

# RULES of agility competitions

## Part I. GENERAL

### Chapter 1. General requirements on holding agility events.

**1.1.** These Rules are applied on all international competitions and agility championships held by IFCS and its members under IFCS aegis. The word “competitions” in these Rules is concerning all IFCS competitions, listed above.

**1.2.** The number of the team members, scoring members and type of competition (individual, team or both individual and team) are specified in the regulations of the competitions.

**1.3.** There should be nothing on the dog in the ring during performance of the course — collar, muzzle, clothes and so on. It is admitted to put on the dog a hairpin if it is shaggy near eyes.

**1.4.** Clothing — sports dress and sports shoes. The sportsman should wear start number when in the ring.

**1.5.** It is forbidden to sportsmen to have anything in hands (exception is a baton during relay). The sportsmen should not take with them to the ring anything that could help to direct their dogs (for example, whistle, waist-bags, leash around waist, food in the pocket, toy etc.).

**1.6.** The protests are accepted and considered only in case of existing of clear video of the controversial moment.

**1.7.** The judges should not hinder when the dog is on course.

**1.8.** Agility competitions can be held in different age groups: children, junior, adults. For some competitions there can be a senior group for the sportsmen. If there is no age division, competitions are considered as for adults.

**1.8.1.** If there is an age division, some sportsmen who are juniors or children by their age can enter adult group if they are trained enough.

**1.8.2.** If there is an age division, a sportsman can enter only one age group.

**1.8.3.** Age limits of every group are established by special decision of the IFCS Council, not less than 6 months before the beginning of the year.

**1.9.** Competitions are held in following height classes:

Class	Dog's height in withers cm(inches)	Jump height cm (inches)	Spread hurdles		Table	Long jump
			Parallel	Ascending		
<b>Toy</b>	30cm (12") and under	30cm (12")	No parallel	25-30 cm (10"-12")	30 cm (12")	50cm (20")
<b>Mini</b>	40 cm (16") and under	40cm (16")			40 cm (16")	90cm (36")
<b>Medium</b>	50 cm (20") and under	55cm (22")	30-40 cm (12"-16")	>40-60 cm (>16"-24")	60 cm (24")	120cm (48")
<b>Maxi</b>	Over 50cm (20")	65cm (26")				150cm (60")

**Note:** *Measurement system of host country shall be utilized.*

**1.10.** Programs of performance in every height class on one particular event, as a rule, are offered.

If there are less than five sportsmen in a class, their results can be mixed with another class for purposes of award according to the following principle: Toy class – with Mini class, Medium – with Maxi. Mixed classes have to have identical courses, but the jump height has to correspond to the height class.

**1.11.** If the regulations of the competition establish mixed composition of team (from different groups and/or height classes), the sportsmen of these groups and/or height classes do have identical courses.

**1.12.** There can be one referee for all courses, or it can be one referee for every course.

**1.12.1.** If there is one referee for all courses, he (she) is a Chief judge of the competitions.

**1.12.2.** If there are several judges for different courses, a Chief judge should be assigned.

**1.13.** On the decision of the Chief judge the gate judge measures dogs of mini and standard classes and writes the results into the special sheet before start of competitions.

**1.13.1.** The start judge can postpone start of a sportsman if dog's height is more than the top limit for this class. He reports the Chief judge, and Chief judge makes control measuring.

**1.13.2.** If control measuring also shows that the dog is higher than it was pointed out in the enter sheet, Chief judge disqualifies the sportsman on the competitions.

- 1.14.** Ill or exhausted dogs, bitches in heat or pregnant bitches cannot take part in the competitions.
- 1.15.** Veterinary of the competitions can exclude the dog from the competitions if participating will damage its health or life.
- 1.16.** Every dog participates in one competition only once.
- 1.17.** It is forbidden to use doping (prohibited by IOC methods and substances) for dogs and sportsmen.

## **Chapter 2. Obstacles to be used on competitions.**

**2.1.** The following obstacles are used on the competitions:

**2.1.1.** Obstacles with contact zones:

- dog walk;
- See-saw;
- A-Frame;

**2.1.2.** Obstacles without contact zones:

- hurdle;
- “viaduct”/”wall”;
- open tunnel;
- closed tunnel;
- tire jump;
- long jump;
- weave poles;
- table.

**2.2.** Color of the obstacles doesn't matter. Way of coloring also doesn't matter except obstacles with contact zones.

**2.2.1.** Obstacles with contact zones should be colored with two different colors.

**2.2.2.** Two colors should contrast with each other to help to define clearly if the dog has touched contact zone or not.

**2.2.3.** Color of the obstacles should be bright and harmonious to make a holiday mood.

**2.3.** Contact zone obstacles.

**2.3.1.** Dog walk. Min. height 120 cm (48”), max. 137 cm (54”); min. width 28 cm (11”), max.30 cm (12”); length of ramps and horizontal bar min.360 cm (11’10”), max.420 cm (13’10”). Ramps have diametrical slats (about 1-2 cm (2/5”-4/5”) in thickness and 2-3,8 cm (4/5”-1-1/2”) in width) on every 20-38 cm (8”-15”). Contact zone of dog walk — 90 cm (36”), it should be colored in contrast color (both upper and side parts). There should be no slat on the top of contact zone, first slat should be min.10 cm (4”) far from the top of contact zone.

**2.3.2.** See-Saw. This should be of the same width as dog walk; length of the obstacle: min.360 cm (11’10”), max.425 cm (14’); height of the central axis — about 1/6 of the obstacle’s length. Size and coloring of the contact zone is the same as that of the dog walk.

**2.3.3.** A-Frame. It consists of two right-angled or trapeziform parts, which are either 98° (about 180cm (71”) at the top) for dogs jumping 55cm and 65cm or 104° (about 170cm (67”) at the top) for dogs jumping 30cm and 40cm. Minimum width of ramps — 90 cm (3’), it is possible to make them about 120 cm (4’) in the lowest part.

Anti-slip slats are made in the same manner and of the same size as on dog walk. Contact zone is colored in contrast color (should be colored both upper and side parts), its size — 106 cm (42”). There should be no slat on the top of contact zone, first slat should be min.10 cm (4”) far from the top of contact zone. The top of A-Frame should be safe for the dog.

**2.3.4.** Table. Minimum square of the table — 90 x 90 cm (36” x 36”), maximum — 120 x 120 cm (48” x 48”). It should be steady. Table is not used in agility and jumping, it can be used on other courses only on judge’s discretion as start and/or finish.

**2.3.5.** Surfaces of the contact zone obstacles should not be slippery. Rubber matting or carpeting can not be used to minimize sliding (except the table). The surface should not hurt dog’s pads.

**2.3.6.** Contact zone obstacles are not used in the jumping.

**2.4.** Obstacles without contact zones.

#### **2.4.1. Hurdles.**

**2.4.1.1.1.** Hurdles consist of 2 poles (min. height 1 m (39")). Between the poles there are different elements to jump over. Hurdles have to be between 1 m 20 cm (48") and 1 m 50 cm (60").

##### **2.4.1.1.2.** Elements between poles:

- horizontal bars;
- two crossed bars ("X");
- shield without holes;
- shield with various holes;
- "brush";
- other elements.

**2.4.1.2.** Spread hurdles. These are built of two or three simple hurdles, positioned one by one to be performed as one jump. Only hurdles with horizontal bars can be used. Spread hurdles can be:

Parallel: bars of all hurdles on maximum height of height class jump;

Ascending: bar of the first hurdle is min.10 cm lower, than that of the second one.

Distance between hurdles is measured on the ground in the center of horizontal bar.

**2.4.1.3.** All hurdles except "brush" should have a horizontal easy displaceable bar which falls if a dog touches it.

**2.4.2.** "Viaduct"/"wall". It is a barrier 18-21 cm (7"-8") thick and no less than 1 m 20 cm (48") wide. "Wall" has no holes, "viaduct" has one or two arch-shaped holes. There should be easy displaceable half-round elements on the top (they are included into the total height of the obstacle). On both sides of "viaduct"/"wall" there are two vertical posts 30 x 30 x 100 cm (16" x 16" x 39").

**2.4.3.** Open (pipe) tunnel. Inner diameter — 60 cm (24"), length — 305-610 cm (10'-20'). The tunnel should be flexible enough to make at least one turn.

**2.4.4.** Closed tunnel. It's a fabric chute about 240-365 cm (94"-144") long. The chute should be at least 60 cm (24") in diameter where one side of a chute is attached to the rigid element, which allows the dog to get into the fabric chute. It should increase in diameter over the length of the fabric chute to allow the dog to get out of the fabric chute without getting entangled. Length of rigid element — 75-90 cm (30"-36"), width and height — about 60 cm (24"), min.45 cm (18"), it has half-round top.

**2.4.5.** Weave poles. Obstacle consists of vertical poles, round in section (10-12 poles are used for agility and jumping, 5-12 are possible on other courses on the judge's discretion), erected on every 53-55 cm (20.86"-21.65") from each other. Min. height of poles — 90 cm (36"), their tops should be safe for the dog and sportsman.

**2.4.6.** Tire jump. Consists of the framework and a tire 43-50 cm (17"-20") in diameter, which is attached to the framework with four tensile ties. It is forbidden to attach the tire to the framework rigidly. The framework should be large enough to fix the tire in it on the heights of jumps for all height classes. The obstacle should not fall when the dog jumps through it.

**2.4.7.** Long jump. Consists of 2-5 elements (number depends on class), which are situated across dog's running on the same distance from each other. Length of the elements — 90-150 cm (36"-60"). The lowest is min.5 cm (2") high, the highest is max.26 cm (10"). Width of the top surface is about 12,5-25 cm (5"-10"), it has a slight inclination. The zone of long jump is marked with four poles in the corners. Height of the poles is about 120 cm (48"), their tops should be safe fore the dog and the sportsman.

**2.5.** Before start judge checks all obstacles, organizes their measuring and concludes if it is possible to use these obstacles in the competitions.

**2.6.** Obstacles should be safe for dogs.

### **Chapter 3. Course area.**

**3.1.** Minimum size of the course area is 20 x 40 m (66' x 132').

**3.2.** Course area is generally rectangular.

**3.3.** Bounds of course area are marked with a ribbon or ribbon with flags.

**3.3.1.** There have to be entrance and exit in the marking of the course area.

**3.3.2.** Entrance and exit of the course area should be not far from start and finish.

**3.3.** Surface of the course area should be flat and not slippery.

**3.4.** According to the exercise rules, a special marking can be made on the course area surface.

## **Chapter 4. Correct performing the obstacles.**

**4.1.** Slalom is performed in the following way: the first pole should be on the left of the dog, the next pole should be on the right, the next one — on the left, and so on. The dog should round every pole on the required side and should not miss poles.

**4.2.** On the A-Frame the dog should run up the ascend ramp (with touch of the contact zone with at least one paw), cross over the top of A-Frame and then run down the descend ramp with all four legs and touch the contact zone (with at least one paw).

**4.3.** On the dog walk the dog runs up on the ascend ramp (with touch with at least one paw of the contact zone), runs on the horizontal bar and then runs down the descend ramp with all four legs and touches the contact zone with at least one paw.

**4.4.** On the teeter-totter the dog runs up on the ascend ramp (with touch with at least one paw of the contact zone), climbs up until it begins to tip downward, waits until the other end of the bar touches the ground, and then runs down the descend ramp with all four legs and touches the contact zone with at least one paw.

**4.5.** A tire dog performs with a free jump through the center of the tire.

**4.6.** Dog runs through open tunnel from the required side and leaves it from the opposite end.

**4.7.** Into the close tunnel the dog gets through the rigid element and leaves it from the fabric chute.

**4.8.** Long jump the dog performs with the free jump across elements without touch of the elements and ground between them. The dog has to jump between both pairs of marking poles.

**4.9.** The “wall”/ “viaduct” and hurdles the dog jumps with a free jump, without knocking down easy displaceable elements.

**4.10.** If an element of an obstacle falls without dog’s fault or the close tunnel is tangled, referee turns on his stop-watch and stops the course running.

**4.10.1.** After all’s all right referee asks the sportsman to stand on the place where the time was stopped, order him to continue running and at this moment stops his stop-watch.

**4.10.2.** During point calculation of this sportsman time of referee’s stop-watch should be subtracted from the total time showed on course.

## **Chapter 5. General requirements for obstacle positioning and performing.**

**5.1.** The course is designed by referee. The course should be exceptional for every competitions.

**5.2.** Referee has to design the course so that the ring ribbon would not be too close to the obstacles and not provoke the dog to leave the ring.

**5.3.** Referee has to give the diagram of the course to the organizers within 30 minutes before start. There should be special people who help referee to build the course.

**5.4.** If it is possible, there should be a special area with 2-3 hurdles for warming up the dogs. A special judge is responsible for it, according to the program and regulations of the competitions.

**5.5.** The dogs should not know the course before performance but the sportsmen can be get acquainted with it without dogs within designated by organizers and referee time.

**5.6.** On the call of gate judge a sportsman should be in the starting zone. If he is absent for 2 minutes he will be disqualified on the course.

**5.7.** When the referee is ready, the sportsman may start. The stop-watch is turned on when front of dog’s body crosses the start. It is permitted to the sportsman to enter the ring without the dog and start from there (an exception is start of the second and next sportsmen in relay).

**5.8.** The dog starts from the ground. It is forbidden to use help to fix the dog on the start line.

**5.9.** During running the sportsman can use any commands and movements to impel the dog to run. Foul language and gestures are forbidden.

**5.10.** During running it is forbidden for the sportsman to touch the dog or the obstacles intentionally, or to perform obstacles.

**5.11.** Time stops when the dog crosses finish range with front part of its body.

## Part 2. RULES OF EXERCISES PERFORMING.

### Chapter 1. Agility.

The sportsmen's goal is to perform a course, designed by a judge, in established sequence and direction within the least time without faults.

#### 1.1. Course forming.

1.1.2. Course can be formed of obstacles named in articles 2.1.1. and 2.1.2 of present Rules.

1.1.3. It includes 16-25 obstacles.

1.1.4. Contact zone obstacles and also weave poles can not be first or last on the course.

1.1.5 The long jump and tire jump are situated in a way which allows the sportsman to bring the dog to jump it directly.

1.1.6. The course should be designed in a way when every next obstacle is as a rule situated in 5-7 m from the previous (absolute minimum is 3,5 m).

1.1.7. During designing the course there can not be so that any obstacle is performed twice in sequence.

1.1.8. Designing course, the referee should take into consideration time which is needed to rebuild a fallen obstacle if the dog should jump it several times during running the course.

1.1.9. Sequence and direction of obstacles performing is marked with tables situated near obstacles.

1.1.10. For start and finish two hurdles or one and the same hurdle or line marked on the surface of course area are used. If the first and the last obstacles of the course do not coincide, the line should be both before first obstacle and after last obstacle.

1.1.11. Referee organizes measuring of the course's length. The total length should be written down in the special sheet.

#### 1.2. Standard Course Time and Course Time Limit.

1.2.1. Standard course time is determined by division of the course length into rate of performing the course, which is established by a referee according to the following table:

Height class	Rate	
	m/sec	yards/sec
Toy	2.60-2.80 m/sec	2.85-3.10 yds/sec
Mini	2.75-2.95 m/sec	3.00-3.25 yds/sec
Medium	3.20-3.40 m/sec	3.50-3.75 yds/sec
Maxi	3.20-3.40 m/sec	3.50-3.75 yds/sec

*Note: difference in measurement systems is permissible for determination of Standard Course Time.*

1.2.2. Penalty points to 100<sup>th</sup> parts of a second are scored for exceeding Standard Course Time.

1.2.3. Standard course time is used on individual agility and biathlon (agility+jumping) competitions only. On individual competitions in polyathlon (agility, jumping, Snooker, Gamblers) and team competitions only Course time limit is used.

1.2.4. Course time limit is set, as a rule, as one and a half of Standard course time.

#### 1.3. Performing the course.

1.3.1. Before start referee should inform competitors about Standard Course Time, Course Time limit, length of the course, sequence of the obstacles performing.

1.3.2. Obstacles should be performed only in the established sequence and direction, which are the same for all sportsmen of present group and class on these competitions. It is forbidden to the sportsman to change sequence or direction of performing obstacles.

#### 1.4. Scoring.

1.4.1. Violations committed during running may be qualified as:

1.4.1.1. Fault;

1.4.1.2. Refusal;

1.4.1.3. Violations which cause disqualification.

1.4.2. For every fault or refusal a sportsman gets 5 penalty points.

1.4.3. For disqualification on course competitor gets 120 penalty points in competition requiring compilation of scores of multiple rounds.

#### 1.4.4. Faults:

1.4.4.1. The sportsman touches the dog or the obstacle unintentionally.

**1.4.4.2.** Fall of the obstacle/element of the obstacle at the moment or after jump as a result of touching it by the dog (the touch itself does not entail penalty).

**1.4.4.3.** Knocking down the pole on the long jump.

**1.4.4.4.** The dog does not step into the contact zone — on the descent or ascent ramp.

**1.4.4.5.** Jumping off the teeter-totter before its descent ramp touches the ground (even if the dog touches contact zone).

**1.4.4.6.** Missing of the poles of weave pole (if the dog entered it correctly).

**1.4.5.** If the dog commits a fault, it cannot perform this obstacle again to improve the situation (except weave poles — see 6.8.).

**1.4.6. Refusals:**

**1.4.6.1.** The dog stops in front of the obstacle or on the distance (if it stops on the obstacle or on the referee's request, it is not penalized). The stop — when all four legs of the dog are on the ground simultaneously during visible period of time;

**1.4.6.2.** Evasion from the performing of the obstacle by passing round (run out) (when the dog crosses the imaginary front line of any obstacle);

**1.4.6.3.** When the dog runs under the hurdle's bar;

**1.4.6.4.** When the dog jumps between tire and framework;

**1.4.6.5.** Running on or between elements of the long jump, or jump past front or back pair of poles or across this obstacle;

**1.4.6.6.** Taking head or leg back out of the tunnel or exiting back of it.

**1.4.6.7.** Jumping on the A-Frame from the ground in a manner when forelegs do not touch ascend ramp.

**1.4.6.8.** Jumping on the horizontal bar of the dog walk;

**1.4.6.9.** Jumping off the dog walk or A-Frame before the dog touches the descend ramp with all four legs;

**1.4.6.10.** Jumping off the teeter-totter before it starts to incline, jumping on the teeter-totter on the descend ramp without touching the ascend one;

**1.4.6.11.** Incorrectly entering the weave poles.

**1.4.7.** In case of refusal the sportsman should make the dog to perform the obstacle.

**1.4.8.** Scoring on the weave poles has its features.

**1.4.8.1.** Maximum penalty points of the weave poles – 5 points maximum for all faults while performing weave poles after correct entry is achieved.

**1.4.8.2.** All violations which are not qualified as a refusal are considered a fault. But after every fault the sportsman has to return the dog to the place of mistake or to the beginning of weave poles and make it to perform weave poles correctly.

**1.4.8.3.** The stop of the dog while performing weave poles is not penalized.

**1.4.8.4.** If the dog has not performed the weave poles correctly and crosses the line of the next obstacle or performs it, it should be disqualified on the course.

**1.4.9.** For the violations which cause disqualification the sportsman can be:

— disqualified only on the course (with getting points for the other course);

— disqualified on the competition (with annulment of all points).

**1.4.10. Disqualification on the course is caused by:**

**1.4.10.1.** Exceeding of the Course Time Limit;

**1.4.10.2.** Three refusals;

**1.4.10.3.** Performing (or attempt of performing) an obstacle in the wrong sequence;

**1.4.10.4.** Performing (or attempt of performing) the obstacle in opposite direction;

**1.4.10.5.** Performing (or attempt to perform) the next obstacle, if there was a refusal or a fault that the dog had to correct on the previous obstacle (on the table and weave poles), but there was no correction.

**1.4.10.6.** Intentional touch of a dog or an obstacle by the sportsman;

**1.4.10.7.** Destruction of an obstacle by the dog or the sportsman before its performance;

**1.4.10.8.** Passing through two or more gaps in the weave poles one by one in the wrong direction;

**1.4.10.9.** Loss of control of the dog for more than 10 seconds;

**1.4.10.10.** Leaving the ring by the dog as a result of losing control of the dog.

**1.4.10.11.** Fouling the ring.

**1.4.10.12.** Absence of the sportsman on the start within 2 minutes from the call of a gate judge.

**1.4.10.13.** Violation of pp.1.3., 1.5. of these Rules (Part 1);

- 1.4.10.14. Dog starts not from the ground or additional help is used to fix it on the start.
- 1.4.10.15. Performing of the obstacle by the sportsman;
- 1.4.10.16. Acquaintance of the dog of the course (dog on course before their performance time);
- 1.4.11. **Violations, which cause disqualification on the competitions with annulling of all points:**
- 1.4.11.1. Bite of the event's official.
- 1.4.11.2. Dog's aggression in the ring or starting zone towards officials, sportsmen or dogs;
- 1.4.11.3. Hindering the performance of other participants;
- 1.4.11.4. Poor sportsmanship (foul language and gestures, arguing with the judge and so on);
- 1.4.11.5. Rude or cruel treatment of the dog.
- 1.4.12. After disqualification the participant should leave the ring immediately (except cases when it is permitted by competition regulations). If he continues running, he should be disqualified on the competitions.
- 1.4.13. In case of grave violation reported by the referee to the IFCS disciplinary committee to decide about disqualification for more than this competition.
- 1.4.14. Referee fixes violations and shows penalty in the following way:
  - 1.4.14.1. Fault — open palm up or out;
  - 1.4.14.2. Refusal — fist up;
  - 1.4.14.3. Disqualification — crossed arms high up or whistle.
- 1.5. **Winners determination.**
- 1.5.1. Winners in individual competitions are determined by the least sum of penalty points got on course. Course points are formed of penalty points for time of running and for faults and refusals.
- 1.5.2. The best among sportsmen without penalty (i.e., without time penalties and faults/refusals) is a sportsman with the least course time.
- 1.5.3. For team competitions a system "course time + penalty" is used.

## Chapter 2. Jumping.

As in agility, a sportsman's goal is to perform a course, designed by a judge (without contact obstacles and table), in established sequence and direction within the least time without faults.

- 2.1. Jumping course can be formed only of obstacles without contact zones and table named in article 2.1.2. of present Rules.
- 2.2. Number of obstacles for jumping - 17-20.
- 2.3. Requirements for design of jumping course, its performing and judging are identical with agility.
- 2.4. Standard course time for jumping is set according to the table:

Height class	Rate	
	m/sec	Yards/sec
<b>Toy</b>	<b>3.20-3.65 m/sec</b>	<b>3.50-4.00 yds/sec</b>
<b>Mini</b>	<b>3.50-4.00 m/sec</b>	<b>3.80-4.40 yds/sec</b>
<b>Medium</b>	<b>4.00-4.50 m/sec</b>	<b>4.40-4.95 yds/sec</b>
<b>Maxi</b>	<b>4.00-4.50 m/sec</b>	<b>4.40-4.95 yds/sec</b>

***Note: Measurement system of host country shall be utilized.***

- 2.5. Course Time Limit, as a rule, is set as a one and a half of Standard Course Time.
- 2.6. Competitor, disqualified on jumping course, gets 100 penalty points accumulating scores for team competition.
- 2.7. Individual and team winners are determined as in agility.

## Chapter 3. Pairs and team relay.

Relay courses are performed by a pair of sportsmen or a team. Sportsmen's task is to perform relay courses one by one (without delay after finish of the previous pair/team member). As in agility, courses are performed in sequence established by a referee sequence and direction, to show the least time without faults.

- 3.1. Obstacles forming one course may be performed by all dogs when a competition requires all dogs on a team be of the same height class, or a course may be formed of two courses within course area when a team (or pair) includes dogs from two height classes. Course should consist of at least 15 obstacles, when every section requires no less than 9 obstacles to perform.

**3.2.** Requirements to the relay course design are, in general, the same as to agility course. Table should not be included, except as a start, finish or exchange point. And it is not necessary to use all contact obstacles.

**3.3.** In the pairs relay one of the sportsmen runs first section, and the other – the second.

**3.4.** For team relay a team may consist of dogs from one or two height classes (if there are no additional conditions in the competitions regulations).

**3.5.** In the team relay where dogs on a team may be from two height classes, sportsmen with dogs from one height class get odd numbers, from other height class – even numbers.

**3.6.** Sportsmen with odd numbers run one section while sportsmen with even numbers run the other section; assignment of sections of the course shall be at the discretion of the judge.

**3.7.** Before start of the first dog, all pair/team members with dogs have to be in the exchange area (exchange area should be marked to provide good opportunity for start and finish).

**3.8.** In the baton exchange area dogs should be without collars and leads. If a sportsman holds a dog, he has to do it not in rude manner.

**3.9.** Pair/team members should stay in exchange area until the last member finishes.

**3.10.** A sportsman can hold relay baton in any way, but threatening the dog with the baton is considered as rude treatment and causes elimination.

**3.11.** Baton is exchanged at the discretion of the judge in the exchange area without throwing from hand to hand.

**3.12.** Judging is the same as in agility.

**3.13.** Additional penalties:

**3.13.1.** baton exchange out of exchange area, throwing the baton from one sportsman to another – 20 points.

**3.13.2.** dropping the baton on course – 10 points.

**3.13.3.** every dog's gripping the baton – 10 points.

**3.14.** For default of appearance of one of team members, making a hindrance for the performance of another team, dog in the collar and/or on the leash, leaving of the exchange area before the last member will finish, dog's aggression in the course area, all the team will be disqualified.

**3.15.** If a dog commits a violation, which causes disqualification on the course (for example, it performed an obstacle in wrong direction), a referee signals about disqualification, and the sportsman stops to perform the course and runs to the exchange area. 120 penalty points are scored to this participant.

**3.16.** A stopwatch starts when the first dog leaves the exchange area, and stops when the last dog enters the exchange area.

**3.17.** A result of the relay is scored on the system: total time + faults of all pair/team members.

**3.18.** The best is a team with the least time and least faults.

**3.19.** An assistance of trainer or somebody else in the exchange area is not allowed.

#### **Chapter 4. Gamblers (Joker).**

A sportsman's task in Gamblers (Joker) is to accumulate points for successfully performing in any sequence obstacles during opening period and fulfillment of referee's requirements in Gamble/Joker period. The sportsman's purpose is to accumulate maximum points within time set by referee.

**4.1.** There are the same obstacles as in agility used in Gamblers. The table can be used at the discretion of the judge.

**4.2.** Gamblers consists of an opening period for points accumulation and a special period called joker, or gamble.

**4.3.** Judge sets time for every period separately, but only the total time of performance is considered for scoring.

**4.4.** It is forbidden to sportsmen to use any devices for timing, making sound and other signals etc during performance. A referee can disqualify any person, taking part in the competitions, including the sportsman himself, for attempt to influence on performance. If a trainer of this team (or another one) is involved, the whole team should be disqualified, even if the trainer is not officially named in the entry form.

**4.5.** Start and finish are marked by a line or a table may be used.

**4.6.** No less than 15 obstacles should be used in Gamblers.

**4.7.** Signs marking obstacle's value should be situated near the obstacles.

#### **4.8. Opening period.**

**4.8.1.** Timing starts when the dog crosses the start line or leaves the table.

**4.8.2.** A sportsman's task is to accumulate points for successfully performed in any sequence on his own choice obstacles within time set by a referee.

**4.8.3.** Time of opening period should be from 20 to 50 seconds, proceeding from number of obstacles.

**4.8.4.** Every successfully performed obstacle gives some amount of points (see art. 4.8.8.).

**4.8.5.** Successfully performed obstacle is one that is performed without faults. Faults are not penalized, but no points are earned.

**4.8.6.** Refusals are not judged in the opening period.

**4.8.7.** In the opening period points can be earned only twice for every successfully performed obstacle. If a dog performs an obstacle in third time during opening period, points are not awarded.

**4.8.8.** Referee may use systems of points at their discretion. Following are two examples of points systems that may be utilized:

<b>Obstacles</b>	<b>1-3-5-7 system</b>	<b>1-2-3-5 system</b>
Hurdles and jumps	1	1
Tunnels and tire	3	2
Contact obstacles and weave poles	5	3
Weave poles and dog walk	7	5

**4.8.9.** Referee at their discretion may add to the value of any one obstacle or combination of obstacles if their placement or combination creates additional challenge worthy of reward.

**4.8.10.** When allocating points to obstacles or adding extra points to an obstacle or group of obstacles, referee should take into consideration placement of obstacles and their difficulty.

**4.8.11.** Opening period ends with the signal (whistle) of the time-keeper, but time continues to run.

**4.8.12.** If a dog is on the obstacle when whistle sounds, points are awarded if it is certain that no fault can occur while completing it (for example, dog is already on the second contact zone).

**4.8.13.** Hurdles, displaced by a dog, are not rebuilt.

#### **4.9. Joker period.**

**4.9.1.** Time of joker is set by a referee and it is generally from 10 to 20 sec.

**4.9.2.** Joker can be a defined sequence of obstacles or a time period for accumulating points like in the opening period.

**4.9.3.** Hurdles, displaced by a dog, are not rebuilt.

**4.9.4.** A sportsman may use obstacles that were already used twice during opening period, again.

**4.9.5.** A judge may set additional rules or special handling requirements for the joker.

**4.9.5.** A joker shall generally consist of no less than three obstacles.

**4.9.6.** Time of joker performance is set proceeding from time of course performance and time to sportsman to get to the first obstacle of joker.

**4.9.7.** Joker may include special challenges at the discretion of the judge, such as:

- obstacle discrimination;
- performance of one or more obstacles with the handler at a distance;
- controlling the dog from no less than 5 meters (a special line should be marked).

**4.9.8.** A sportsman cannot use two and more obstacles of joker sequence in any direction during opening period.

**4.9.9.** If a dog displaces a hurdle of joker sequence during opening sequence, a sportsman can not perform joker.

#### **4.9.10. Referee can decide that:**

**4.9.10.1.** Points are awarded for every successfully performed joker obstacle.

**4.9.10.2.** Points are awarded for the joker as a whole for its successful performance without faults and/or refusals.

**4.9.10.3.** Points accumulated during opening period are doubled in case of successful performance of joker (with or without awarding points for joker obstacles).

**4.9.10.4.** Refusals are not judged in joker period.

**4.9.10.5.** Other decisions, corresponding essence of the game, can be made.

**4.9.11.** Time stops when the dog crosses the finish line with the front part of its body (or jumps on the table).

**4.9.12.** If time is expired, time-keeper whistles to signal end of joker period. In this case points judge must define whether points are to be awarded (for obstacle being performed at time of whistle, the entire joker, all points for opening and joker, or a penalty is charged).

**4.10.** It is forbidden during opening period to stand without action near joker sequence or to perform obstacles, which are not giving points with the purpose of awaiting of ending of opening period, or he will be disqualified.

**4.11.** All decisions concerning way of performing the exercise, made by referee, should apply to all competitors and have to be announced before warming-up (walking).

**4.12.** The winner is a sportsman with the largest sum of points, accumulated within time set.

**4.13.** During exercise a referee announces points, earned for the obstacle, loudly. If the points are not awarded, they are not announced and referee shows fault.

## Chapter 5. Snooker.

A sportsman's task in Snooker is to accumulate points for successfully performing sequences of obstacles as defined in this section. Snooker consists of two periods – opening and closing. The sportsman's purpose is to accumulate maximum points within time set by referee.

**5.1.** The same obstacles used for agility are used for Snooker. Table can be used only for start or finish.

**5.2.** Snooker consists of an opening period in which a sequence is performed with some discretion of obstacles by sportsman and during which point are accumulated for successful performance of each obstacle and sequence; and a closing period with a prescribed sequence of obstacles as determined by the judge.

**5.3.** Referee sets total time for performance of the course (both periods to be completed in this time).

**5.4.** It is forbidden to sportsmen to use any devices for timing, making sound and other signals etc. during performance. A referee can disqualify any person, taking part in the competitions, including the sportsman himself, for attempt to influence on performance. If a trainer of this team (or another one) is involved, the whole team should be disqualified, even if the trainer is not officially named in the entry form.

**5.5.** Start and finish are marked by a line or a table may be used.

**5.6.** Snooker includes minimum 9 obstacles that are assigned values from 1 through 7, as in the billiard game of snooker. "Snooker colors" are used as a reference for assigning point values as follows:

Color	Value
Red	1
Yellow	2
Green	3
Brown	4
Blue	5
Pink	6
Black	7

**5.7.** The "Red" obstacles should be displaceable hurdles. The other "colors" may be any obstacle of judge's choice, but points should be assigned with consideration of difficulty of the obstacle or placement on course, or both.

### 5.8. Opening period.

**5.8.1.** Minimum 6 obstacles are possible in the opening period (3 "reds" + 3 "colors"), which can bring maximum 24 points.

**5.8.2.** During opening period obstacles should be performed in following sequence: red – any color – another red – any color – third red – any color.

**5.8.3.** Sportsman has to accumulate points, making dog to perform obstacles according to following principles:

- "red" should be successfully performed before performing "color"
- every "red" is performed only once, doesn't matter if performed successfully or not
- when obstacle is performed with a fault, points for it are not awarded
- the same "colored" obstacle may be taken following each "red" at sportsman's discretion

**5.8.4.** There can be from 3 to 5 "reds".

**5.8.5.** Refusals are not judged in the opening period and may be faulted or not in the closing sequence at judge's discretion.

**5.8.6.** Scoring stops during the opening period, and sportsman finishes the exercise, in case when:

- after unsuccessful “red” (for example, it was displaced) a dog performs “color” obstacle
- “red” – another or the same “red”
- “red” – “color” – “color”
- “red” – “color” – the same “red”
- time expired

**5.9. Closing period.**

**5.9.1.** After opening period sportsman immediately starts a closing period, which consists of sequence of 6 obstacles and gives maximum 27 points.

**5.9.2.** Obstacles in closing period are performed in the following sequence: yellow (2) – green (3) – brown (4) – blue (5) – pink (6) – black (7).

**5.9.3.** If a “yellow” obstacle was performed last in the opening period, it has to be performed again as the first obstacle of the closing period.

**5.9.4.** Scoring stops during the closing period, and sportsman finishes the exercise, in case when:

- obstacle is performed with fault or refusal (when refusals are announced by the judge that they will be faulted)
- wrong sequence is performed
- time expired

**5.9.5.** Refusals are judged only during closing period, upon discretion of the judge.

**5.10.** If time is expired, time-keeper whistles to signal end of exercise.

**5.11.** After signal about time expiration a sportsman has to stop obstacle performance and to cross finish line to stop the watch so that performance time may be measured.

**5.12.** Time stops when the dog crosses finish line with the front part of its body.

**5.13.** Points, earned by sportsman before signal about time expiration, remain.

**5.14.** If a dog is on the obstacle, when whistle sounds, points are awarded if it is clear and that there can be no fault in completing it (for example, dog is already on the second contact zone).

**5.15.** All decisions concerning way of performing the exercise, made by referee, should apply to all competitors and have to be announced before warming-up (walking).

**5.16.** The winner is the sportsman with the largest sum of points, accumulated within time set.

## **Chapter 6. Time-gamble.**

Sportsman’s task in this exercise is to designate supposed result of course running (to within 100<sup>th</sup> of a second) before performance and to show result as close to it as possible.

**6.1.** Requirements to the course design for time-gamble are the same as to agility course, except that only 9 to 15 obstacles are generally utilized. Performance and judging are also identical to agility.

**6.2.** After walking (warming-up) a competitor reports a supposed result to the scorer.

**6.3.** It is forbidden to sportsmen to use any devices for timing, making sound and other signals etc. during performance. A referee can disqualify any person, taking part in the competitions, including the sportsman himself, for attempt to influence on performance. If a trainer of this team (or another one) is involved, the whole team should be disqualified, even if the trainer is not officially named in the entry form.

**6.4.** To determine final points, scorer adds time of running to faults and refusals. Judge shall announce the value of faults and refusals prior to the competition (i.e., faults will be 5 penalty points each and refusals shall be 3 penalty points each).

**6.5.** Difference between designated and actual points for performance is a result of performance. The winner is the sportsman with the least difference between designated and actual points for performance.

## **Chapter 7. Power and Speed.**

Sportsman’s task in this exercise is to perform without stop a segment of course, consisting of “power” obstacles (i.e., contact obstacles, weave poles and spread hurdle) followed by a segment of “speed”, consisting of hurdles and possibly tunnels.

**7.1.** Table is not used in this exercise.

**7.2.** Rules for start are the same as for agility.

**7.3.** “Power” segment may include two or more contact obstacles, weave poles and a spread hurdle.

**7.4.** Referee has to set Course Time limit for “power” segment, during which the sportsman shall perform the obstacles at their own pace, but within the allotted time.

**7.5.** For fault or performance refusal on “power” segment sportsman loses the right of performance “speed” segment and is disqualified. If no fault or performance refusal occurs, the dog must begin the speed sequence before the allotted time expires, but the result of successful performance of “power” segment is not taken into account for winners determination.

**7.6.** Winners are determined on results of “speed” segment performance only.

**7.7.** After last obstacle of “power” segment at the moment of crossing the first obstacle (or start line) second stop-watch starts to measure time on the second segment.

**7.8.** Faults and refusals on “speed” segment are scored as in agility. Result is scored on “time+faults” system.

**7.9.** The best is a sportsman with the least time and least penalty for faults and refusals on “speed” segment.

**Part 3. FEATURES OF SUMMING UP RESULTS IN INDIVIDUAL AND TEAM COMPETITIONS.**

**Chapter 1. Biathlon (agility + jumping).**

- 1.1. Only individual competitions are held in biathlon, as a rule.
- 1.2. For determination of results in biathlon a system of adding penalty for standard course time exceeding to penalty for faults and refusals is used.
- 1.3. A system “actual course time + faults” can be also used in biathlon.
- 1.4. The best in biathlon is a sportsman with least penalty for two exercises.
- 1.5. In case of a tie a sportsman with the best time has an advantage.

**Chapter 2. Triathlon (agility + jumping + relay).**

- 2.1. There are team competitions only in triathlon.
- 2.2. For determination of team results in triathlon, Standard Course Time is not used in agility and jumping.
- 2.3. A system “actual course time + faults” is used for summing up results of exercises.
- 2.4. The best in triathlon is a team with least penalty for three exercises.
- 2.5. When there is a tie, a team with best result for relay has advantage.

**Chapter 3. All-around.**

- 3.1. In individual competitions all-around includes agility, jumping, Snooker and Gamblers.
- 3.2. In team competitions all-around includes agility, jumping, Snooker, Gamblers and relay.
- 3.3. Standard Course Time is not used in agility and jumping to determine team results, system “actual course time + faults” is used.
- 3.4. To determine results in all-around penalty points for agility, jumping and relay are transferred into positive points by subtraction penalties from control numbers (see table):

<b>Exercise</b>	<b>Control number</b>	<b>Penalty for disqualification</b>
Agility	120	120
Jumping	100	100
Relay	120 x number of team members	120 x number of disqualified team members

- 3.5. Total result in all-around is determined by addition of results in Snooker and Gamblers and positive points for agility, jumping and relay, scored according to table in art.3.4.
- 3.6. The best team (sportsman) in all-around is a team (participant) with the highest positive point.
- 3.7. In case of tie, a team (sportsman) with best result for relay has an advantage.