

BASIC JUMPERS CLASS

A. Introduction

The Basic Jumpers class is designed to encourage participation from all levels of agility enthusiasts including those who have just commenced some basic agility training and may not be as proficient in all the obstacles. The course will be easier as it consist of fewer obstacles comprising mainly of jumps, broad jump, tyre jump and open tunnels. As there are no contact obstacles, pause table or weave poles, the Basic Jumpers class promotes fast and exciting runs and are suited to dogs with similar preferences.

B. General Rules

The standard rules for Novice Agility class (refer below) apply except for the relaxation of certain provisions as follows:

1. Handler has the option of running the dog on leash or off leash.
2. Handlers will be allowed to carry treats or toys into the ring to encourage and motivate their dogs during the run itself.
3. The course shall consist of 12 - 16 obstacles comprising primarily of hurdles, tyre and broad jumps and open tunnels. For sample of a Basic Jumpers course, go to [Jumpers](#)
4. There will be no elimination or refusal call in basic jumpers. Refusals do not have to be re-attempted and teams may proceed to the next obstacle in sequence. However, incomplete obstacles or omissions will count as 10 faults. Knocked down poles and wrong obstacles will count as 5 faults.

C. Categories

- Toy: for dogs measuring up to 30 cm at the withers.
- Mini: for dogs mesuring between 30 cm and 40 cm at the withers.
- Maxi: for dogs measuring > 40 cm at the withers.

Jump heights shall be set as follows:

- Toy: 25 cm (10 inches)
- Mini: 30cm (12 inches)
- Maxi: 40.5 cm (16 inches)

D. Runs/ attempts

Each team shall be allowed 2 attempts at running the course and the best result will count towards determining the team standings.

The maximum course time will be set by the judge and should range between 50 - 60 seconds. In the event that the maximum course time is exceeded, a whistle shall be blown and team shall have to forego the rest of the run.

E. Prizes

The top 3 teams will be awarded trophies and prizes. Should the number of entrants on the day be less than 5 in any category, only the top 2 teams will qualify for trophies and prizes.

Should the number of entrants on the day be less than 3 in any category, only the top team will qualify for trophies and prizes.

As Basic Jumpers is a non-titling class, no Clean Run certificate will be issued.

NOVICE JUMPERS/ JUMPERS WITH WEAVES CLASS

A. Introduction

The Jumpers With Weaves class is designed to encourage participation from all levels of agility enthusiasts including those who have had some agility training but may not be as proficient in all the obstacles. Handlers will have to run their dogs off leash and are not permitted to carry any treats, toys or object into the ring.

The course will be challenging with obstacles comprising of single hurdles, tyre jump, broad jump, double bar jump, open tunnel, collapsible tunnel and weave poles.

As there are no contact obstacles or pause table, the jumpers class promotes fast and exciting runs and are suited to dogs with similar preferences. The Jumpers With Weaves class is an officially recognised event in agility trials worldwide.

B. General Rules

The standard rules for Novice Agility class (refer below) apply except for the following:

1. The contact obstacles and pause table will not be tested in Jumpers With Weaves class.
2. The course shall consist of 17 - 20 obstacles comprising primarily of hurdles and jumps, open and closed tunnels, and weave poles (can be made up of 1 or 2 sets of 6-12 weave poles). For sample of Jumpers With Weaves course, go to [JWW](#)
3. Standard Course Time ('SCT') is determined using rate of travel of 2.0 - 2.5 meters /second.

C. Categories

- Toy: for dogs measuring up to 30 cm at the withers.
- Mini: for dogs measuring between 30 cm to 40 cm at the withers.
- Maxi: for dogs measuring > 40 cm at the withers.

Jump heights shall be set as follows:

- Toy: Outdoor grass surface - 12 inches or 30.5 cm; Indoor carpet surface - 10 inches or 25.4 cm
- Mini: Outdoor grass surface - 16 inches or 40.6 cm; Indoor carpet surface - 14 inches or 35.6 cm
- Maxi: Outdoor grass surface - 22 inches or 55.9 cm; Indoor carpet surface 20 inches or 50.8 cm

(Note: Should the number of participants in Toy class be small, Toy class will be combined with Mini class. When combined, Toy and Mini dogs will continue to jump their respective jump heights as set out above.)

NOVICE AGILITY CLASS

A. Introduction

Agility trials are fun and challenging competitive events open to all dogs, pure and mixed breeds alike. Also serves to enhance the dog's intelligence, physical prowess and build on the rapport between dog and handler. Competitors should also be familiar with elementary training and basic obedience skills. The Novice Agility course will be challenging and designed to test the ability of the dog to maneuver a series of obstacles whilst under the control of the handler without the use of a leash.

B. General Rules

1. Minimum age

Dog must be at least 1 year old on the date of the agility trials it is entered for.

2. Safety

Dogs must not wear any slip or check chains, collars or leash when under trial. At all times, total consideration must be given for the safety of the dog.

3. Walking the course

Handlers will be given the opportunity to walk the course before the actual agility trial begins on instructions of the judge.

4. All dogs entered, do so at their owners' risk and whilst every care will be taken by Pet-n-You, the organisers shall not be responsible for any loss, damage or injury however caused to dogs, person or property whilst at the trials.

5. Team attire should not exhibit any logos, brands or advertisements.

C. Categories

- Toy: for dogs measuring up to 30 cm at the withers.
- Mini: for dogs measuring between 30 cm to 40 cm at the withers.
- Maxi: for dogs measuring > 40 cm at the withers.

Jump heights shall be set as follows:

- Toy: Outdoor grass surface - 12 inches or 30.5 cm; Indoor carpet surface - 10 inches or 25.4 cm
- Mini: Outdoor grass surface - 16 inches or 40.6 cm; Indoor carpet surface - 14 inches or 35.6 cm
- Maxi: Outdoor grass surface - 22 inches or 55.9 cm; Indoor carpet surface 20 inches or 50.8 cm

(Note: Should the number of participants in Toy class be small, Toy class will be combined with Mini class. When combined, Toy and Mini dogs will continue to jump their respective jump heights as set out above.)

D. Course Design and Runs

The dog must complete the course within a pre-determined time and the obstacles must be negotiated in the correct order, according to a pre-numbered sequence as determined by the judge. The distance and way the obstacles are placed determines the degree of difficulty and speed. As the sport is still new in the country, only basic jumpers, pre-novice and novice level trials are offered at present. Future events may include advance classes.

1. Course layout

The recommended trial ring should measure at least 15 m by 25 m. The actual length of the course should be between 100 - 200 m and will require a dog to traverse at least 17 obstacles and not more than 20.

The design of the course shall be at the discretion of the judge. A well designed course will allow the dog to go round smoothly. The aim is to get the correct balance between control over the dog to avoid faults on obstacles and the speed with which the course can be negotiated.

2. Runs/ attempts

Each team shall be allowed 2 attempts at running the course and the best result will count towards determining the team standings.

The Standard Course Time ('SCT') is determined using rate of travel of 2.0 - 2.5 meters/ second.

The Maximum Course Time ('MCT') is set at 1.5x - 2x the SCT eg. 50 secs SCT would give a minimum MCT of 75 secs. In the event that the MCT is exceeded, a whistle shall be blown and team shall have to forego the rest of the run.

For sample of a Novice course, go to [Novice Agility](#)

E. Start and Finish Lines

Dog is placed behind the start line. The dog's lead and collar is removed and placed on the ground. Handler is not allowed to have any object in hand or on body during the run. Handler is allowed to position him/herself anywhere on the course. Upon the judge's signal, handler will start the run with dog. The time will start as soon as the dog crosses the start line.

Any form of command, signal, praise and encouragement are allowed before, during and after the run. Handler must ensure that the dog traverses the obstacles in the correct sequence without touching dog or obstacles. Handler must not negotiate, go over or under the obstacles.

Time is stopped when the dog crosses the finish line. The start and finish line should be placed within 1 meter of the first and last obstacle

F. The Obstacles

The trial committee reserves the right to include or remove any obstacles from use at the agility trials from time to time. The recommended specifications of the obstacles are as set out in Appendix A.

1. Jumps or Hurdles

Dogs to clear hurdles, which may include the following: Single, Spread, Castle and Broad Jumps. No part of a hurdle should be knocked down or be caused to topple over.

Dogs should not run or walk over any part of the broad jump. Jumping in from the side or out to the side of the broad jump is not allowed.

2. Tyre jump

Dogs to jump cleanly through the tyre hoop.

3. Tunnel

Dogs to go through the tunnel from one end as specified by the judge and re-appear from the other end.

4. Weaving poles

Dog must enter the obstacle with the first pole on the left and then continue to weave through all the remaining poles. For each weaving pole missed, the dog must re-directed to make the correct entry from the missed pole and complete the weave from thereon. Alternatively, dog can also be re-directed to the start of the weaving poles and complete the weave from thereon.

5. Pause table

Dogs to jump onto table and remain for a count of 5 seconds until the judge indicates that the dog is to continue with the run. The stay position whilst on table ie. stand, sit or down position, is at the discretion of the judge and will be indicated during the judge's briefing before the trial. Count will commence as soon as dog is on the table. For leaving that table before the count is completed, the dog must get back on the table and the count will recommence from when dog previously left.

6. A-frame

Dogs to climb up the A-frame, negotiate the apex and climb down the other side of the ramp. Dogs have to place at least one paw on the contact zone on the way up and the way down, contact zone being indicated by a different colour at the bottom of the ramps on the ascent and descent.

7. Dog walk

Dogs to climb up the dog walk, negotiate the horizontal plank and climb down the other side of the ramp. Dogs have to place at least one paw on the contact zone on the way up and the way down, contact zone being indicated by a different colour at the bottom of the ramps on the ascent and descent.

8. See-saw

Dogs to climb up the see-saw, maneuver past the pivot point and down the other side of the plank. Dogs have to place at least one paw on the contact zone on the way up and the way down, contact zone being indicated by a different colour at the bottom of the ramps on the ascent and descent. See-saw must touch the ground before the dog alights from it.

G. Judging

Total faults comprise of time and course faults:

Time faults

Time faults - faults incurred for failure to complete the course within the Standard Course Time ('SCT') ie. 1 fault per second exceeding the SCT.

Course faults

Course faults - faults incurred for failure to negotiate the course correctly. All course faults are in units of 5 ie. any fault incurred as below will count as 5 faults. The judge will signal a course fault with an open palm.

- 1. Knocking down bars or obstacles (ie. non-repeat obstacles)
- 2. Missed contact zones or fly offs from see saw
- 3. Sliding off table or leaving before completion of count
- 4. Foot landing on or between the broad jump
- 5. Slipping out of the weave poles*
- 6. Refusal to perform an obstacle #

* Weave poles: 1 course fault for slipping out of poles during the weave (after correct entry is made). Subsequent slips out of the weave will not be penalised but dog still has to be re-directed to complete the weave.

Refusals:

- 1. All obstacles - dog stops in front of obstacle ie. a significant hesitation. Dog runs by the plane of an obstacle whilst on the approach.
- 2. Tunnel - dog puts head or paw or body in tunnel and comes back out again.
- 3. Contact obstacles - dog puts paw on contact obstacle on the ascent and withdraws or comes off obstacle (ie. without 1 paw touching the descent plank).
- 4. Hurdles - dog jumps over the wings of the hurdle or runs under the pole.
- 5. Tyre jump - dog jumps through space between the frame and tyre.
- 6. Broad jump - dog jumps through the side of the broad jump on entry or exit. Dog walks over the planks of the broad jump.
- 7. Weave poles - missed or incorrect entry into weave poles.
- 8. Pause table - dog runs under pause table.

Refusals at any obstacle must be reformed, otherwise this will lead to an elimination. The judge will signal a refusal with a clenched fist.

Elimination

- 1. Exceeding the Maximum Course Time
- 2. Accumulating 3 refusals

- 3. Running off course or out of sequence
- 4. Taking obstacle in the wrong direction
- 5. Incomplete or missed obstacle, not reattempting an obstacle after a refusal.
- 6. Knocking down pole or obstacle, when that obstacle is a repeat obstacle or has to be performed later on as part of the course sequence (for knocked down poles, judge has discretion to forego elimination provided dog attempts/ passes through upright stands of the repeat hurdle which was initially displaced).
- 7. Handler loses control of dog or dog is no longer responding to handler.
- 8. Handler touches dog or equipment to assist the run
- 9. Handler jumps over or passes under an obstacle
- 10. Handler holds any object in hand or on body
- 11. Harsh handling of dog
- 12. Running out of the ring
- 13. Fouling the ring or obstacle

Teams may be permitted to complete the run notwithstanding any elimination.

H. Results

Qualification

A Clean Run certificate will be issued to each team who successfully completes the agility course with no faults.

Team placing

The team standings are determined based on the following:

- 1. Total faults, which is made up of course faults + time faults.
- 2. In cases where the total faults are the same, the dog with the least course faults will be favoured.
- 3. In cases where the total faults and the course faults are the same, then the fastest dog will be placed first.

Example (with SCT of 60 seconds):

Team	Course faults	Course time	Time faults	Total faults	Placing
A	5	58 s	0	5	3 rd
B	0	65 s	5 s	5	1 st
C	5	57 s	0	5	2 nd
D	0	68 s	8 s	8	4 th
E	10	59 s	0	10	6 th
F	5	65 s	5 s	10	5 th

Prizes

1. The top 3 teams will be awarded trophies and prizes. Should the number of entrants on the day be less than 5 in any category, only the top 2 teams will qualify for trophies and prizes. Should the number of entrants on the day be less than 3 in any category, only the top team will qualify for trophies and prizes.

OBSTACLE SPECIFICATIONS

All ring equipment necessary for the proper conduct of a test shall be provided by Pet-n-You and must be approved by the judge. The maximum deviation from the specified measurements of equipment shall not exceed 10%. All equipment are to be painted so that they are easily visible to the dogs. All equipment shall be made of suitable material and be of sturdy construction.

1. Single Hurdle Jump

The top bar or pole of the hurdle should be easily displaced.

- Height - Toy, Mini dogs 25 - 40 cm (10 - 16 inches)
- Height - Maxi dogs 51 - 65 cm (20 - 26 inches)
- Width 90 - 120 cm (3 - 4 feet)

2. Spread Jump

2 single hurdles placed together to form a double spread jump. The poles are placed in ascending order with a difference in height of 15 cm (6 inches). The spread of the jump should range from 30 - 55 cm (12 - 22 inches)

3. Tyre Jump

- Aperture diameter 38 - 60 cm (15 - 24 inches)
- Aperture centre from the ground - Mini dogs 55 cm (22 inches)
- Aperture centre from the ground - Maxi dogs 80 cm (31 inches)

4. Castle Jump

Maxi dogs shall jump over the obstacle, whilst Mini dogs can choose to jump over or go through the arches of the castle jump.

- Height 55 cm (22 inches)

5. Broad Jump

The broad jump will consist of 2 - 5 separate units or mini hurdles.

- Length of any unit 120 cm (4 feet)
- Width of each unit 15 cm (6 inches)
- Height of any unit 15 cm (6 inches)
- Spread - Toy, Mini dogs 40 - 90 cm (16 - 36 inches)
- Spread - Maxi dogs 120 - 150 cm (4 - 5 feet)

6. Table

- Table must be stable with a non slippery surface.
- Minimum area 60 x 60 cm (2 x 2 feet)
- Height - Toy, Mini dogs 30 cm (1 foot)
- Height - Maxi dogs 60 cm (2 feet)

7. Open Tunnel

Flexible so that bends can be formed.

- Diameter 60 cm (2 feet)
- Length 3 - 5 m (9 -15 feet)

8. Closed Tunnel

Entrance must be of rigid construction.

- Diameter 60 cm (2 feet)
- Length 90 cm (3 feet)

The exit is made of supple cloth material.

- Diameter 60 - 65 cm (2 feet)
- Length 3 - 4 m (9 -12 feet)

9. Weaving Poles

- Number of poles 10 or 12
- Distance apart 60 cm (2 feet)
- Height of poles 1 - 1.2 m (3 - 4 feet)
- Diameter of poles 3 - 5 cm (1 - 2 inches)

10. Dog Walk

A walk plank with two ramps firmly fixed at each end. Each ramp should have anti-slip slats at regular intervals. Contact zones should be painted a different colour.

- Width 30 cm (1 foot)
- Length of each ramp 3.6 - 4.2 m (12 - 14 feet)
- Height 1.2 m (4 feet)
- Contact zone last 90 cm (3 feet) from the bottom of each ramp

11. A-frame

Two ramps hinged at the apex, A-shaped. Each ramp should have anti-slip slats at regular intervals. Contact zones should be painted a different colour.

- Width 90 cm (3 feet)
- Length of each ramp 2.1 - 2.5 m (7 - 8 feet)
- Height at apex 1.7 m - 1.9 m (5½ - 6 feet)
- Contact zone last 106 cm (3½ feet) from the bottom of each ramp

12. See-saw

A plank firmly mounted on a central bracket. Obstacle must be stable and plank non-slip. See-saw must be properly balanced to allow small dogs to tip it without any problem.

- Width 30 cm (1 feet)
- Length 3.7 m - 4.3 m (12 - 14 feet)
- Height of central bracket 60 cm (2 feet)
- Contact zone last 90 cm (3 feet) from both ends of the plank

AGILITY CLASSES:

Class	Number of obstacles	Obstacles	Difficulty level
Agility Novice	17 - 20	Single hurdles, spread hurdles, tyre jump, broad jump, open tunnel, collapsible tunnel, see-saw, dog walk, A-frame, weaving poles, pause table (optional).	Moderate difficulty course layout. SCT is determined using rate of travel of 2.0 - 2.5 meters/second. (Note: When pause table is used, 6 secs will be added on in determining the SCT.)
Agility Open	20 - 22	Single hurdles, spread hurdles, tyre jump, broad jump, open tunnel, collapsible tunnel, see-saw, dog walk, A-frame, weaving poles, pause table (optional).	Challenging course layout. SCT is determined using rate of travel of 2.5 - 3.0 meters/second. (Note: When pause table is used, 6 secs will be added on in determining the SCT.)
Jumpers With Weaves -	17 - 20	Single hurdles, spread hurdles, tyre jump, broad jump, open	Moderate difficulty course

Novice	tunnel, collapsible tunnel and weaving poles.	layout. SCT is determined using rate of travel of 2.0 - 2.5 meters/ second.
Jumpers With Weaves - Open	20 - 22 Single hurdles, spread hurdles, tyre jump, broad jump, open tunnel, collapsible tunnel and weaving poles (1 or 2 sets).	Challenging course layout. SCT is determined using rate of travel of 2.5 - 3.0 meters/ second.