## Agility Briefing

## Judge: Linda Robertson

#### **GENERAL COVID 19**

- 1. Please follow the club's guidelines for safety during the COVID pandemic, especially paying attention to when masks MUST be worn and where the hand sanitizer stations are located.
- 2. Please follow the club's guidelines for social distancing particularly in the areas around gate check-in, score posting, ribbons, and trial secretary/Judge's tables.

#### **MEASURING DOGS – PLEASE READ**

At this time, during the COVID pandemic, dogs are not required to have a permanent height card measurement in order to run. Judges of record are not required to measure dogs. VMOs *MAY* measure dogs. Handlers without any measurement for their dog are asked to be honest and realistic about what Jump height their dog should be running.

I am a VMO. I will be measuring dogs unless otherwise noted. This means your dog MUST be measured if I am measuring dogs at the trial. My current criteria for measuring a dog is this: Handler should be able to leave the dog standing on the table and walk back 6' (holding leash) from the dog in accordance to social distancing criteria. The dog MUST be able to stand quietly while I place the wicket on the dog's withers and get a good measurement without the handler moving in to help settle the dog. The dog MUST be able to accept a stranger wearing a face mask who will be touching the dog.

#### LEASHES AND COLLARS

Dogs MUST enter the ring wearing a leash and MUST exit the ring wearing a leash including dogs being carried. Once inside the ring, handlers may remove the leash (and collar if desired) and either drop it or carry folded in a pocket or tied around handler's body. If the dog runs in a collar, that collar must be a plain, buckle or snap collar. Stitching on the collar is allowed; any other attachments are not allowed. Dogs may not enter the ring wearing a collar that is not approved on AKC show grounds.

#### **DOG PERFORMANCE**

Dogs must complete all obstacles in order to be eligible for a qualifying score. If the next correct obstacle is a contact obstacle, and if the dog exits that obstacle without being on the descent of that obstacle, the handler may immediately ask the dog to reattempt that obstacle. An "R" fault will be recorded.

If the next correct obstacle is a table, once the dog is on in any position, I will begin the five second count "Five, Four, Three, Two, One, GO". All dogs MUST remain on the table until the word "GO" is completed. If the dog leaves the table during the count, the handler should put the dog immediately back on the table and the count is repeated from the start. If the dog leaves the table after "One" but before "GO" is completed, the handler should not put the dog on the table but rather continue on to the next obstacle. In both instances, the dog incurs a "T" fault.

#### JUDGE: LINDA ROBERTSON

#### FNG (Fix and Go on)

Handlers may take advantage of the new Fix 'N Go option \*ONE\* time during their run. This option allows handlers to repeat any obstacle or sequence on course. Handlers may also opt to go back 2-3 obstacles on their approach to the "fixed" obstacle. Handlers may touch the dog and/or the equipment while "fixing" the obstacle. Handlers may use a 4<sup>th</sup> attempt at the weave poles as their "fix". Handlers may opt to do a second lead-out at the start line as their "fix". Using the Fix 'N Go option results in a non-qualifying performance. Once the handler has used their Fix 'N Go option, the max course time horn will sound at 45 seconds for a Jumpers course and 60 seconds for a Standard course at which time the team must leave the ring.

#### FEO (For Exhibition Only)

Handlers may take advantage of the new For Exhibition Only option in running a FAST or Time 2 Beat course. Handlers wishing to use this option MUST declare so before beginning their run. Handlers running FEO may bring a toy into the ring as long as the toy does not leave the handlers possession at any time. Toys on extremely long ropes or sticks are not allowed. Toys that make noise are not allowed. Always keep in mind the next dog on the line or the dog running in the other ring and how your run may be affecting theirs.

At no time are treats allowed in the ring, including handler's pockets. This includes walk throughs.

#### FAST BRIEFING

Here are some reminders about the FAST class:

- 1) Once the horn sounds, make your way to the finish as quickly and efficiently as possible. Do not ask the dog to take any obstacles along the way to the finish unless the dog chooses to take an obstacle directly in their path.
- 2) The finish is an obstacle that is bi-directional and live from "go"- always.
- 3) The start may be an imaginary line or a single obstacle. That obstacle may be bi-directional or uni-directional and will be marked on your map. If an obstacle is the start, your dog must take it before taking another obstacle otherwise, the send is faulted.
- 4) Do not lead out until the timer sounds the "go" button. Time starts once the dog crosses the start line or obstacle. Time ends when the dog takes the finish obstacle.
- 5) Once the dog commits to the first obstacle in the send bonus, the handler must be outside the send area and must not cross the send line until the dog completes the final obstacle.' Completion' means all four of the dog's feet have touched the ground after performing the last obstacle in the bonus.
- 6) A failed bonus may not be repeated for a qualifying score.

## NOVICE AND OPEN EXHIBITORS HELPFUL INFORMATION

- ENTER AND EXIT THE RING ON LEASH!
- NO FOOD/TOYS IN THE RING OR IN POCKETS (EXCEPT TOY FOR FEO RUNS).
- NO COLLAR OR USE PLAIN BUCKLE COLLAR (no rivets, no tags, no metal name slides, etc.)
- LEAVE LEASH ON GROUND OR PLACE IN POCKET OR AROUND NECK/WAIST BEFORE YOU LEAVE THE START LINE.
- WAIT FOR TIMER TO TELL YOU TO START

# **NOVICE EXHIBITORS**

## **NOVICE STANDARD PERFORMANCE STANDARDS:**

- Minimum allowable score required to qualify = 85
- Additional non-qualifying faults (beyond those listed in Chapter 5, Sections 5 and 6).
  - More than 2 Refusal/Run-outs
  - More than 1 Wrong Course
  - More than 2 Table Faults
- Time Penalties = 1 fault for every full second over Standard Course Time
- Refusals and Run-outs during the performance of the Weave Poles will not be faulted.

## **NOVICE JWW PERFORMANCE STANDARDS:**

- Minimum allowable score required to qualify = 85
- Additional non-qualifying faults (beyond those listed in Chapter 5, Sections 5 and 6).
  - More than 2 Refusals
  - Any Wrong Course
- Refusals and Run-outs will not be faulted regarding the performance of the Weave Poles in this class.
- Time Penalties = 1 fault for every full second over Standard Course Time

## **OPEN EXHIBITORS**

### **OPEN STANDARD PERFORMANCE STANDARDS:**

- Minimum allowable score required to qualify = 85
- Additional non-qualifying faults (beyond those listed in Chapter 5, Sections 5 and 6).
  - More than 1 Refusal/Run-out
  - More than 1 Wrong Course
  - More than 1 Table Fault
- Time Penalties = 2 faults for every full second over Standard Course Time

## **OPEN JWW PERFORMANCE STANDARDS:**

- Minimum allowable score required to qualify = 85
- Additional non-qualifying faults (beyond those listed in Chapter 5, Sections 5 and 6).
  - More than 1 Refusal
  - Any Wrong Course
- Time Penalties = 2 faults for every full second over Standard Course Time

### NON-QUALIFYING FAULTS IN ALL STANDARD/JWW CLASSES

- 1. Handler or dog knocking down any obstacle or jump that is either presently being performed or will be performed. Handler jumps over, goes under, or steps on top of any obstacle. (If excessive the judge may excuse the handler for their own safety.)
- 2. Displaces the top bar(s) or panel of a jump or breaking apart the tire jump.
- 3. Failure to clear the span of the Broad Jump.
- 4. Missing a contact zone (except missing the upside of the A-Frame or Dog Walk is not faulted).
- 5. Seesaw fly-offs.
- 6. Failure to complete all obstacles that are part of the course as described in Chapter 3.
- 7. Running the wrong course and not correcting the run before crossing the finish line.
- 8. Handler touching any obstacle prior to completion of the course.
- 9. Contact between the handler and the dog that aids the performance of the dog.
- 10. Any contact of dog and handler at the Pause Table, Weave Poles, and contact obstacles.
- 11. Exceeding the refusal maximum for a given class.
- 12. Exceeding the wrong course maximum for a given class.

#### **ADDITIONAL NON -QUALIFYING FAULTS in CHAPTER 5, SECTION 6**

# FEO

# For Exhibition Only – ALLOWED in F.A.S.T. and TIME 2 BEAT

- EXHIBITOR MUST DECLARE "FEO" PRIOR TO RUNNING –NOTIFY THE GATE. IN ADDITION, STATE "FEO" TO JUDGE BEFORE BEGINNING.
- YOU MAY USE A TOY THE TOY MUST REMAIN IN YOUR HAND. IT CANNOT MAKE A NOISE OR BE A TOY THAT ROLLS FREELY IF ACCIDENTLY DROPPED.
- YOU <u>MAY</u> TOUCH THE DOG.
- YOU <u>MAY</u> TOUCH EQUIPMENT.
- You <u>MAY</u> pick up your dog and place it on obstacle or reset it by lifting it as long as it is done in a kind and gentle manner.
- YOU <u>MAY</u> TRAIN A PIECE OF EQUIPMENT AS MANY TIMES AS YOU WANT.
- NO HARSH CORRECTIVE ACTIONS/VOICES ARE ALLOWED.
- YOU MAY RUN AT A DIFFERENT HEIGHT BUT **MUST HAVE ENTERED** THAT HEIGHT WITH A SEPARATE ENTRY FORM COMPLETED FOR LOWER HEIGHT FEO CLASSES.
  - If you run at a lower height (one lower than the dog officially measures). You <u>MUST</u> run FEO.
- BE RESPECTFUL OF OTHER EXHIBITORS. MOVE IMMEDIATELY AND QUICKLY TO THE FINISH WHEN THE **FIRST** HORN SOUNDS.

**TIME 2 BEAT COURSE TIMES:** 4-12 = 60 SEC; 16 = 55 SEC; 20/24= 50 SEC

## **FAST COURSE TIMES:**

Reg CT: 38 sec-8 in, 35 sec-12/16 in, 32 sec-20/24/26 in; Pref CT: 41 sec-4 in, 38 sec-8/12 in, 35 sec-16/20

# FIX N GO

## A "FIX" RESULTS IN AN ADJUSTED MAX COURSE TIME: Standard class max course time = 60 sec. JWW Class max course time = 45 sec. TIME 2 BEAT and FAST – AT HORN

If horn sounds in middle of a fix – You may continue to finish the fix, once complete, please move expeditiously to the exit.

- **ONLY ONE FIX ALLOWED** A SECOND FIX RESULTS IN A WHISTLE.
- JUDGE SIGNALS A FIX WITH X-CROSSED ARMS.
- YOU <u>MAY</u> FIX A STARTLINE THE SECOND LEAD OUT PAST JUMP RESULTS IN TIMER MANUALLY STARTING YOUR TIME.
- YOU <u>MAY</u> REPEAT AN OBSTACLE, DROPPED BAR, OR SEQUENCE **ONE TIME**.
- YOU MAY TOUCH/PET DOG DURING YOUR ONE FIX.
- YOU MAY TOUCH EQUIPMENT DURING YOUR ONE FIX.
- YOU <u>MAY</u> RESET A BAR.
- YOU <u>MAY</u> OPT TO TRY WEAVES 4 TIMES The fourth attempt is your ONE FIX.
- YOU <u>MAY GENTLY LEAD</u> DOG OVER/ONTO OBSTACLE (as long as dog does not look distressed or resisting).
- You <u>MAY</u> pick up your dog and place it on obstacle or reset it by lifting it as long as it is done in a kind and gentle manner.
- HARSH TREATMENT WILL RESULT IN WHISTLE.
- UNRESPONSIVE DOG WILL RESULT IN WHISTLE.







