



AGILITY REGULATIONS

OF THE

**British Agility
Championships
2017**



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Jump height Categories

Name	Dogs Measurement	Jump Height
Small	Dogs measuring under 35cm	300cm
Medium	Dogs measuring between 35cm and 43cm	400cm
Large	Dogs measuring over 43cm	600cm

<u>Jump Height</u>	<u>Long Jump</u>	<u>Spread Jump Depth</u>	<u>Tyre at centre.</u>
300	500mm (2 boards)	280mm	450mm
400	800mm (3 boards)	370mm	550mm
600	1200mm (5 boards)	560mm	750mm

Courses

A course is built with a variety of obstacles; the way they are placed determines the degree of difficulty and speed. The dog must complete the course within a pre-determined time and the obstacles must be negotiated in the correct order.

Obstacles approved by the British Agility Championships are:

A frame	Dog walk	Seesaw
Jumps / Spreads	Long Jump	12 Weaves
Tyre	Pipe Tunnel	Wall

Equipment requirements for each class.

Equipment List	British Agility Classes & Finals	British Jumping Classes	British Open Grand National	Speed Jump Off Final
A frame	√	×	√	×
Dog Walk	√	×	×	×
Seesaw	√	×	×	×
12 weaves	√	√	×	×
Tyre	√	√	√	×
Pipe Tunnel	√	√	√	√
Long Jump	√	√	√	×
Jumps	√	√	√	√
Wall	√	√	√	×

Course design

The design of the course is left entirely to the judge's inventiveness.

- The distance between two consecutive obstacles must range between a minimum of 5metres and a maximum of 7metres.
- In the Speed Jump off Final ONLY, obstacles can range between a minimum of 5meters and maximum of 10 metres.
- The handler should be able to pass each obstacle on both sides successfully
- There should be sufficient space at the start and finish obstacle.

Collecting Ring & Entry to the competition ring.

Stage 1	Check in table/board	Present yourself to the table so we know you are running
Stage 2	Warm up	This will allow you time to warm your dog up.
Stage 3	Drop off table	You must leave any toys/ foot / bags / etc
Stage 4	Tunnel entry	You are next to run, and will be escorted to the start line
Stage 5	Good Luck	You're on the start line

Dog Walk:

Each ramp should have anti-slip slats and a good quality rubber surface. The last 90 cm. from the bottom of each ramp should be a different colour (on the sides as well) to indicate the contact area.

See-saw:

The Obstacle should have an anti-slip and good quality rubber surface. (No Slats)
Contact areas should be the same as those of the dog walk. The seesaw must be properly balanced (it must not tip too fast or too slow) and must allow the small dogs to tip it without problems.

A-frame:

Each ramp should have ant-slip rubber surface slats at regular intervals to avoid slipping and to make the climb easier.

Weaving Poles

Number of poles: 12 minimum

The poles are rigid and have a diameter of 3 to 5 cm. The height of the poles is 1 to 1,20m and they should be placed **60 cm** apart.

Pipe tunnel:

Diameter: 60 cm. - Length:3 to 6 m. The tunnel should be flexible so that one or more bends can be formed.

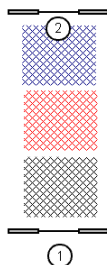
Judging

5 Faults should be issued when

Knocking a bar down	5 Faults
Missing an up contact	5 Faults
Missing a down contact	5 Faults
Incorrect Weave process during the obstacle	5 Faults
Knocking a brick out the wall	5 Faults
Knocking an element of the long jump down	5 Faults
Leaving the seesaw before it has made contact with the ground	5 Faults

5 faults for a refusal should be issued when

A dog shows any of the behaviour shown in the diagram below	5R Faults
Runs past the point line of the up contact on the contact equipment	5R Faults
Does not pass the tipping point on the seesaw	5R Faults
Does not pass the apex of the a frame	5R Faults
Does not pass the apex on the “upward plank on the dog walk	5R Faults
Misses the weave pole entry	5R Faults
Runs past the active refusal line of a piece of equipment.	5R Faults
Runs past or under the first jump	5R Faults
Runs past or under the last jump	5R Faults
Runs past any jump on course	5R Faults
Enters a tunnels, and exits the same side	5R Faults



Execution Third / Final Third
Refusal Calls.

- Head turns away from obstacle
- Any deviation on line
- Dog Spins
- Dog turn away from obstacle
- Dog stops
- Handler moves the dog away from the approach of the next obstacle.

Active Third / 2nd third
Refusal Calls.

- Any deviation on line
- Dog Spins
- Dog turn away from jump
- Dog stops
- Handler moves the dog away from the approach of the next obstacle.

Completion Third
No Refusal can be given in this area

<u>Elimination</u>
Unseemly behaviour towards the judge
Harsh handling of the dog
Three refusals
Taking or touching obstacles out of sequence
Forgetting to take an obstacle
Taking an obstacle in the wrong direction
Handler negotiates an obstacle himself, jumps or passes under the obstacle.
A handler who gains an advantage by touching his dog.
A handler who gains an advantage touching an obstacle
If a handler destroys an obstacle so the dog cannot complete it correctly.
Handler holds something in his hand while under test
Stopping on the course because the handler retires (unless instructed by the judge)
Dog fouls in the ring after stage 4 of entry procedure
Dog deemed out of control for more than 5 seconds.
Dog leaving the ring at any time while under test.

When a dog leaves the ring, the competitor will proceed to the finish of the course and retrieve the dog safely, however neither the handler nor the dog may re-enter the ring and continue the round.

Unexpected Problems with equipment

- Under circumstances beyond the handler's control – the judge can stop the handler and when the issue is resolved the judge will restart the dog from the beginning.
- All faults incurred before the dog was stopped will still apply. Up to that point no other faults will be given. However, the handler still has to negotiate the course to the best of his/her ability; i.e. must make a good attempt.
- Additional faults will be incurred only after the point at which the dog was originally stopped.

All breeds including mixed breeds are eligible; dog must be over at least 18 months old to compete

<u>Ineligible to enter:</u>
Pregnant bitches
Dogs that are apparently ill or hurt
Doped dogs

Classes and Competitions

Tests will be judged according to the BAC rules and regulations.

Only dogs that have been entered in the show will be able to run,

British Open Grand National (Open to all levels of dog)

This class is open to all competitors regardless of level- this class will be split into 3 height classes and will be a fast open course. The Winner of each class will be guaranteed a space in the Saturday night's Speed Jump Off Final

British Agility Championships for dogs (Grade 6/7 UK) (A2 & A3 EUROPE)

This class consists of 2 jumping rounds and 2 agility rounds.

- Each competitor will be guaranteed 4 qualification runs over the 2 days of competition.
- The top 10 dogs after the two qualification rounds on Saturday will run in the "Speed Jump Off Final" this class will be a fast jumping course that will give the top 10 dogs of each height category, the top dog from each height category from the British Novice Stakes and the winner of the British Open Grand National the chance to take home the Speed Jump Off Title.
- The top 20 dogs of each height category, after all 4 qualification rounds(Saturday & Sunday combined) will qualify for the Sunday evening British Championships Final.

British Novice Stakes for dogs (Grade 1-5 UK) (A1 EUROPE)

This class consists of 2 jumping rounds and 2 agility rounds.

- Each competitor will be guaranteed 4 qualification runs over the 2 days of competition.
- Over the 4 rounds each dog and handler combination will score points from their placings.
- The Top dog in small, medium and large, after the first two qualification heats on the Saturday, will be invited into the main arena to take part in the Speed Jump Off Final on the Saturday evening.
- The top 10 dogs and handlers in each height category, after the 4 rounds, will go forward into the Sunday evening Grand Championship Finals, where the winners will be crowned " British Novice Stakes Champion".

Scoring of Classes

British Open Grand National (Open to all levels of dog) Scoring

- This class will be scored as the fastest clear round wins.
- The Winner of each height class will get a direct entry into the Saturday night Speed Jump Off Final

British Agility Championships Scoring

- In the qualification rounds faults will be turned into time, (e.g. - 5 Faults = 5seconds.)
- Time faults will be added on a 1:1 ratio for all classes in this event
- Eliminations will incur 100 faults
- As a dog and handler partnership you will be able to gain points for each of the rounds if you are placed within the top 25 Dogs. Placing outside of the top 25 will only score 1 point unless eliminated, when you will score 0 points.
- Eliminations will results in NO points being awarded at all.
- If there happens to be less than 20 starters on the first day of the event, any dog/s that have 3 or more eliminations over the qualification heats will not move forward to the finals.
- The top 10 scoring dogs from each height after 2 qualification rounds on the Saturday will qualify for the Speed Jump Off Final.
- The Top 20 dogs after 4 rounds will qualify for the Sunday night British Championships Final.
- If there is a tie on points when scoring for the overall final positions the agility rounds will take priority. (Both agility scores will be added together and the handler with the fastest time and least number of faults when added together will be the winner)

British Championships Points table

Placing	British Championships Points Awarded
1 st	30 Points
2 nd	29 Points
3 rd	28 Points
4 th	27 Points
5 th	26 Points
25 th	6 Points
26 th +	1 Point

British Novice Stakes Scoring

- Fastest Clear round wins.
- Time faults added on a 1:1 ratio for all classes in this event.
- As a dog and handler partnership you will be able to gain points for each of the rounds if you are placed within the top 15 dogs. Placing outside of the top 15 will only score 1 point unless eliminated, when you will score 0 points.
- Eliminations will result in NO points being awarded at all.
- If there happens to be less than 20 starters on the first day of the event, any dog/s that has 3 or more eliminations over the qualification heats will not move forward to the finals.
- The top scoring dog from each height, after 2 qualification rounds on the Saturday will qualify for the Speed Jump Off Final.
- The Top 10 dogs, after 4 rounds, will qualify for the Sunday night British Novice Stakes Final.
- If there is a tie on points when scoring for the overall final positions the agility rounds will take priority. (Both agility scores will be added together and the handler with the fastest time and least number of faults when added together will be the winner)

British Novice Stakes Points table

Placing	Novice Stakes Points Awarded
1 st	16 Points
2 nd	14 Points
3 rd	13 Points
4 th	12 Points
5 th	11 Points
15 th	2 Points
16 th +	1 Point

General Rules

- Separate competition for each height categories.
- Handlers must run in strict running orders in all rounds. Failure to do so will result in elimination.
- There will be a maximum of 1 minute given if a handler fails to appear at ring side at the time they are due to run, If they do not appear within that time, this will result in an elimination.
- Where a handler is running 2 dogs and is drawn within two dogs of each other, the handler will be given a maximum of a 2 minute break between dogs.
- A dog can still progress to the finals with one or more eliminations, as long as they score enough points to make the final cut.
- Whistle start maybe used.
- In the event of a tie in time and faults in an individual qualifying round, both dogs and handlers will be awarded equal points in the individual rounds (see example below). The dog finishing top of the points table after the 4 qualifying rounds will run last in the final. The dog finishing 20th will run first.
- Should a dog qualify and then not be able to run the final (due to injury etc) dog number 21 will NOT be invited to take its place in the final.

