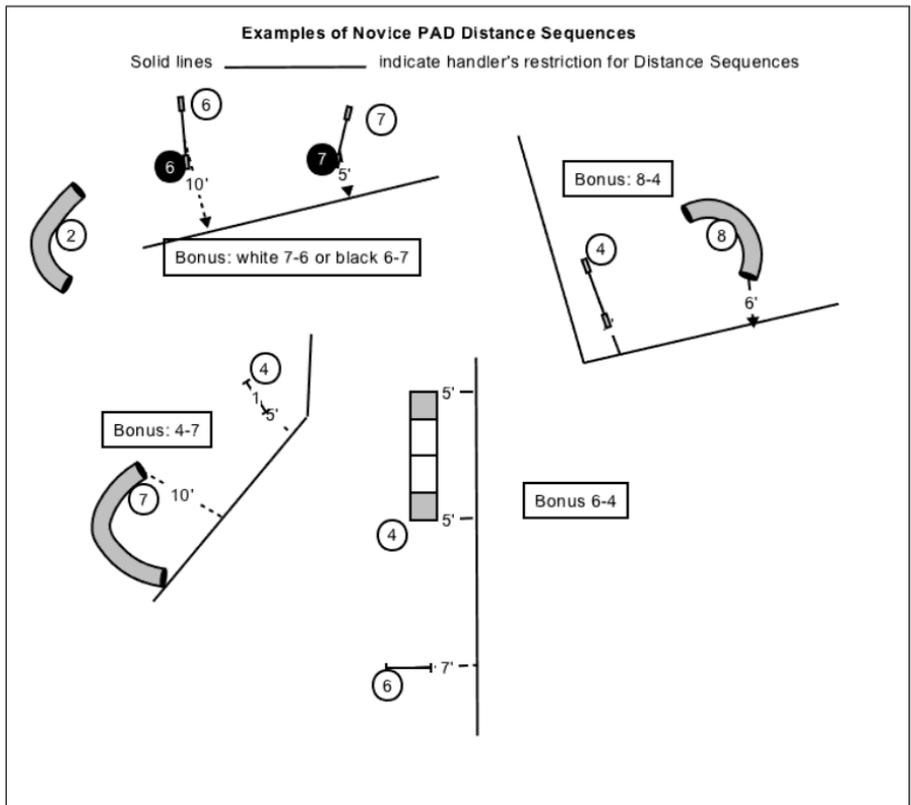
This is another design sequence that will make judging and handling unpleasant! Not what CKC agility should be about. This type of design is better avoided.

4.7 Points & Distance

4.7.1 Course Designs and Sample Bonus Sequences

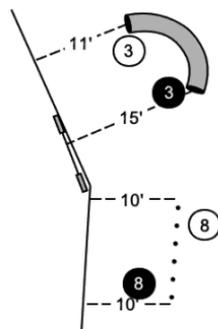
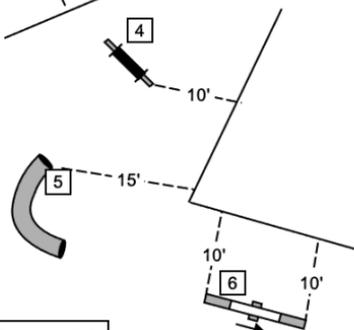
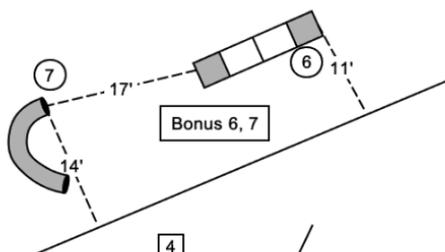
Each level of PAD has specific course design requirements. See Chapter 13

Contained in this Handbook are sample sequences that meet the requirements for each level.

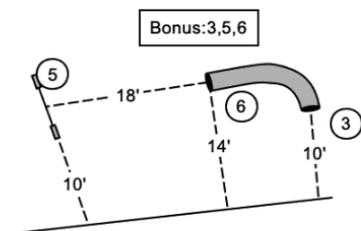


4 Examples of Intermediate PAD Distance Sequences

Solid lines indicate handler's restriction for distance sequences



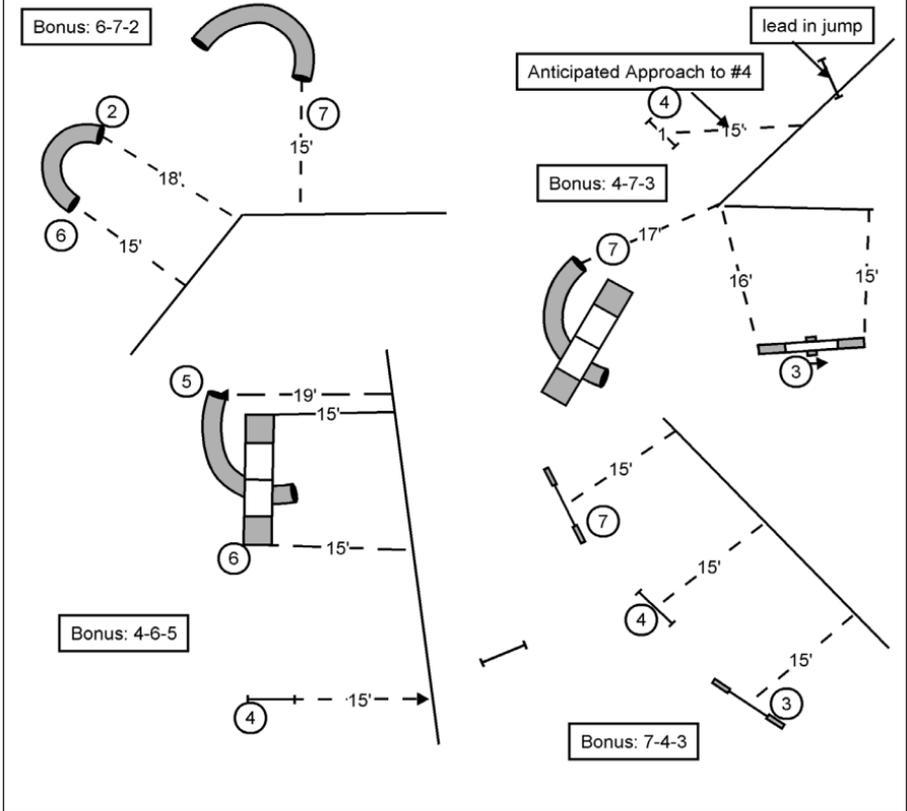
Note: Use two different labels to show bidirectional sequence



Note: distances measured to wings of jump closest to distance line

Examples of Excellent PAD Distance Sequences

Solid lines _____ indicate handler's restriction for Distance Sequences



Designing Points and Distance Courses

Points that need to be considered when designing PAD courses are:

- There should be more than one route to get to the Distance Sequence.
- These routes should offer good approaches to the Distance Sequence, that is, a good lead in jump, tunnel or other objects.
- All obstacles in the Distance Sequence should be at the minimum distance for the level until they are beyond faulting. So the weaves, or contacts as well as jumps should be at the required distance both for the entry and exit.
- Tunnel exits might be closer than the minimum required distance since they would not be faulted after the entry (unless the dog backs out of the tunnel).

Courses should be designed so that it is possible for a dog to be successful (collect the minimum number of points within 35 sec) based on an average of SCT for Standard and JWW for its jump height.

Examples:

For a dog jumping 8"

Novice $2.3 + 1.85 / 2 = 2.1$ y/s x 35 sec = 74 yards, to collect 47 points

Intermediate $2.8 + 2.2 / 2 = 2.5$ y/s x 35 sec = 88 yards, to collect 50 points

Excellent /Master Ex. $3.05 + 2.3 / 2 = 2.7$ y/s x 35 sec = 94 yards, to collect 53 points

For a dog jumping 24"

Novice $2.8 + 2.5 / 2 = 2.6$ y/s x 35 sec = 91 yards, to collect 53 points

Intermediate for a 24" dog $3.3 + 2.5 / 2 = 2.9$ y/s x 35 sec = 102 yards to collect 56 points

Excellent/Master Ex 24" dog $3.6 + 2.85 / 2 = 3.2$ y/s x 35 sec = 112 yards to collect 60 points.

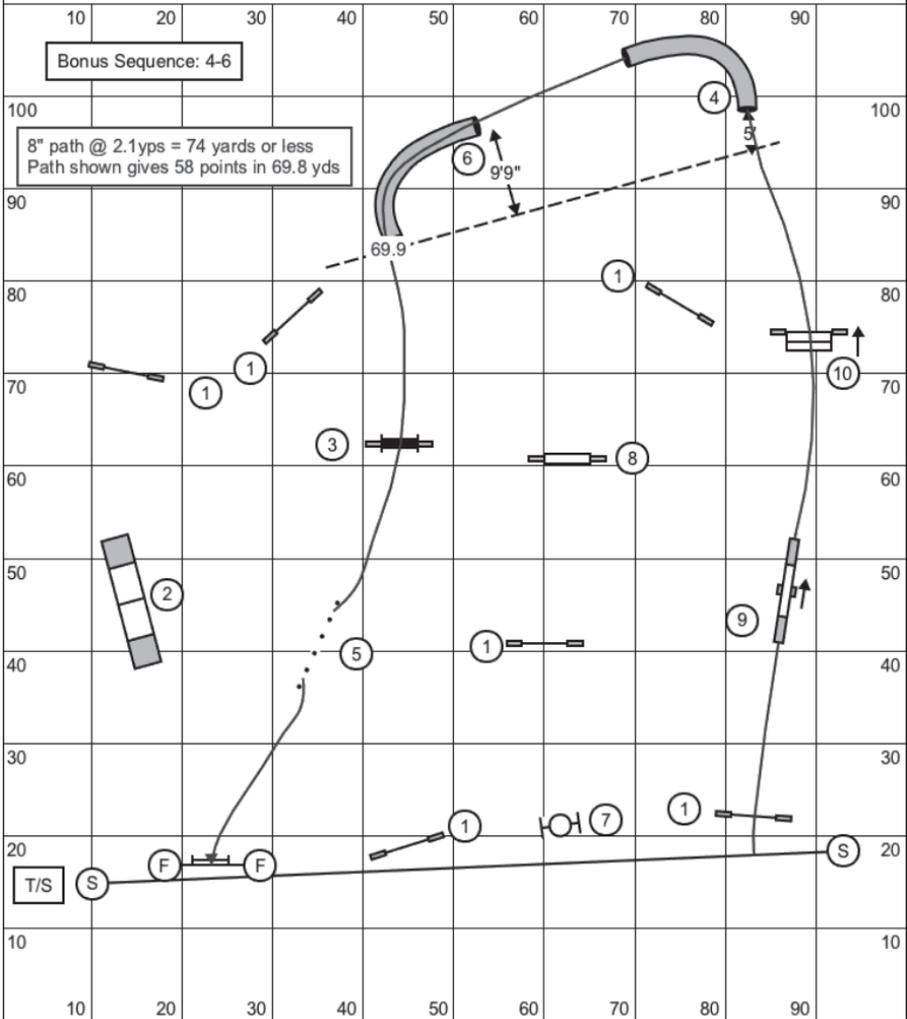
Following are samples of good course design for the three levels of PAD with samples of routes that would gain the correct point value and lead in to the Distance Sequence.

Please note

- Obstacles may only be taken once for points.
- No obstacles may be taken back to back.
- In the Distance Sequence, if a dog entered the wrong end of the tunnel (first obstacle in the sequence), and then immediately re-entered the tunnel from the correct end, it would be faulted for doing the same obstacle back to back. It would need to do another obstacle first before re-attempting the Distance Sequence in order to earn the points.
- If the weave poles are the first obstacle in the distance sequence and the dog pops after making the correct entry, it is a refusal (which is not scored on the first obstacle of the Bonus). Since 3 attempts at correct completion of weave poles is allowed, the dog may restart the poles up to three times.
- Obstacles in the Distance Sequence get the individual points when successfully completed. Points are called out as each obstacle is successfully performed. If the Distance Sequence is completed from behind the restriction line, 20 bonus points are awarded, judge calls out "BONUS". If the distance sequence is faulted, the judge calls out "FAULT".
- To Qualify, the Distance Sequence must be completed before the end of the 35 seconds.
- The finish obstacle is live right from the start and once taken the run ends.

-
- In general, Distance Sequences are not as complicated as AAC Gamble sequences.
 - There must be 15 pointed obstacles on course.
 - 6 jumps (preferably winged) and 9 other obstacles.
 - If one obstacle is dual pointed there may be only 8 other pointed obstacles on course
 - One Point jumps may not be used as part of the Distance Sequence.
 - If a Distance Sequence is designated as bi-directional, then different coloured or shaped numbers should be used to label the obstacles.
 - Refusals are only called after the first obstacle has been completed. So, if a dog runs by the distance sequence and is called back to do the first obstacle, it is just a waste of time and not a refusal.
 - All obstacles in the distance sequence must be at the required distance with one at exactly the required minimum distance from the line.
 - The distances will be measured from the distance line to the path the dog would take i.e., middle of the frame and to the wing of a jump that is closest to the distance line.

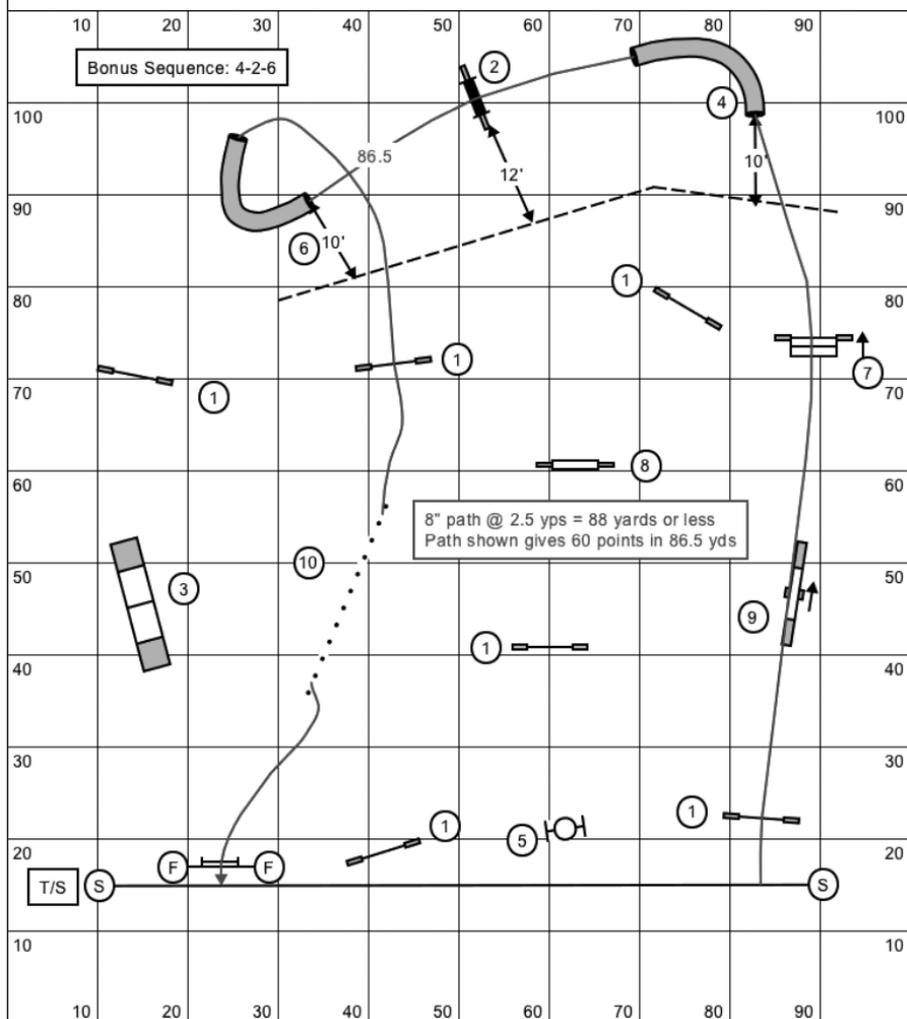
Novice PAD



Regular		Sel. & Vets.	
Jump Ht	Pts	Jump Ht	Pts
20 & 24"	53	20"	50
16 & 12"	50	16 & 12"	47
8"	47	8 & 4"	44

Course time = 35 seconds

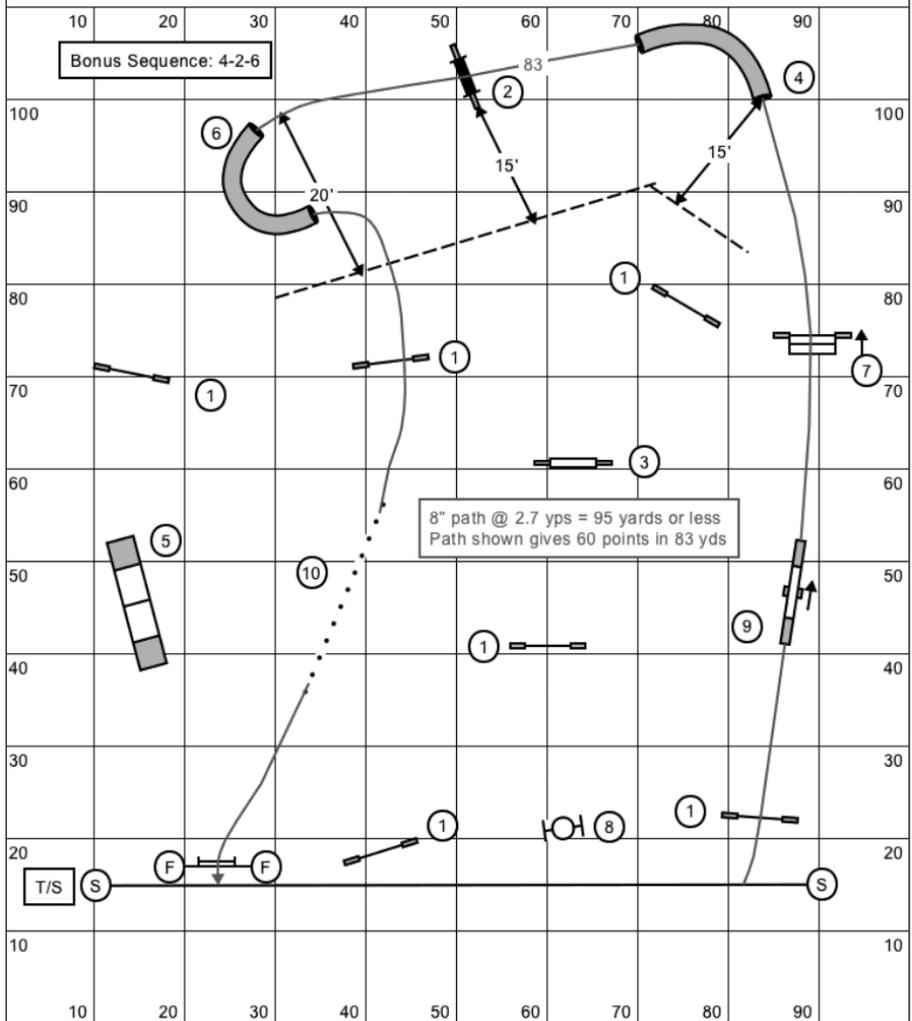
Intermediate PAD



Regular		Sel. & Vets.	
Jump Ht	Pts	Jump Ht	Pts
20 & 24"	56	20"	53
16 & 12"	53	16 & 12"	50
8"	50	8 & 4"	47

Course time = 35 seconds

Excellent/Master PAD



Regular		Sel. & Vets.	
Jump Ht	Pts	Jump Ht	Pts
20 & 24"	60	20"	56
16 & 12"	56	16 & 12"	53
8"	53	8 & 4"	50

Course time = 35 seconds

Exhibitor Briefing for PAD (Points and Distance)

The purpose of this game is to accumulate as many points as possible within the 35 seconds allowed. Points required to qualify are listed in the table below. You plan your own course except for the Distance Sequence (Bonus) which must be completed correctly within the 35 sec to qualify and earn the bonus points. Your score is the total points earned minus one point for each full second over time (35 seconds). Placements are determined first by points earned and then by fastest time.

Novice				Intermediate				Excellent/ Master Excellent			
Regular		Sel. & Vets.		Regular		Sel. & Vets.		Regular		Sel. & Vets.	
Jump Ht	Pts	Jump Ht	Pts	Jump Ht	Pts	Jump Ht	Pts	Jump Ht	Pts	Jump Ht	Pts
20 & 24"	53	20 & 24"	50	20 & 24"	56	20 & 24"	53	20 & 24"	60	20 & 24"	56
16 & 12"	50	16 & 12"	47	16 & 12"	53	16 & 12"	50	16 & 12"	56	16 & 12"	53
8"	47	8 & 4"	44	8"	50	8 & 4"	47	8"	53	8 & 4"	50

Refusals are only called during the Distance Sequence if they occur after the first obstacle has been taken. (There are No Refusals for the rest of the course). If an obstacle is repeated back-to-back or faulted, no points will be awarded.

Jumps (6, Preferably Winged Jumps): Point value of 1. These may be taken in any direction. Each jump may be taken more than once, but not back-to back. Up to six points may be earned with these jumps. Additional 1 point jumps may be taken for flow on course, but they will not count for points. No dropped jump bars will be reset.

Other Obstacles: Other obstacles, including other jumps, are assigned point values of 2 through 10, as indicated. If the number appears at the centre of the obstacle, it is bi-directional and points may be earned in either direction. Otherwise, it is uni-directional and may only be taken for points in the direction indicated. Obstacles may be repeated for course flow but will not count for points more than once. If an obstacle is engaged with all four paws in the pointed direction, and it is faulted, it may only be reattempted for points if at least one obstacle is taken in between. The only exception is weave poles, which may be repeated immediately from the same end for points but *all poles* must be completed correctly and continuously to earn points. If a unidirectional obstacle is taken in its un-pointed direction, it may only be repeated in the correct direction for points if another obstacle is engaged first.

Dual pointed Obstacles: One obstacle may be given a different point value in each direction and may be taken once for points in each direction but not back- to-back. Even if a fault occurs in either direction of such an obstacle, the obstacle may only be repeated for points if at least one other obstacle is engaged first. If the weave poles have dual values (one for each end) all poles must be completed correctly in the designated direction to earn the assigned points.

Combination Obstacles: Two or more obstacles may be grouped as a combination with one point value. If any part of this combination is faulted, another obstacle must be engaged before reattempting the combination for points.

Distance Sequence (Bonus): The Distance Sequence may be taken at any time during your run. Scoring begins as soon as the dog correctly completes the first obstacle in the Distance Sequence. You must complete all the distance obstacles correctly to earn the 20 point bonus. You also earn each obstacle's point value in addition to the bonus. Once the first obstacle of the Distance Sequence is completed, any faults will negate the 20 point bonus, but you may still earn points for each correctly completed obstacle in the Distance Sequence. If the Handler steps on or over the line while the dog is in the Distance Sequence, the bonus points will also be negated. The handler may step over the line once all four of the dog's paws have landed on the ground after the last obstacle of the Distance Sequence. The dog and handler may pass through the line of the Distance Sequence on the way to other obstacles, but as soon as the dog completes the first obstacle in the correct direction, a fault will be called if the handler is within the zone, and no bonus points can be earned.

To End the Run: A horn or whistle will sound at 35 sec. but the time continues until the dog passes through the uprights of the finish jump or enters the finish tunnel to stop the time. Once the finish obstacle has been taken the run ends, even if this obstacle was taken unintentionally or before the Bonus Sequence was attempted.

4.8 Jumps & Tunnels

Jumps and Tunnels is designed as an entry level class. It is a game that tests a dog and handler's ability to work on a course designed entirely of jumps and tunnels. It has no weaves or contact obstacles and refusals and off courses are not faulted. The course should be open and flowing and require minimal handling.

4.8.1 Designing Jumps & Tunnels Courses

Points that need to be considered when designing J&T courses are:

- This class is open to all levels and is intended to be an entry level course
- The course should be open and flowing, with minimal handling required
- It is intended to demonstrate the dog's ability to respond to handling while performing at speed
- Blind tunnel entrances are not allowed
- Wall, Broad and Tire jump are not allowed on course.

4.8.2 Judging

Refusals and Wrong Courses are not faulted.

Dropped bars are signaled with an open hand and add 5 time faults to the recorded time.

Obstacles not completed, are signaled with two open hands and recorded as a Failure to perform "F" resulting in a non Qualifying run.

4.8.3 Qualifying

Jumps and Tunnels is a time-plus-faults event. If the dog is under course time after the deduction of any faults for knocked bars, then the dog will earn a qualifying score.

4.9 International Challenge Class

The International Challenge Class (ICC) is designed to provide a dog and handler an opportunity to demonstrate their advanced training and handling skills on various International style Standard and Jumpers With Weaves courses. The rules for this class are generally based on international rules. The variety in International Agility course designs is very diverse, so handlers should be prepared to meet the “Challenge of the Day” when competing in the ICC class.

4.9.1 Designing International Challenge Courses

A well-designed course will allow the dog to go around easily and smoothly. The aim is to get the correct balance between the control over the dog, avoiding faults on the obstacles and the speed with which the course is negotiated. Typically, there will be more difficult challenges and more numerous challenges than are seen at the CKC Excellent level.

Spacing between obstacles shall comply with CKC Course Design Guidelines. Approaches to Contact Obstacles on FCI International courses are generally straight, and approach angle to the Tire and Spread jumps must be straight from the previous obstacle. In accordance with FCI guidelines, the first and the last obstacle must be a jump, the first should be a single jump.

It should be noted that there are three extra obstacles approved for use in these classes, the Ascending Double Jump, the Broad Jump and the Wall/Viaduct Jump. Specifications for these obstacles can be found in the A.R.R. Appendix A, section 14. Ascending Double and Broad jumps are classed as Spread Jumps. There should be a minimum of one spread jump and maximum of three spread jumps on course. Wall/Viaduct jump is an optional jump in both classes and may be taken a maximum of 2 times on course. It is a common obstacle in FCI and other International courses. It is not classed as a spread jump, but care should still be taken with the approach to this obstacle when designing courses.

4.9.2 Judging

Judging for both ICC Standard and Jumpers with Weaves follows the convention of the regular Standard & JWW classes. Hand signals and faults shall be

“**F**” failure to perform - two raised arms, hands open (missed contact, dropped bar, non-completion)

“**W**” wrong course - one raised arm, hand open

“**R**” refusal - one raised arm, hand in closed fist

“**T**” table fault - hands held in “T” shape (as in time-out)

4.9.3 **Qualifying**

Dog must run fault-free in order to earn a qualifying score

5 GUIDELINES FOR RING CREWS

The following is a list of the ring crew and its responsibilities. The judge shall ensure that the members of the ring crew understand what is expected of them.

5.1 **Chief Course Builder**

The host club is responsible for providing properly trained personnel, including a Chief Course Builder and enough help to ensure efficient changes from class to class.

Using the judge's course designs (drawn to scale with grid lines or baseline measurements), the course builder shall, as precisely as possible, set the equipment in place and locate the start and finish lines.

The course builders shall not stake or secure anything, set any heights, or place any bars until the judge has completed the walk through.

After notifying the judge that the course is ready for review, the course builders shall accompany the judge to move or adjust any equipment that the judge requires.

Upon final approval by the judge, equipment can be staked or secured in place.

Bars should not be placed until the judge has measured the course for distance.

5.2 **Table Stewards**

5.2.1 **Scribe Sheets**

Check with scorekeepers to make sure they are using the proper scribe sheets for the class. Also make sure they know how to translate the faults on a scribe sheet to a numerical score. Ensure the Table Stewards know how to make the conversion for the dog's time from minutes and seconds listed on the scribe sheet to seconds, rounding down partial seconds to whole numbers, and assigning the proper faults for any full seconds over Standard Course Time (SCT). Take time to brief the scorekeeper on how to score veteran or handicapped handlers.

5.2.2 Catalogues

The Table Stewards should separate the qualifying scribe sheets (keeping them in order) from all others so the judge may quickly check the catalogue. This will also expedite the final paperwork at the end of the trial. The judge shall review all pages of the official CKC catalogue for all classes judged by matching the scribe sheets to the catalogue. The judge is checking for accuracy of Qs on the scribe sheet and the marking of catalogue, not how the score sheets were scored by the Scribe.

5.2.3 Postings

Stewards should properly and promptly post the results enabling exhibitors to check their scores and times. Times (to the 1/100th of a second) for all dogs, qualifying or not, shall be recorded on the posting sheet, as well as qualifying status (Qualified, NQ, ABS, or DQ). A prompt posting of scores allows exhibitors the opportunity to question a score before the judge has forgotten the run. Any questions should be presented to the judge as soon as possible. Exhibitors should approach the judge during breaks for height changes or the fixing of equipment.

5.3 Scribe

5.3.1 Watching the Judge

After the dog's number/name has been verified at the start line, the Scribe should continuously watch the judge until the completion of judging. Positioning the Scribe is important in order to ensure proper sight lines between the Scribe and the judge. The Scribe must also be positioned in such a way so as to be close to the Timekeeper (in order to record the dog's times), and near the start line (to ensure the Scribe has the right scribe sheet).

5.3.3 Scribe Sheets

It is the Scribe's responsibility to ensure that the scribe sheet matches the number of the dog on the line. There are a number of ways to do this, but it must be done on a dog-by-dog basis, not by relying on scribe sheets that were put in order prior to the start of the class. Changes to running orders happen frequently due to conflicts and changes to a dog's jump height after measuring, and the judge must be assured that the signals are recorded on the proper scribe sheet.

5.3.4 Hand Signals

The judge's hand signals should be reviewed so that the proper symbols are recorded on the scribe sheet. It is recommended that the judge provide a copy of the signals and scribe notations from A.R.R. Appendix B, C and D to make the Scribe's job easier.

5.3.5 Recording the Time

The time shall be recorded on the scribe sheet precisely as it reads on the electronic timing display or the Timekeeper's stopwatch, to the 1/100th of a second. The Scribe or Timekeeper shall not attempt to convert the minutes into seconds, as this slows up the class. It is the Table Steward's job to record all conversions.

5.3.6 Recording Failures

If the dog is given an "E" or an "F," the Scribe may record at what obstacle this occurred to help the judge remember if asked by the exhibitor later.

5.3.7 Questions

Instruct the Scribe to ask about any signals that he may have a question about; sometimes a scratch of the head or wipe of the brow may look like a fault signal that was not intended.

5.4 Timekeeper

5.4.1 Stopwatch and e-timing Operation

Ensure that the Timekeeper understands the operation of the stopwatch or electronic timer and that the Timekeeper is in a position to relay the time properly to the Scribe.

5.4.2 Start and Finish Lines

The start line is defined as the front plane of the first obstacle and the finish line as the front plane of the last jump or the back plane of a tunnel if the tunnel is the last obstacle. When timing manually, the start and finish lines are timed in exactly the same way as though e-timing were used. The Timekeeper must start the time when the dog passes through the uprights of the first jump, or enters the tunnel, if the tunnel is the first obstacle. The Timekeeper must stop the time when the dog passes through the uprights of the last jump or exits the tunnel, if the tunnel is the last obstacle. Timekeepers must observe the start and finish points carefully to record an accurate time.

5.4.3 Reducing Timer Malfunctions

Instruct the Timekeeper to look at the timing device (e-timer or stopwatch) to ensure that it is running after starting each run. At the completion of each run, the Timekeeper should look at the timing device to ensure that it has stopped.

5.4.4 Whistles

The Timekeeper shall be equipped with a whistle.

- (a) If a dog starts across the line prior to being told to by the Timekeeper, the Timekeeper shall blow the whistle, and the exhibitor shall be re-started if the error was deemed a mistake by the judge.

If there is a stopwatch or e-timing malfunction identified while the dog is working the first third of the course, the Timekeeper should blow the whistle and the dog should be restarted. If noticed after the first third of the course, the whistle shall NOT be blown and the dog allowed to continue on course.

If a dog reaches Maximum Course Time (MCT), the Timekeeper shall blow the whistle so the exhibitor knows that maximum course time has been reached and they must leave the course.

- (b) The judge shall give the Timekeeper one time for the MCT for the class. MCT is calculated by multiplying the Standard Course Time for 8" Veterans by 1.25. If manual timing is being used, the judge shall convert the seconds calculated for maximum course time to minutes and seconds as they would appear on the stopwatch for the Timekeeper. For example, a SCT of 64 sec. x 1.25 equals 80 seconds MCT. The judge would translate this to 1 minute and 20 seconds for the Timekeeper. When a dog reaches the MCT, the Timekeeper blows the whistle and the dog is excused from the ring.

5.5 Gate Steward

5.5.1 Entering the Ring

The Gate Steward's primary job is to keep the class running smoothly by getting the exhibitors ready to enter the ring when instructed to by the judge. Usually the next dog is required to be on the line ready to go while there is a dog in the ring being judged. The judge must tell the Gate Steward at which obstacle in the sequence the next dog should move to the start. To ensure that dogs make it to the line on time and that there are no delays, the Gate Steward should look for the next three to four dogs in the running order (which should be posted ringside) to be near the ring entry.

5.5.2 Check-in Ringside

The Gate Steward shall keep a run order list ringside and use it as a check-in list so that exhibitors can see how many dogs are before them and how many have checked in. The Gate Steward also makes any changes to this list due to exhibitor conflicts, per the judge's direction.

5.5.3 Jump Height Change Notification

The Gate Steward should announce when the last dog in a jump height approaches the start line so that the ring crew can be ready to change the jumps at the completion of the run.

5.5.4 Scribe Sheet Organization

Some host clubs ask the Gate Steward to organize the scribe sheets prior to the class. If the Gate Steward is to be included in the process, he or she should be verifying each dog's number individually on a dog-by-dog basis, rather than a one-time basis prior to the start of the class. Communication

between the Gate Steward and Scribe can be facilitated by use of a two-way radio system.

5.6 Ring Stewards

5.6.1 Jump Bar Re-setting

Instruct the ring crew as to when displaced bars should be reset. Bars should be reset on jumps taken more than once if the course allows for resetting without interference with the dog or handler.

5.6.2 Tunnel Straightening

Instruct the ring crew that the fabric of the chute must be straightened after each use. The position of open tunnels should be checked with greater frequency as larger and faster dogs run because they can more readily displace the tunnel shape, which can change the challenges on the course and even the course distance.

5.6.3 Changing Jump Heights

Instruct the ring crew as to how to set the following:

- Double Bar Jump- 4 bars total with the top 2 bars parallel and the 2 bottom bars under each horizontal bar at about half the height of the top bars set either in an ascending or crossed fashion. If this jump is to be taken in more than one direction the bottom bars must be crossed.
- Triple Bar Jump - 3 bars total (no more) for each jump height.
- Ascending Spread Jump - 2 to 6 poles depending on the height.
- Panel Jump - Should have a 4 inch (10.2cm) plank on top.
- One Bar Jump - Should be set without the ground bar if the equipment allows for this.

Since Ring Stewards are often the least trained ring help, it is wise to check the double, triple/ascending spread, and one-bar jumps prior to starting the first dog in each jump height.

5.7 Leash Runner

- If the dog and handler teams enter and exit the ring through different gates, have the Runner take the leashes from the entrance or the exhibitor to the exit. This should be done so as not to disturb the dog. Leash runners should not throw leashes, which could potentially distract the dog.
- Leashes should be placed so the handler can readily find it upon finishing the course. The leash shall not be set up as a target for the dog to run to (for example right on the finish line). The leash may lie in the ring (away from the finish line), or may be set on a chair, small table, in a bucket or hung from a holder.

5.8 **Score Sheet Runner**

- A Runner to carry the scribe sheets from the Scribe to the score table is necessary. The Runner should neither disturb the dog and/or handler in the ring or at the start line, nor should he distract the Scribe from his duties.

APPENDIX A

COURSE DESIGN WORKSHEETS

STANDARD

- These worksheets are to be used by judges as a self check list before sending courses to CKC for approval.
- Submit electronically to agility@ckc.ca
- Courses are due a minimum of 60 days before the trial dates.

Novice Standard

Criteria	Check
Number of obstacles (11.2.1): 13 – 15 clearly and sequentially numbered, no handler choice options	
Mandatory obstacles (11.2.1): A-Frame, Dogwalk, Teeter, Pause Table, Open Tunnel, Bar Jumps (may be One bar) Tire Jump, Panel Jump, either Double Bar Jump, or Ascending double bar jump or Triple Jump/Ascending Spread Jump, Set of 6 weave poles	
Obstacles used more than once (11.2.2): Open tunnels (maximum of three entrances) & Jumps (excluding Double Bar Jump or Triple/Ascending Spread and Tire Jump)	
Obstacles not permitted (11.2.3): Wall Jump, Broad Jump, Dummy jumps or tunnels,	
Obstacles used only once: Tire jump, Double bar jump/Triple or Ascending , Weave poles, Contact obstacles, Table	
Design elements: obstacles well-spaced over entire course area, (11.2.4): to test dog's ability to negotiate obstacles with minimal handling expected, tunnels may be placed under dogwalks or A-frame provided they do not create a handler restriction or tunnel discrimination; (11.4.1, b) "C" shaped tunnel with minimum distance between tunnel openings of 10', is allowed after a control obstacle (contact, weaves or table). Correct entrance is always to the shorter distance and there must be a significant difference (4' to 5') between shorter and longer entrance. If the dogwalk or A-frame precedes the tunnel, the "expected" handler path should position the handler to direct the dog to the correct end of a C-shaped tunnel. This type of challenge must only be used once on any Novice course.(9.6.1, b)	
Flow (11.2.4): predominantly smooth and flowing, (11.2.4) minimal handling expected	
Distance between jumps (11.4.1, d): min. 18 feet. to 30 feet, (21 feet preferred) (11.4.1, d) any jump following a tunnel must be a min. of 18 feet from exit. If a double jump follows a tunnel 21 feet is required (11.4.1, e): measured in a straight line from centre of jump to centre of the next jump, not dog's path	
Distances between obstacles (11.4.1): min. 15 feet max. 30 feet. (11.4.1, e): measured in a straight line from centre to centre of obstacles, not dog's path Whenever options are presented there must be a distance of 21 feet (6.4 m) or more to an incorrect obstacle when the dog is in motion. Obstacles in a crossing pattern (box pattern) which are in a position of a potential off course, must be a minimum of 15 feet apart (10.9.2)	
Pause Table (11.4.1, j): placed after the first 4 and before the last 4 obstacles, angle of approach is to flat side of table	
Double Bar/Triple or Ascending Spread Jump (11.4.1, d): minimum distance of 21 feet before and after (11.4.1, f) must not be first obstacle	
Tire Jump Safety: straight approach so dog can see and negotiate opening	

Criteria	Check
<p>Weave Poles (11.4.1, o):</p> <ul style="list-style-type: none"> - must not follow a fast jumping sequence. On a slight angle to help dog find entry, - a 180 degree turn is allowed once on a course and it may be before the weave poles 	
<p>Contacts (11.4.1, n): not in succession</p>	
<p>Angles: (11.4.1, c): generally straight on or < (equal to or less than) 90 degrees, One 180 degree turn allowed on the course No shallow approaches, two angles may be 135 degrees. (11.4.1, c, 11.4.1, k): Tire Jump and Double Bar/Triple or Ascending Spread Jump approaches straight on, or up to 30 degrees, if distance greater than 25 feet (11.4.1, k): turn following a Double Bar/Triple or Ascending Spread Jump, no greater than 45 degrees. (11.2.4, 10.18.c): approach to A Frame, Teeter, Dogwalk, virtually straight on</p>	
<p>Start/Finish (11.4.1, i): jumps and/or tunnels are first or last obstacle (11.4.1, h): start line: front plane of first obstacle finish line: front plane of last obstacle or the back plane of a tunnel if a tunnel is the last obstacle</p>	
<p>General Safety (see judge's handbook)</p> <ul style="list-style-type: none"> - ring barriers must allow for safe entrance and exit to all obstacles, minimum of 15 feet - enough area before the exit gate that leash can be put on before exiting the ring, - avoid straight line of jumps that heads to an open exit gate - obstacles not in jumping path, - handler's path not obstructed, - if a spread jump is the last obstacle on the course there should be at least 21 feet to the ring barrier. 	
<p>Number of Challenges (11.3.1): 3 – 4 minor challenges</p>	
<p>Challenges – examples:</p> <ul style="list-style-type: none"> - (11.3.1, a, b): side-switches without options (two changes of side required, or one required if a crossing pattern included on course.) - (11.3.1, d): dog negotiating turns toward jumps and tunnels with moderate angles - (11.3.1, e): dog passing through a crossing pattern box in a straight line. - (11.4.1): minor options must have distance of more than 21 feet to wrong obstacle if in the dog's direct path <p>Inappropriate challenges – examples: (11.4.1, a): discriminations, obstacles adjacent or in close proximity,</p>	
<p>Judge's Path – shown on course Judge must be able to see approaches to contacts, table, panel jump, tunnel openings, with reasonable movement, to be able to assess refusals and correct performances.</p>	

Complete list of equipment, (provided by the trial giving club), size of ring, ring surface, number and size of winged and non-winged jumps, length of jump bars, number and length of tunnels.

Optional: List of challenges in sequence may be listed.

Intermediate Standard

Criteria	Check
Number of obstacles (11.5.1): 16 – 18 clearly and sequentially numbered.	
Mandatory obstacles (11.5.1): A-Frame, Dogwalk, Teeter, Pause Table, Open Tunnel, Bar Jumps (may be One Bar), Tire Jump (used only once), Panel Jump or Wall Jump, Double Bar Jump/ Ascending Double Bar Jump or triple/ascending spread jump, one set 12 weave poles, used once	
Optional obstacles (11.5.2): Wall Jump either the Double, Ascending double, Triple Bar Jump, the Ascending Spread Jump or the Broad Jump (maximum 2 different spread jumps)	
Obstacles used more than once (11.5.2): open tunnels (maximum of 3 entries), bar jumps,	
Not permitted: Spread Jumps in sequence or as the first obstacle	
Obstacles used only once: Tire jump, Double bar jump, Ascending Double bar jump, Wall jump, Broad jump, Weave poles, Contact obstacles, Table	
Design Elements <ul style="list-style-type: none"> - (11.5.3) tests the dog's ability to negotiate obstacles on a more difficult course & to respond to more handler directions than in Novice - (11.6.1) No more than ONE major challenge and this must not follow a fast speed section. - (11.7.2) a variety of minor challenges (3 – 7) Courses are balanced; - (11.6.1) Backside approaches to jumps are not allowed. - (11.7.1.l) Handler Restrictions at the A-frame or Dogwalk) may only extend three (3) feet on one side of the walk or frame from the path or on the expected side the handler will be 	
Flow (11.7.1, m): predominantly smooth and flowing with some areas of tighter control.	
Distances between jumps: jumps in sequence must be a minimum of 18 feet apart. The distance before and after a double jump or spread jump (regardless if it is a jump or another type of obstacle) must be a minimum of 21 feet Any jump following an open tunnel must be a minimum of 18 feet from the exit of the tunnel. (11.7.1, c) If a spread type jump (double or triple or broad) follows an open, there must be a minimum of 21 feet from the exit of the tunnel to this type of jump	
Distances between obstacles (11.7.1, c): min. 15 feet to max. 30 feet, exception to this distance requirement is after 180 degree turns, distance measured in a straight line from centre to centre of obstacles (not dog's path). Distance before or after a spread type jump (regardless if it is a jump or other type of obstacle) minimum of 21 feet Any jump following a tunnel must be min of 18 feet (11.7.1, b) min of 3 feet from tunnel entrance to contact obstacle or another tunnel Obstacles in a crossing pattern (box pattern) which are in a position of a potential off course, must be a minimum of 15' apart (10.9.2)	
Pause Table (11.7.1, i): placed after the first four obstacles and before the last four obstacles, angle of approach is to flat side of table	
Tire Jump and Spread type jump Safety (11.7.1, k): angles of approach less than 30 degrees, angle turn after spread type jump must be less than 45 degrees	
Contacts: (11.7.1, n): 2 contact obstacles must not be used in succession (11.7.1 o) a sequence that would require a dog to ascend the A-frame directly from a tunnel under the frame is not permitted	
Angles (11.7.1, a): Mild to Moderate \leq (equal to or less than) 180 degrees	
Start/Finish (11.7.1, h): jumps and/or tunnels are first or last obstacle. Start line is the front plane of the first obstacle and finish line is the front plane of the last obstacle or the back plane of a tunnel if it is the last obstacle,	
General Safety <ul style="list-style-type: none"> - ring barriers in relation to jumps, tunnels and finish line safe - obstacles not in jumping path - additional distance provided to handle difficult angles of approach - if a spread jump is the last obstacle on the course there must be at least 21 feet to the ring barrier. 	
Number of Challenges (11.6.1): 5 – 7 Any place on a course where the dog needs to be directed in any way to the correct obstacle is considered a challenge	

Criteria	Check
<p>Type of Challenges: no more than one major challenge:</p> <p>(a) major off course possibilities (without a previous speed section);</p> <p>(b) minor off course possibilities;</p> <p>(c) moderate angle entry to the weaves;</p> <p>(d) angled approach to obstacle (but must not be to contacts, spreads or tire jump);</p> <p>(e) handler restriction on only one side of an obstacle but if a tunnel could extend up to 3 feet</p> <p>(e) from a contact obstacle;</p> <p>(f) advantage of a lead out, from the table or start line;</p> <p>(g) a speed section where it would be an advantage for the handler to work at a distance;</p> <p>(h) varied distances between jumps.</p> <p><i>Handler Restrictions</i> (11.7, m), (and Appendix D) <i>(forcing the handler to work at a distance from the contact because a tunnel is under the contact is permitted as long as this restriction does not extend more than 3 feet.)</i></p>	
<p>Judge's Path – shown on course</p> <p>it is possible to judge contacts, table, weaves, and refusals (judge on approach side of panel jump and judge can clearly see tunnel openings) with reasonable movement</p>	

A complete list of equipment, stating ring size, type of surface, number and size of winged and non-winged jumps, length of bars, number and length of tunnels (supplied by the trial giving club) must accompany the set of courses being sent to CKC for approval.

Optional: List of challenges in sequence (may be listed on course).

Excellent Standard

Criteria	Check
<p>Number of obstacles (11.8.1): 18 – 20 clearly and sequentially numbered, no handler's choice</p>	
<p>Mandatory obstacles (11.8.1): A-Frame, Dogwalk, Teeter, Pause Table, Open Tunnel, Bar Jumps (at least one, One Bar jump) Tire Jump, Panel Jump, Double Bar Jump or Ascending Double Jump, Triple Jump or Ascending Spread Jump or Broad Jump, Set of 12 Weave Poles</p>	
<p>Obstacles used more than once Open tunnels (11.8.2) max of three tunnel entries Bar Jumps</p>	
<p>Obstacles used only once: Tire jump, Weave Poles, Contact obstacles, Table, Triple jump/ Ascending Spread jump/Broad Jump, Wall Jump</p>	
<p>Design elements (11.9.1): balanced use of space,</p> <ul style="list-style-type: none"> - areas where handling decisions are required - variety of minor and major challenges. - Max. of four major challenges - Difficult handling challenges positioned in such a way as to allow the handler to be in position to handle the sequence, - Whenever 180, 270 degree turns, backside approaches, extreme angle approaches or pull throughs are used as challenges on course, the jumps must be winged. - (11.10.1p) backside approach to the Wall Jump is not allowed 	
<p>Flow (11.8.3): predominantly smooth and flowing, handling decisions and directional skills expected. (11.10.1, l) includes places where the dog can be free of tight control;</p>	
<p>Distance between jumps (11.10.1, b): min. 18 ft. to 30 ft., (21 feet preferred) measured in a straight line from centre of jump to centre of the next jump (not dog's path) except for 180 and 270 degree turns, serpentines or threadles. Distance between wings of jumps in threadles or serpentines sequences must be a minimum of 10 feet (3.05 m);</p>	
<p>Distances between obstacles (11.7.1, c): min. 15ft. max. 30ft. (11.10.1, c): measured in a straight line from centre to centre of obstacles (not dog's path) (11.10.1, b): Any jump following an open tunnel must be a minimum of 18' from the exit (10.9.2) Obstacles in a crossing pattern (box pattern) which are in a position of a potential off course, must be a minimum of 15' apart</p>	

Criteria	Check
Pause Table: (optional) placed after the first four obstacles and before the last four obstacles, angle of approach is to flat side of table	
Double and Spread type jumps (11.10.1, b): before and after a minimum of 18 feet to next obstacle. (11.10.1, e): spread type jumps may be in succession. (11.10.1, d): must not be first obstacle, (11.10.1, b): min. 21 feet to spread type jump if following a tunnel	
Tire Jump (11.10.1, k): Approach angle to the tire must not exceed 30 degrees. Angle turns after tire jump must be no greater than 90 degrees	
Contacts: (11.10.1, n) contact obstacles not in succession (11.1.1, n) a sequence that would require a dog to ascend the A-frame directly from a tunnel under the frame is not permitted	
Angles: (11.9.1, d) difficult angle approach to obstacle (but must not be to contacts, spreads or tire jumps) (11.10.1, i) a spread jump must have more than 21 feet before and after it to allow a safe approach and turn after. The maximum angle of approach must not exceed 90 degrees. After spread jumps no turns must exceed 90 degrees.	
Start/ Finish the front plane of the first obstacle and the finish line as the front plane of the last tunnel or the back plane of a tunnel if the tunnel is the last obstacle; if a spread jump is the last obstacle on the course there must be at least 21 feet to the ring barrier.	
General Safety (see judges' handbook) - ring barriers must allow for safe entrance and exit to all obstacles, minimum of 15 feet enough area before the exit gate that leash can be put on before exiting the ring, - avoid straight line of jumps that heads to an open exit gate - obstacles not in jumping path, - <i>handler's path not dangerously obstructed</i> eg. by up ramp of teeter - additional distance provided to handle difficult angles of approach	
Number of Challenges (11.9.1): 8 - 10 challenges, variety of minor and major challenges with no more than 4 majors.	
Challenges – examples: (11.9.1) Examples of a major challenge are speed sequence preceding an off course potential, a handler needing to adjust his line dramatically to help the dog be correct, an obstacle not to be taken in close range of the dog (even without speed), a tight turn required to miss an incorrect obstacle, the angle of approach to a jump or tunnel is not obvious to a dog (a) major off course possibilities; (b) minor off course possibilities; (c) difficult angle entry to the weaves (this might be major or minor depending on preceding sequence); (d) difficult angle approach to obstacle (but must not be to contacts, spreads or tire jumps); (e) handler restrictions which could include tunnels, contact obstacles, jumps or wings of jumps; (f) advantage of a lead out or move away section (from the weaves, table or start line); (g) a speed section where it would be an advantage for the handler to work at a distance; (h) varied distances between jumps.; Inappropriate challenges – examples: (11.9.1) Overuse of 180, 270 degree angles, more than 2 backsides, pull throughs, extreme angled approaches	
Judge's Path – shown on course, judge must be able to see approaches to contacts, table, panel jump, tunnel openings, with reasonable movement to assess refusals	

A complete list of equipment, stating ring size, type of surface, number and size of winged and non-winged jumps, length of bars, number and length of tunnels (supplied by the trial giving club) must accompany the set of courses being sent to CKC for approval.

Optional: List of challenges in sequence (may be listed on course).

APPENDIX B

COURSE DESIGN WORKSHEETS

JUMPERS WITH WEAVES

- These worksheets are to be used by judges as a self check list before sending courses to CKC for approval.
- Submit electronically to agility@ckc.ca
- Courses are due a minimum of 60 days before the trial dates.

Novice Jumpers With Weaves

Criteria	Check
Number of obstacles: (12.2.1): 13 – 15 clearly and sequentially numbered, no handler choice options	
Mandatory obstacles (12.2.1): Bar Jumps (may be one bar), Double Bar Jump, or Ascending Double Bar Jump one set 6 Weave Poles, used once.	
Optional obstacles Open tunnel, Tire Jump, Panel Jump,	
Obstacles used only once (12.2.2): Open tunnels (maximum of three entrances) & Jumps (excluding Double Bar Jump & Tire Jump)	
Obstacles not permitted (12.2.3): Wall Jump, Broad Jump, Dummy jumps or tunnels,	
Obstacles used only once: 12.2.2 The Weave Poles, the Tire Jump, and the Double Bar Jump, Triple Bar Jump or Ascending Spread Jump	
Design elements: obstacles well-spaced over entire course area, (11.2.4): to test dog's ability to negotiate obstacles with minimal handling expected 12.4.1 obstacles which present a discrimination are not permitted, approaches should not be adjacent	
Flow: predominantly smooth and flowing, (12.4.11) minimal handling expected	
Distance between jumps (12.4.1.d) min. 18 feet to 30 feet, (21 feet preferred) (12.4.5) any jump following a tunnel must be a min. of 18 feet from exit. If a double jump follows a tunnel 20' is required.	
Distances between obstacles (12.4.5) min. 15 feet. max. 30 feet. - (12.4.6) measured in a straight line from centre to centre of obstacles, not dog's path. - Whenever options are presented there must be a distance of 21 feet (6.4 m) or more to an incorrect obstacle - Obstacles in a crossing pattern (box pattern) which are in a position of a potential off course, must be a minimum of 15 feet apart (10.9.2)	
Spread Jump (12.4.5): minimum distance of 21 feet and if it follows an Open Tunnel minimum of 21 feet. (12.4.7) must not be first obstacle	
Weave Poles (12.4.4): must not follow a fast jumping sequence. On a slight angle to help dog find entry, - a 180 degree turn is allowed once on a course and it may be before the weave poles	
Angles: (12.4.3): generally not exceed 90 degrees, two angle of approaches of 135 degrees are allowed - One 180 degree turn allowed on the course - no shallow approaches, - (12.4.10): Double Bar Jumps and Tire Jump approaches straight unless there is a distance of 25 feet or more between obstacle, maximum angle of approach must not exceed 30 degrees. - (12.4.10): turn following a Double Bar Jump, or Tire Jump no greater than 45 degrees.	

Criteria	Check
Start/Finish 12.4.8 start line: front plane of first obstacle and finish line: front plane of last obstacle or the back plane of a tunnel if a tunnel is the last obstacle (12.4.9): jumps and/or tunnels are first or last obstacle	
General Safety (see judges' handbook) <ul style="list-style-type: none"> - ring barriers must allow for safe entrance and exit to all obstacles, minimum of 15 feet enough area before the exit gate that leash can be put on before exiting the ring, - avoid straight line of jumps that heads to an open exit gate - obstacles not in jumping path, - at least 21 feet to the ring barrier if the Double Jump is the last obstacle - handler's path not obstructed 	
Number of Challenges (11.3.1): 3 – 4 minor challenges	
Challenges – Same as Standard Class see (11.3) (11.3.1, a, b): side-switches without options (two changes of side required or one required if a crossing pattern included on course.) (11.3.1, d): dog negotiating turns toward jumps and tunnels with moderate angles (11.3.1, e): dog passing through a crossing pattern box in a straight line. (11.3.1.f): 180 degree turn anywhere on course (limit of one) (11.4.1): minor options must have distance of more than 21' to wrong obstacle if in the dog's direct path Inappropriate challenges -- examples: 12.4.1 discriminations, obstacles adjacent or in close proximity, (12.4.2): no handler restrictions	
Judge's Path – shown on course judge must be able to see weave poles, approaches to panel jump, tunnel openings, with reasonable movement, to be able to assess refusals	

Complete list of equipment, (provided by the trial giving club), size of ring, ring surface, number and size of winged and non-winged jumps, length of jump bars, number and length of tunnels.

Optional: List of challenges in sequence (may be listed).

Intermediate Jumpers With Weaves

Criteria	Check
Number of obstacles: 16 – 18 clearly and sequentially numbered, no handler's choice	
Mandatory obstacles (12.5.1): Bar Jumps (may be one bar), the Double Bar Jump or the Triple Bar Jump, or Ascending Double Bar Jump, or the Ascending Spread Jump., One set 12 weave poles, used once	
Optional obstacles (12.5.2): Bar Jumps (may have one or two bars), either the Triple Bar Jump or Ascending Spread Jump, Panel jump, Tire Jump, Open tunnels.	
Obstacles used only once (12.5.2): Open tunnels, Panel Jump, the Wall Jump, Tire Jump, Triple Bar Jump or Ascending Spread Jump or the Broad Jump	
Obstacles used more than once (12.5.2): Bar jumps, Open tunnels (maximum of 3 entries)	
Obstacles not permitted: Spread Jumps in sequence or as the first obstacle	
Obstacles used only once (12.5.2): Tire Jump, Wall Jump, Double Bar Jump, Triple Bar Jump or Ascending Spread Jump or the Broad Jump, Weave poles	
Design elements: Same as Standard (11.7.1) a variety of minor challenges so courses are balanced; (11.5.3) tests the dog's ability to negotiate obstacles on a more difficult course & to respond to more handler directions than in Novice but less difficult than the Excellent Level (11.6.1) and no more than ONE major challenge. (11.6.1) Backside approaches not allowed	
Flow (12.7.10): course is predominantly smooth and flowing with some areas of tight control.	
Distance between jumps: jumps in sequence must be a minimum of 18 feet apart. The distance before and after a double jump or spread jump (regardless if it is a jump or another type of obstacle) must be a minimum of 21 feet Any jump following an open tunnel must be a minimum of 18' from the exit of the tunnel. (12.7.3) If a spread type jump (double or triple) follows an open, there must be a minimum of 21 feet from the exit of the tunnel to this type of jump	
Distances between obstacles (12.7.3 - 12.7.4): min. 15 feet. to max. 30 feet, exception to this distance requirement is after 180 degree turns, distance measured in a straight line from centre to centre of obstacles (not dog's path). Distance before or after a spread type jump (regardless if it is a jump or other type of obstacle) min. of 21 feet Any jump following a tunnel must be min of 18' (12.7.2) min of 3 feet from tunnel entrance to another tunnel Obstacles in a crossing pattern (box pattern) which are in a position of a potential off course, must be a minimum of 15' apart (10.9.2)	
Tire Jump and Spread Type Jumps Safety: (12.7.9) angles of approach less than 30 degrees, angle turn after spread type jump must be less than 45 degrees	
Angles: (12.7.1): Mild to Moderate \leq (equal to or less than) 180 degrees	
Start/Finish (12.7.8) jumps and/or tunnels are first or last obstacle. Start line is the front plane of the first obstacle and finish line is the front plane of the last obstacle or the back plane of a tunnel if it is the last obstacle. If a spread jump is used as the last obstacle, there must be a minimum of 21 feet to the ring barrier.	
General Safety - ring barriers in relation to jumps, tunnels and finish line safe - obstacles not in jumping path - additional distance provided to handle difficult angles of approach	
Number of Challenges: Same as in Intermediate Standard (11.6.1) 5 – 7 Any place on a course where the dog needs to be directed in any way to the correct obstacle is considered a challenge	
Judge's Path – shown on course it is possible to judge weaves, and refusals (judge on approach side of panel jump and judge can clearly see tunnel openings) with reasonable movement	

A complete list of equipment, stating ring size, type of surface, number and size of winged and non-winged jumps, length of bars, number and length of tunnels (supplied by the trial giving club) must accompany the set of courses being sent to CKC for approval.

Excellent Jumpers With Weaves

Criteria	Check
Number of obstacles (12.8.1): 18 – 20 clearly and sequentially numbered (no handler's choice)	
Mandatory obstacles (12.8.1): Bar Jumps (may be one bar), One Bar Jump, Double Bar Jump or Ascending double bar jump, either Triple or Ascending Spread Jump or Broad Jump, one set 12 weave poles, used once	
Optional Obstacles (12.8.2): Tire Jump (used only once), Panel Jump, Broad Jump, Wall Jump, Open Tunnel max. of 3 tunnel entries on course. Double Jump, Ascending double jump, Triple or The Ascending Spread Jump must only be <u>used once</u> .	
Obstacles not permitted: Spread Jumps in sequence or as first obstacle	
Distance between jumps (12.9, b): min. 18ft. to 30 ft. (except for sequence of 180 to 270 degree turns). - measured in a straight line from centre of jump to centre of the next jump (not dog's path) - distance before and after spread type jumps min. of 21ft - any jump following an open tunnel must be a minimum of 18' (5.49m) from the exit of the tunnel. - min. 21 feet to spread type jump if following a tunnel	
Distances between obstacles (12.9, a): min. 15ft. to max. 30' - measured in a straight line from centre to centre of obstacles (not dog's path) (12.9c) - All obstacles where a handler may want to pass between the obstacles to handle the sequence must be either at a distance greater than 4 ft or closer than 12". 12.9 b) Distance between wings of jumps in threadles or serpentine sequences must be a minimum of 10 feet (3.05m); Obstacles in a crossing pattern (box pattern) which are in a position of a potential off course, must be a minimum of 15' apart (10.9.2)	
Number of Challenges (12.8.3): 8 – 10 Challenges occurring in the same sequence are counted as one challenge, even if they may be labeled as more than one type of challenge.	
Type of Challenges: Same as allowed in the Standard Class see 11.9.1 and Excellent Std. Worksheet Note: a variety of minor and major challenges with no more than 4 majors. No more than 2 backside approaches allowed (11.9.1). No more than 2 backside approaches allowed (11.9.1)	
Tire Jump Safety: angle of approach must not exceed 30 degrees (12.9.8). Turns after Tire Jump must not exceed 90 degrees. (12.9.8)	
Spread Jump Angles (including double jump): straight or no greater than 30 degrees (unless 21' or more is provided between obstacles but this angle of approach must not exceed 45 degrees even with this added distance. Turns after spread type jumps must not exceed 90 degrees (12.9.8). (12.9.13) Backside approach to the Wall Jump is not allowed	
Angles (12.9, k): generally not more than 180 degrees but must not exceed two, 270 degree turns or two backside approaches or pull-throughs (11.9.1). Difficult handling sequences must be placed on course in such a way as to allow the handler to be in position to handle the sequence 11.9.1	
Flow (12.9.9): places where the dog can be free of tight control	
Start/Finish (12.9.6): the front plane of the first obstacle and the finish line as the front plane of the last jump or the back plane of a tunnel if the tunnel is the last obstacle; (12.9.7) jumps and/or tunnels are first or last obstacle (12.9.4) no spread type obstacle used for 1st obstacle.	
General Safety: - ring barriers in relation to jumps, tunnels and finish line safe - obstacles not in jumping path - additional distance provided to handle difficult angles - winged jumps required whenever 180, 270 degree turns, backside approaches pull throughs or difficult angle approaches are on courses 11.9.1	
Judge's Path: shown on course - it is possible to judge weaves and refusals (judge on approach side of panel jump and in position to clearly see all tunnel openings) with reasonable movement	

A complete list of equipment, number and size of winged and non winged jumps, length of poles, number and length of tunnels must be supplied by the trial giving club and this list must accompany the set of courses being sent to CKC for approval. Club must also state if electronic timing is to be used.

APPENDIX C

COURSE DESIGN WORKSHEETS

POINTS AND DISTANCE

- These worksheets are to be used by judges as a self check list before sending courses to CKC for approval.
- Course are to be sent electronically to agility@ckc.ca
- Courses are due a minimum of 60 days before the trial dates.

Novice Points and Distance

Criteria	Check
<p>Number of obstacles: 15, six of which must be Bar Jumps, preferably winged</p> <ul style="list-style-type: none"> • If one obstacle has dual point value, it is counted as two obstacles • If two obstacles are used as combo, they are counted as one obstacle 	
<p>Obstacles Required: 6 Jumps (may have one or two bars), winged preferred, one set of 6 Weave Poles, minimum of 2 contact obstacles, un-pointed finish obstacle (non-winged jump or tunnel)</p> <p>Each obstacle is given a <i>unique</i> point value from 2 to 10. The six bar jumps are each worth one point. Hint: Use a variety of obstacles for the highest point values (i.e., not all contact obstacles).</p>	
<p>Six Additional Obstacles may include a variety of: Open Tunnels, 1 Double Bar Jump, or Ascending Double Bar jump, 1 Ascending or Triple Bar Jump, 1 Panel Jump, 1 Tire Jump, Non-Winged or Winged Jumps</p> <p>May include one bi-directional obstacle which is assigned a unique point value for each approach side.</p> <p>Maximum of four contacts may be performed to earn points (one taken twice for different point values)</p>	
Obstacles placed in random pattern, particularly if modified from other approved courses for the event	
Obstacles not permitted: Table, Wall jump, Broad Jump	
Extra obstacles (can be taken, but not for points) may be on the course but with no assigned point value.	
<p>Distance Bonus Sequence</p> <ul style="list-style-type: none"> • Distance Sequence may be any place on course • Two pointed obstacles, 5 to 10 feet from line with at least one obstacle only 5 feet from the line. • If weaves or contact obstacles are used, minimum/maximum distance from the line is 5 feet for both entrance and exit. • The distances will be measured from the distance line to the path the dog would take i.e., middle of the frame and to the wing of a jump that is closest to the distance line. • Teeter & Dogwalk are not recommended for the Distance Bonus Sequence. • Tire Jump, Double Bar, Triple Bar and Ascending Spread Jumps must not be used in Distance Bonus Sequence • No change of direction or flow or discriminations allowed at the Novice Level • Tunnel used as first obstacle in Bonus may be designated “either end” only if both entrances meet distance requirements. • Any restrictions that apply to Standard or JWW courses also apply, e.g. no tunnel under a-frame or dogwalk in Bonus Sequence. • Maximum of 3 tunnel performances for points • One point jumps may not be used in the Bonus Sequence. • Distance Bonus Sequence clearly identified on course map. If bi-directional, different style of numbers used for each direction. A multi directional sequence or multi directional obstacles after the first obstacle, are not permitted. • Total point value in distance sequence is between 10 and 15 	

Criteria	Check
<p>Check Possible Route to Distance Sequence</p> <ul style="list-style-type: none"> • Course has lead in approach to distance sequence • More than one possible choice of path to distance sequence and to gather points • Options to earn required points within the average (2.1 y/s) for the 8” jump height 	
<p>General Safety (see Judges’ Handbook)</p> <ul style="list-style-type: none"> • Ring barriers in relation to jumps, tunnels and finish line are safe • Obstacles not in jumping path • Distance between obstacles must meet the distance requirement for Standard courses • Handler’s path along distance line not obstructed • Enough area before the exit gate that leash can be put on before exiting the ring 	
<p>Start:</p> <ul style="list-style-type: none"> • Start line must be unidirectional and no obstacle including the finish obstacle may be below the start line. • Any single start line should extend across the field to each edge of the ring. If two start lines are used, these are to be set in a “V” shape along the starting end of the ring with the timer and scribe placed along the centre of the intersection. • These lines must run from the centre of the start end to the sides in such a way as to make leash running efficient and the leash ready at the end of the run. <p>Finish: A Non-Winged Jump or Open Tunnel, which are not used as pointed obstacles (13.1.9) The finish obstacle must be placed relatively close to the exit gate.</p>	
<p>Judge’s Path – Ensure it is possible to judge contacts and weaves, path will change due to handler’s course so no need to show on course map</p>	

Intermediate Points and Distance

Criteria	Check
<p>Number of obstacles: 15, six of which must be Bar Jumps, preferably winged</p> <ul style="list-style-type: none"> • If one obstacle has dual point value, it is counted as two obstacles • If two obstacles are used as combo, they are counted as one obstacle 	
<p>Obstacles Required: 6 Jumps (may have one or two bars), winged preferred, one set of 6 or 12 Weave Poles, minimum of 2 contact obstacles, un-pointed finish obstacle (non-winged jump or tunnel)</p> <p>Each obstacle is given a <i>unique</i> point value from 2 to 10. The six bar jumps are each worth one point. Hint: Use a variety of obstacles for the highest point values (i.e., not all contact obstacles).</p>	
<p>Six Additional Obstacles may include a variety of: Open Tunnels, 1 Double Bar Jump or Ascending double Bar Jump or 1 Triple Bar or 1 Ascending Spread Jump, 1 Panel Jump, 1 Tire Jump, Non-Winged or Winged Jumps.</p> <p>May include one bi-directional obstacle which is assigned a unique point value <i>for each approach side</i>. Maximum of four contacts may be performed to earn points (one taken twice for different point values)</p>	
<p>Obstacles placed in random pattern, particularly if modified from other approved courses for the event</p>	
<p>Obstacles not permitted: Table, Wall jump, Broad Jump</p>	
<p>Extra obstacles (taken but not for points) may be on the course but with no assigned point value</p>	

Criteria	Check
<p>Distance Bonus Sequence</p> <ul style="list-style-type: none"> Distance Sequence may be any place on course Two or three pointed obstacles, 10 to 15 feet from line with at least one obstacle only 10' from the line. Weaves, or contacts as well as jumps should be at the required distance both for the entry and exit. For tunnels, only the entry needs to meet the distance requirement. The distances will be measured from the distance line to the path the dog would take i.e., middle of the frame and to the wing of a jump that is closest to the distance line. 12 weave poles and tire must not be used in Distance Bonus Sequence Change of direction or flow, or discrimination is allowed Obstacles in Bonus Sequence must be clearly and uniquely labelled. Any restrictions that apply to Standard or JWW courses also apply, e.g. no 180 turn to a-frame from tunnel under a-frame or no spread jumps in succession in Bonus Sequence. Maximum of 3 tunnel performances for points One point jumps may not be used in the Bonus Sequence. Distance Bonus Sequence clearly identified on course map. If bi-directional, different style of numbers used for each direction. A multi directional sequence or multi directional obstacles are not permitted. Total point value in distance sequence is between 10 and 15 	
<p>Check Possible Route to Distance Sequence</p> <ul style="list-style-type: none"> Course has lead in approach to distance sequence More than one possible choice of path to distance sequence and to gather points Options to earn required points within the average (2.5 y/s) for the 8" jump height 	
<p>General Safety</p> <ul style="list-style-type: none"> Ring barriers in relation to jumps, tunnels and finish line are safe Distance between obstacles must meet the distance requirement for Standard courses Obstacles not in jumping path Handler's path along distance line not obstructed Enough area before the exit gate that leash can be put on before exiting the ring 	
<p>Start:</p> <ul style="list-style-type: none"> Start line must be unidirectional and no obstacle including the finish obstacle may be below the start line. Any single start line should extend across the field to each edge of the ring. If two start lines are used, these are to be set in a "V" shape along the starting end of the ring with the timer and scribe placed along the centre of the intersection. These lines must run from the centre of the start end to the sides in such a way as to make leash running efficient and the leash ready at the end of the run. <p>Finish: A Non-Winged Jump or Open Tunnel which are not used as pointed obstacles. The finish obstacle must be placed relatively close to the exit gate.</p>	
<p>Judge's Path – Ensure it is possible to judge weaves and contacts; path will change due to handler's course so no need to show on course map</p>	

Excellent Points and Distance

Criteria	Check
<p>Number of obstacles: 15, six of which must be Bar Jumps, preferably winged</p> <ul style="list-style-type: none"> If one obstacle has dual point value, it is counted as two obstacles If two obstacles are used as combo, they are counted as one obstacle 	
<p>Obstacles Required: 6 Jumps (may have one or two bars), winged preferred, one set of 12 Weave Poles, minimum of 2 contact obstacles, , un-pointed finish obstacle (non-winged jump or tunnel) Each obstacle is given a unique point value from 2 to 10. The six Bar Jumps are each worth one point. Hint: use a variety of obstacles for the highest point values (i.e., not all contact obstacles).</p>	

Criteria	Check
<p>Six Additional Obstacles may include a variety of: Open Tunnels, 1 Double Bar Jump or Ascending double Bar Jump, 1 Triple Bar Jump or Ascending Spread Jump, 1 Panel Jump, 1 Tire Jump, Non-Winged Jumps.</p> <p>May include one bi-directional obstacle which is assigned a unique point value <i>for each approach side</i>.</p> <p>Maximum of four contacts may be performed to earn points (one taken twice for different point values).</p>	
<p>Obstacles not permitted: Table, Wall jump, Broad Jump</p>	
<p>Extra obstacles (can be taken, but not for points) may be on the course but with no assigned point value.</p>	
<p>Distance Bonus Sequence</p> <ul style="list-style-type: none"> • Distance Sequence may be any place on course • Three pointed obstacles, 15 to 20 feet from line with at least one obstacle only 15' from the line. • Weaves, or contacts as well as jumps should be at the required distance both for the entry and exit. For tunnels, only the entry needs to meet the distance requirement. • Distance is measured from distance line to centre of obstacle and to the wing of a jump that is closest to the distance line. • Tire jump must not be used in Distance Bonus Sequence • Minimum of one change of direction, or discrimination must be included. • Obstacles in Bonus Sequence must be clearly and uniquely labelled. • Any restrictions that apply to Standard or JWV courses also apply, e.g. no 180 turn to a-frame from tunnel under a-frame or no spread jumps in succession in Bonus Sequence. • Maximum of 3 tunnel performances for points • One point jumps may not be used in the Bonus Sequence. • Distance Bonus Sequence clearly identified on course map. If bi-directional, different style of numbers used for each direction. A multi directional sequence or multi directional obstacles after the first obstacle, are not permitted • Total point value in Distance Sequence is between 10 and 15 	
<p>Check Possible Route to Distance Sequence</p> <ul style="list-style-type: none"> • Course has lead in approach to distance sequence • More than one possible choice of path to distance sequence and to gather points • Options to earn required points within the average (2.7 y/s) for the 8" jump height 	
<p>General Safety</p> <ul style="list-style-type: none"> • Ring barriers in relation to jumps, tunnels and finish line are safe • Obstacles not in jumping path • Distance between obstacles must meet the distance requirement for Standard courses • Handler's path along distance line not obstructed • Enough area before the exit gate that leash can be put on before exiting the ring 	
<p>Start:</p> <ul style="list-style-type: none"> • Start line must be unidirectional and no obstacle including the finish obstacle may be below the start line. • Any single start line should extend across the field to each edge of the ring. If two start lines are used, these are to be set in a "V" shape along the starting end of the ring with the timer and scribe placed along the centre of the intersection. • These lines must run from the centre of the start end to the sides in such a way as to make leash running efficient and the leash ready at the end of the run. <p>Finish: A Non-Winged Jump or Open Tunnel which is not used as a pointed obstacle. The finish obstacle must be placed relatively close to the exit gate.</p>	
<p>Judge's Path – Ensure that it is possible to judge contacts and weaves, path will change due to handler's course so no need to show on course map.</p>	

APPENDIX D

COURSE DESIGN WORKSHEETS

STEEPLECHASE

- This worksheet is to be used by judges as a self-check list before sending courses to CKC for approval.
- Course are to be sent electronically to agility@ckc.ca
- Courses are due a minimum of 60 days before the trial dates.

Criteria	Check
Number of obstacles: 18 – 20 (14.1.5 c)	
Mandatory Obstacles: A-Frame (set at 5 feet for all courses) set of 12 weave poles Either the A-frame or the weave poles must be taken twice One spread jump (Double, Triple or ascending jump) not to be taken twice (14.5.1, i) Minimum of 9 bar jumps (winged or non-winged) Open tunnel/s (minimum of one and maximum of three entries)	
Approaches: All approaches to A-frame must be straight (14.1.5 a)	
Optional Obstacles if used, used only once (14.1.5, f) panel jump, tire jump	
Obstacles not permitted: Dogwalk, Teeter, Table, Wall Jump, Broad Jump (14.5.1, g) decoy jumps (14.1.5 j)	
Design Elements: requires constant flow, while testing the handler's control (14.1.5, b). Challenges must be the same as Intermediate Standard class (14.1.5, m) permissible to designate tunnel entrances as "either end" or "handler's choice" in order to maintain the flow of the course provided that the approach to the next obstacle from either tunnel exit conforms to the safety guidelines	
Distances between obstacles (11.7.1.c): min. 15 feet. max. 30feet. • (11.7.1.d): measured in a straight line from centre to centre of obstacles, not dog's path. • Obstacles in a crossing pattern (box pattern) which are in a position of a potential off course, must be a minimum of 15' apart (10.9.2) • (11.7.1.c) any jump following a tunnel must be a min. of 18 feet from exit. If a double jump follows a tunnel 21 feet is required • minimum distance of 21 feet before and after a spread jump	
Flow: • must be open to promote speed • multi-use jumps, minimized • control challenges not permitted	
Challenges: • minor off course jump challenges (distances of greater than 21 feet) • Off course tunnel challenges not allowed.	
General Safety • ring barriers must allow for safe entrance and exit to all obstacles, minimum of 15 feet • enough area before the exit gate that leash can be put on before exiting the ring, • avoid straight line of jumps that heads to an open exit gate • handler's path not obstructed • ring barriers in relation to jumps, tunnels • obstacles not in jumping path	
Judge's Path possible to judge contacts and weaves	

A complete list of equipment, stating number and size of winged and non-winged jumps, length of poles, number and length of tunnels must be supplied by the trial giving club and this list must accompany the set of courses being sent to CKC for approval. Club must also state if electronic timing is to be used.

It is the judge's responsibility to confer with the trial giving club as to ring size, location of ring obstructions, if any, gate locations, footing, and any other variations that may occur.

APPENDIX E

COURSE DESIGN WORKSHEETS

JUMPS & TUNNELS

- This worksheet is to be used by judges as a self-check list before sending courses to CKC for approval.
- Course are to be sent electronically to agility@ckc.ca

Criteria	Check
Number of obstacles (16.3): 13 – 15 clearly and sequentially numbered Tunnel entries may be handler's choice (optional) to avoid discriminations	
Mandatory obstacles (16.3): Bar jumps – minimum 6, Open tunnels – minimum 2 entrances, maximum 4 entrances	
Optional Obstacles (16.4): Only ONE of the following to be included: Panel Jump, Double Bar Jump, Ascending double bar jump, Triple Bar Jump or Ascending Spread Jump	
Obstacles Not Permitted (16.5): Wall Jump, Broad Jump, Tire Jump	
Design elements (16.1): to demonstrate dog's ability to respond to handling while performing at speed	
Flow (16.1): predominantly smooth and flowing and requires minimum handling	
Distance between jumps (16.6, d, g): min. 18 feet to 30 feet. (16.7.e) 21 feet min. distance before & after a double/spread jump measured in a straight line from centre of jump to centre of the next jump, not dog's path	
Distances between obstacles (16.7) obstacles in sequence other than jumps must be a minimum of 15 feet. Exception – 180 degree turn (16.7) tunnel entrances no closer than 8 feet to one another (16.7) Obstacles in a crossing pattern which are in a position of a potential off course, must be a minimum of 15 feet apart.	
Tunnels (16.6, b): tunnel entrances no closer than 8 ft to each other (16.6, c) tunnel entrances may be optional (designated as either end) to avoid discrimination provided min distance to the next obstacle is maintained (9.6.1) Tunnels should be fully extended	
Double Bar/Spread Jump (16.6, e): minimum distance of 20 ft before & after a Double Bar Jump, Ascending Double Bar jump, Triple Bar Jump or Ascending Spread Jump (16.6, h) Spread-type jumps must not be first or last obstacle	
Start/Finish: (10.12.2 & 16.6, l): start line: front plane of first obstacle and finish line: front plane of last obstacle or the back plane of a tunnel if a tunnel is the last obstacle. Bar Jumps or tunnels are used at the start and the finish. (16.6.h) no spread-type jumps are used for the first or last obstacle	
Angles: (16.6, a): only mild/moderate approaches to obstacles (16.6, i): Approach to Double/Spread jumps up to 30 degrees (16.6, j): Angled turns after spread jumps less than 45 degrees	
General Safety (see judge's handbook) ring barriers must allow for safe entrance and exit to all obstacles, minimum of 15 feet enough area before the exit gate that leash can be put on before exiting the ring, avoid straight line of jumps that heads to an open exit gate obstacles not in jumping path, handler's path not obstructed (except as permitted with single sided handler restriction)	
Number of Challenges (16.5): 3 – 5 minor challenges, NO major challenges. Any place on course where the dog needs to be directed to the correct obstacle is considered a challenge.	

Criteria	Check
<p>Challenges – (16.6d) examples:</p> <ul style="list-style-type: none"> lead out advantage minor off course possibilities without a previous speed section handler restriction on one side of an obstacle a speed sequence varied distance between jumps 180 degree turn (only 1 allowed) change of side <p>Inappropriate challenges – examples:</p> <ul style="list-style-type: none"> (16.6.e.i): speed sequence preceding off course potential (16.6.e.ii): tunnel discrimination (16.6.e.iii): an obstacle in close range that is not to be taken (16.6.e.iv): a tight turn required 	
<p>Judge's Path – shown on course Judge must be able to see approaches/exits to tunnels, with reasonable movement.</p>	

Complete list of equipment, (provided by the trial giving club), size of ring, ring surface, number and size of winged and non-winged jumps, length of jump bars, number and length of tunnels.

APPENDIX F

COURSE DESIGN WORKSHEETS

INTERNATIONAL CHALLENGE CLASS

- This worksheet is to be used by judges as a self-check list before sending courses to CKC for approval.
- Course are to be sent electronically to agility@ckc.ca
- Courses are due a minimum of 60 days before the trial dates.

ICC Standard

Criteria	Check
Number of obstacles: (15.3.1): 18 – 21 clearly and sequentially numbered	
Mandatory Obstacles: (15.3.1) : Bar Jumps (at least one, One-bar jump), Spread Jump (a minimum of 1 and a maximum of 3) (Double Bar Jump, International ascending double jump, Triple Jump or Ascending Spread Jump and Broad Jump are all considered Spread Jumps), set of 12 weave poles	
Obstacles used more than once: Open tunnels max of six tunnel entries, jumps (excluding Spread jumps)	
Obstacles used only once: Tire jump, Weave Poles, Spread Jumps	
Optional Obstacles: : Viaduct/Wall Jump used a maximum of 2 times, Tire jump, Panel Jump, Open Tunnel (maximum of 6 tunnel performances)	
Design Elements: A variety of International style challenges Spacing shall generally comply with CKC Course Design Guidelines	
Distances: measured in a straight line from centre of jump/obstacle to centre of the next jump/obstacle (not dog's path). Distance between obstacles (11.10.1.b): min. 18 feet to 30 feet, (21 feet preferred) except for 180 and 270 degree turns, serpentine or threadles. Distances between obstacles (11.10.1.c): min. 15 feet max. 30 feet. (11.10.1.b): Any jump following an open tunnel must be a minimum of 18 feet from the exit. (11.10.1.b): Spread type jumps - before and after a minimum of 21 feet to next obstacle. (10.9.2): Obstacles in a crossing pattern (box pattern) which are in a position of a potential off course, must be a minimum of 15 feet apart.	
Approaches: The spread jumps and tire must always be set up for a straight approach from the previous obstacle, in accordance with FCI guidelines. Backside approach to wall not allowed.	
Angles: 11.9.1(d) difficult angle approach to obstacles (but must not be to spreads or tire jumps). After spread jumps no turns must exceed 90 degrees.	
Contacts: Approach to Contact Obstacles on FCI International courses are generally straight.	
Challenges: International Style while adhering to CKC restrictions on safety and distances between obstacles and jumps. Typically there will be more difficult challenges and more numerous challenges than are seen at the Excellent level.	
General Safety <ul style="list-style-type: none"> • ring barriers must allow for safe entrance and exit to all obstacles, minimum of 15 feet, 21 feet following a spread jump • enough area before the exit gate that leash can be put on before exiting the ring, • avoid straight line of jumps that heads to an open exit gate • obstacles not in jumping path • handler's path not dangerously obstructed eg. by up ramp of teeter • additional distance provided to handle difficult angles of approach. 	

Criteria	Check
<p>Start/Finish: Start line is at front plane of the first jump and the finish line at the front plane of the last jump. In accordance with FCI guidelines, the first and the last obstacle must be a jump, the first should be a single jump</p>	
<p>Judge's Path – shown on course, judge must be able to see approaches to contacts, table, panel jump, spread jumps, tunnel openings, weaves with reasonable movement to assess refusals and correct performance.</p>	
<p>Inclusions: Complete list of equipment, (provided by the trial giving club) stating size of contacts, number and size of winged and non-winged jumps, length of jump bars, number and length of tunnels. Club must also state if electronic timing is to be used. (Optional) List of challenges on course</p>	

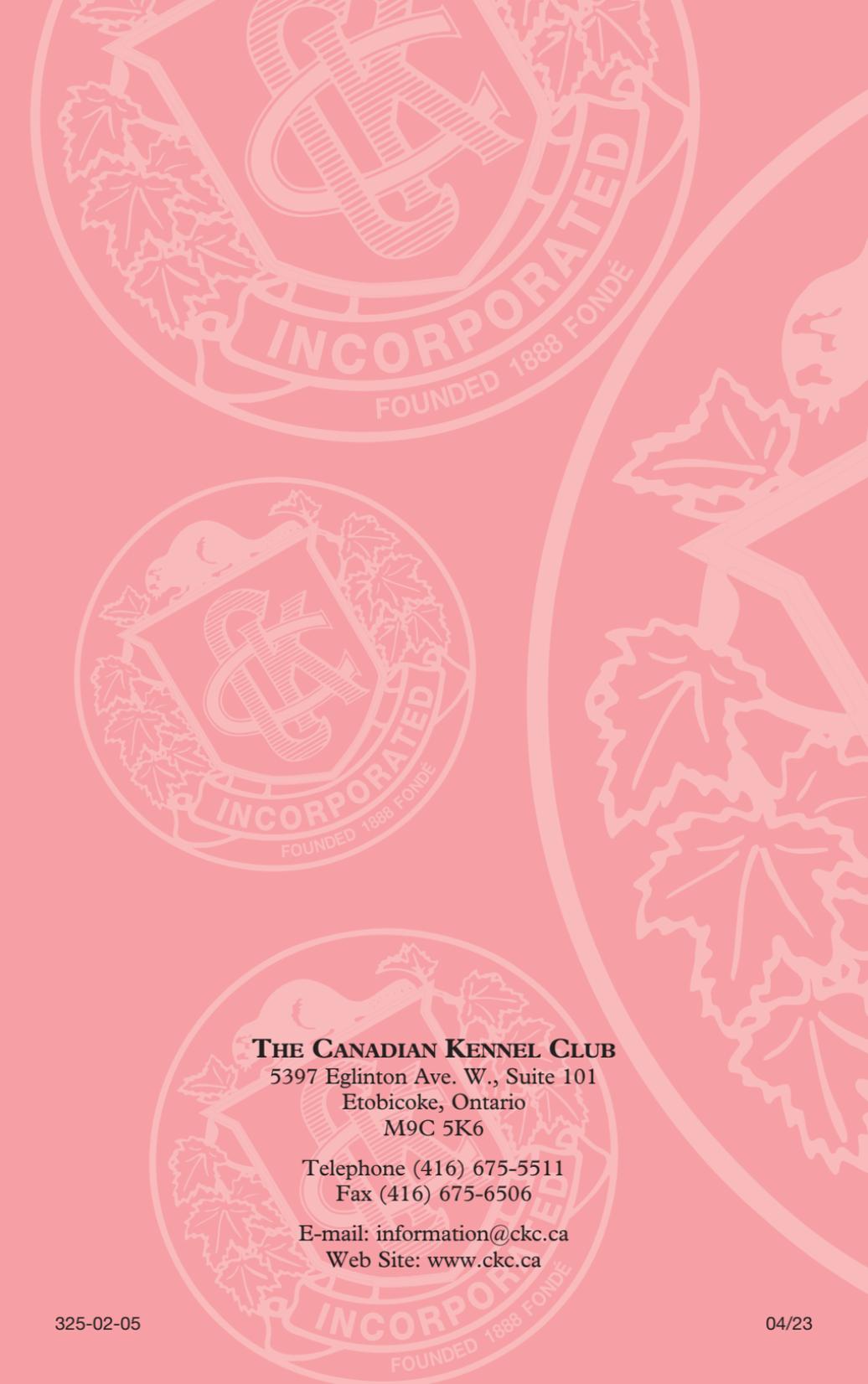
ICC Jumpers With Weaves

Criteria	Check
Number of obstacles: (15.3.2): 18 – 21 clearly and sequentially numbered	
Mandatory Obstacles: ((15.3.2): One Bar Jumps, Spread Jump (a minimum of 1 and a maximum of 3) (Double Bar Jump, International Ascending Double Jump, Triple Jump or Ascending Spread Jump and Broad Jump are all considered Spread Jumps), 1 Set of 12 Weave Poles.	
Optional Obstacles: Viaduct/Wall Jump (used a maximum of 2 times), Tire jump (used once), Panel Jump, Open Tunnel (maximum of 3 tunnel entries)	
Design Elements: A variety of International style challenges including “challenge of the day type” Spacing shall generally comply with CKC Course Design Guidelines	
Distances: measured in a straight line from centre of jump/obstacle to centre of the next jump/obstacle (not dog’s path). Distance between jumps (11.10.1.b): between jumps min. 18 feet to 30 feet, (21 feet preferred) except for 180 and 270 degree turns, serpentines or threadles. Distance between obstacles (11.10.1) min. 15 feet max. 30 feet. (11.10.1.b): Any jump following an open tunnel must be a minimum of 18 feet from the exit (11.10.1.c): measured in a straight line from centre to centre of obstacles (not dog’s path) (11.10.1.b): Spread type jumps - before and after a minimum of 21 feet to next obstacle. (10.9.2): Obstacles in a crossing pattern (box pattern) which are in a position of a potential off course, must be a minimum of 15ft	
Approaches: The spread jumps and tire must always be set up for a straight approach from the previous obstacle, in accordance with FCI guidelines. Backside approach to wall not allowed.	
Angles: 11.9.1(i) difficult angle approach to obstacles (but must not be to spreads or tire jumps). After spread jumps no turns must exceed 90 degrees.	
Challenges: International Style while adhering to CKC restrictions on safety and distances between obstacles and jumps. Typically there will be more difficult challenges and more numerous challenges than are seen at the Excellent level.	
General Safety <ul style="list-style-type: none"> • ring barriers in relation to jumps, tunnels and finish line safe • ring barriers must allow for safe entrance and exit to all obstacles, minimum of 15 feet , 21 feet following a spread jump • enough area before the exit gate that leash can be put on before exiting the ring, avoid straight line of jumps that heads to an open exit gate • obstacles not in jumping path • handler’s path not dangerously obstructed • additional distance provided to handle difficult angles of approach. 	
Start/Finish: Start line is at front plane of the first jump and the finish line at the front plane of the last jump. In accordance with FCI guidelines, the first and the last obstacle must be a jump, the first should be a single jump	
Judge’s Path – shown on course, judge must be able to see approaches to panel jump, tunnel openings, weaves with reasonable movement to assess refusals and correct performance.	
Inclusions: Complete list of equipment, (provided by the trial giving club) stating number and size of winged and non-winged jumps, length of jump bars, number and length of tunnels. Club must also state if electronic timing is to be used. (Optional) List of challenges on course	

APPENDIX G

COURSE DESIGN REQUIREMENTS - SUMMARY

Obstacles	Standard			Jumpers With Weaves			PAD		Steeplechase	J&T	
	Novice	Master/Excellent	ICC	Novice	Inter.	Master/Excellent	ICC	Novice			Inter.
Dog Walk	R(1)	R(1)	R(1)	N	N	N	N	A	A	N	N
A-Frame	R(1)	R(1)	R(1)	N	N	N	N	A	A	R(2)**	N
Teeter	R(1)	R(1)	R(1)	N	N	N	N	A	A	N	N
Table	R(1)	R(1)	A(1)	N	N	N	N	N	N	N	N
Weaves, 1 set, no splitting allowed	R(1)	R(1)	R(1)	R(1)	R(1)	R(1)	R(1)	R(1)	R(1)	R(2)**	N
Tunnel (open)	R(3)	R(3)	R(6)	A(3)	A(3)	A(3)	A(6)	A	A	R(3)	R(4)'
One Bar Jump	A	R	R	A	R	R	R	A*	A*	A	A
Bar Jump	R	A	A	R	R	R	A	R	R	R (min 9)	R (min 6)
Double Jump ²	R(1)*	R(1)	A(1)**	R(1)*	R(1)	A(1)**	A(1)**	A	A	R(1)***	A(1)****
Triple/Ascending	R(1)*	R(1)	A(1)**	R(1)*	R(1)	A(1)**	A(1)**	A	A	R(1)***	A(1)****
Panel	R(1)	R(1)	R	A(1)	A(1)	A(1)	A	A	A	A(1)	A(1)****
Tire	R(1)	R(1)	A(1)	A(1)	A(1)	A(1)	A(1)	A	A	A(1)	N
Broad	N	A(1)	A(1)**	N	A(1)	A(1)**	A(1)**	N	N	N	N
Wall/Via duct	N	A(1)	A(2)	N	A(1)	A(1)	A(2)	A	A	A	N
Dummy obstacles	N	N	N	N	N	N	N	A	A	A	N
# Obstacles	13-15	16-18	18-21	13-15	16-18	18-20	18-21	Bonus 2	Bonus 2-3	Bonus 3	13-15
R = Required	*Only one spread jump allowed. May be any of double, triple, ascending spread/double.										
A = Allowed	**Min of one, max of three spread jumps allowed on course (inc. ascending double).										
N = Not Allowed	****(J&T) Either double, triple, ascending spread/double or panel may be used but only one out of the three obstacles may be on course. All are optional										
	() indicates the number of times this obstacle can be taken.										
	If not listed specifically, the quantity is unlimited										
	?: Double jump can be regular or ascending										
	Note: Bar Jumps may be one or two bars at all levels and in all classes. One Bar Jumps are a requirement (1) in Master/Excellent and ICC Std & JWW										
Course Angle Guidelines and Challenges											
Level and Class	Novice	Intermediate	Master/Excellent	Steeplechase	Jumps & Tunnels						
Approach Angles	Tire & double straight: Max 30° if distance >25' After tire & double max 45° Jumps <90°. Max 2x 135° between jumps One 180° turn allowed	Tire & spread <30° After tire & spread <45° Obstacles <180° Maximum 2x 180° No Backside approaches	Tire <30° Up to 90° allowed to spread with distance >21' After tire & spread <90° Maximum 2x backslides Maximum 2x pulldowns	Tire & spread <30° After tire & spread <45° Jumps <180°	To spread, straight After spread <45° Max one 180° turn						
Challenges	3-4 minor	5-7. Max 1 major	8-10. Max 4 major	5-7 minor	3-5 minor						
Options	Must be >21' away			Jumps >21' away	Must be minor						
Prohibited	No 2 spread jumps in succession (except Master/Excellent and ICC).										



The background of the page is a solid light red color. It features several faint, overlapping instances of the Canadian Kennel Club logo. The logo is circular and contains a shield with a stylized 'C' and 'K' intertwined, topped with a bird. Below the shield is a banner with the word 'INCORPORATED' and the text 'FOUNDED 1888 FONDE' below that. To the right of the logos, there are large, stylized maple leaves.

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