

# AGILITY PROGRAM RULES

June 2025



The Australian Shepherd Club of America  
6091 E. State Hwy 21, Bryan, TX 77808

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These rules were last updated:

Date	Change	Related Motion
6/1/2025	Appendix A: Equipment Specifications - Tunnel	AG.25.02
4/27/2025	12.4 Verification, 12.5 Fees	BD.25.30
12/19/2024	2.7 Submission of Records, Delete 2.7.3 Submission of Entry Forms	BD.24.122
8/27/2024	Appendix C	AG.24.07
7/27/2024	Appendix C and Appendix D	AG.24.06
6/1/2024	12.3 Notification, 12.4 Verification	BD.23.102
6/1/2024	6.3 Obstacle Requirements	AG.23.07
6/1/2024	1.1.4 Training Collars	AG.23.09
6/1/2024	9.1 Handling Faults	AG.24.01
6/1/2024	APPENDIX C: Apprentice Agility Judge Application Requirements	AG.24.02
6/1/2024	1.3.5 Participation in Trials, 11.3 Emergency Judge	AG.24.03
8/27/2023	APPENDIX A: Equipment Specifications	AG.23.08
3/1/2023	Removed reference to Agility Licensees as the program is no longer in effect and no Licensees remain.	Housekeeping
6/1/2023	7.2.2 Scoring	AG.23.01
6/1/2023	7.4.2 The Gamble Course Design and 7.4.3 Bonus Obstacles	AG.23.02
6/1/2023	2.2 Agility Obstacles, 5.4.2 Novice Level Course Design, 5.4.3 Open Level Course Design, 5.4.4 Elite Level Course Design, 7.3.1 Course Obstacles during Initial Point Accumulation Time, and 7.3.2 Course Obstacles Allowed in the Gamble Sequence	AG.23.03
6/1/2023	5.6.1 Determining a Dog's Course Time, 6.5.1 Determining a Dog's Course Time, 7.6.1 Determining a Dog's Recorded Course Time, 9.3.1 Purpose of Start and Finish Lines, and 9.3.2 Bypassing First and Last Obstacles	AG.23.04
6/1/2023	7.4.2 The Gamble Course Design	AG.23.05

Shaded and ~~strickthrough~~ areas indicate rule changes. Changes are **effective June 1, 2025**, unless otherwise noted.

#### Agility Documents on the ASCA Website:

<a href="#">Agility Entry Form</a> <a href="#">Agility Jump Height Card Application</a> <a href="#">Agility Trial Sanctioning Form</a> <a href="#">Agility Yardage and Course Times Sheets</a> <a href="#">Agility Promotional Flier</a> <a href="#">Agility Premium Checklist</a> <a href="#">Agility Secretary Checklist</a> <a href="#">Agility Scorekeeper Form</a> <a href="#">Agility Trial Gross Receipt Report</a>	<a href="#">Agility Judge Report Form</a> <a href="#">Agility Judge Conduct Evaluation</a> <a href="#">Agility Apprentice Judge Application</a> <a href="#">Agility Apprentice Judge Application for Promotion</a> <a href="#">Agility Apprentice Supervisor Judge Application</a> <a href="#">Agility Application to Apprentice</a> <a href="#">Agility Supervisor Report for Apprentice Judge</a> <a href="#">Agility Supervisor Report for Apprentice Supervisor Judge</a> <a href="#">Agility Judge Directory</a>
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#### Important Documents on the ASCA Website:

[ASCA's Code of Ethics for Judges](#)  
[ASCA's Dog Aggression Rules](#) & [Incident Report Form](#)  
[ASCA's Conflict Resolution Protocol](#) & [Request Form](#)

The following contents are clickable links that will take you directly to that section.

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# **Chapter 1. General Information**

## **1.1 Rules Governing ASCA Agility Trials**

### **1.1.1 GOVERNING RULES**

Agility trials sanctioned only by the Australian Shepherd Club of America (ASCA) are governed by ASCA's Agility Rules and Regulations; by any rules and regulations set forth in the premium for each trial (which shall not conflict with the Agility Rules and Regulations); and by the Bylaws of the Australian Shepherd Club of America.

### **1.1.2 REPORTS OF ABUSE**

The Show Committee shall investigate any reports of abuse of dogs or severe disciplining of dogs on the grounds or premises of a show. Any person who conducts himself in such manner or in any other manner prejudicial to the best interest of the sport shall be dealt with promptly.

### **1.1.3 DEFINITION OF PREMISES**

The limits are the boundaries of the grounds. Premises constitute a larger area, its boundaries not well defined. It consists of the land building(s) and all parking areas adjacent to and a continuation of the show grounds where any ASCA events are held whether held separately or in conjunction with each other. Any area inside the limits is on the premises, but an area does not have to be within the limits to be considered within the premises.

### **1.1.4 TRAINING COLLARS**

Special training collars (electronic shock, sound, prong/pinch, bark) will not be used on the grounds or premises. These requirements are not to be interpreted as preventing a handler from moving normally about on the grounds or premises with a dog on a leash. There will be no intensive or abusive training of dogs on the grounds or premises.

The use of Halti Head Collars or Gentle Leaders are permitted to be used as training collars. They may be used to enter or exit the ring, but they must be put on and off quickly.

## **1.2 Purpose of Agility Trials**

The purpose of an ASCA Agility Trial is to demonstrate the ability of the dog and its handler to work as a smooth functioning team. The dog should be under control at all times and show a willingness to work for the handler. The handlers should always conduct themselves in a sportsmanlike fashion.

## **1.3 Eligibility for Entry**

### **1.3.1 AGE**

All healthy, trained dogs over 18 months of age are eligible to compete for qualifying scores in ASCA Agility Trials. See [Chapter 8](#) for participation guidelines for dogs under the age of 18 months.

### **1.3.2 BITCHES IN HEAT**

Bitches in heat (except as specified in [Section 12.2.8](#) and [Section 13.3](#) and at trials held in conjunction with the ASCA National Specialty (pre-trials or post-trials)), lame, or blind dogs are ineligible for entry.

### **1.3.3 DOG BREEDS**

All ASCA Agility trials shall be open to purebred and mixed breed dogs (except for the National Specialty which is specified in [Section 13.6](#)).

### **1.3.4 ARTIFICIAL DEVICES ON DOGS**

Dogs may not wear any artificial devices during their course run, including, but not limited to, bandannas, bandages, dog sweaters, etc., except when a handler uses a small rubber band or non-decorative clip to keep the hair out of a dog's eyes.

### **1.3.5 PARTICIPATION IN TRIALS**

Participation is a privilege afforded by the Affiliate Club(s) and may be extended or withdrawn by the Affiliate Club's Trial Committee based on suitable cause only. Refusal of entries must be reported to the ASCA Business Office by the Trial Secretary. A dog that is owned or co-owned by the judge or a member of the judge's immediate family may show in a class in which that judge is judging. For Nationals and Finals, if however, another judge is available and agrees to replace the judge for those runs then that judge will judge those runs. If no other judge is available, the order of who could judge the judge's owned or co-owned dogs or its immediate family runs should be the same as specified for Emergency Judges.

Qualifying points are counted regularly toward titles, Finals, Merit, and HOF.

As used in this rulebook, immediate family means spouse, parents, grandparents, children, grandchildren, siblings, or any combination of the preceding by marriage, i.e., stepchildren or parents-in-law, or person residing in the same household.

No entry shall be accepted from a dog or handler disqualified from the ASCA agility program; a dog or handler disqualified from all ASCA programs; or a person not in good standing with ASCA.

### **1.3.6 OTHER RESTRICTIONS**

In all classes the handler shall direct their dog through the course without a collar or lead. No food, toys, balls, or other devices may be brought into the ring or used within 10 feet (3.1 m) of the perimeter of the entire ring. The handlers may not carry/wear anything in the ring which might be construed to be an aid to the performance of the dogs (including fanny packs, cell phones, cameras). See [Section 9.1](#) for guidelines for using toys in the ring.

The handler may choose to wear or pocket the leash, so long as it is attached tightly or inside the pocket. If the handler is keeping the leash and the dog becomes interested in it, an elimination will occur. Also, if the leash falls to the ground, it will be considered a toy, and the run will be eliminated. ASCA assumes no responsibility if the handler chooses to wear or pocket their leash and it catches on obstacles and/or causes the handler to trip. The leash cannot be used as an aid to help the dog through the course.

### **1.3.7 COMMUNICABLE DISEASE**

No dog is eligible to compete at any show, no dog shall be brought into the grounds or premises of any dog show, and any dog which may have been brought into the grounds or premises of a dog show shall immediately be removed, if it:

1. Shows clinical symptoms of canine influenza, distemper, infectious hepatitis, parvovirus, leptospirosis, kennel cough or other communicable disease, or
2. Has been confirmed by a veterinarian to have a communicable disease within 30 days prior to the opening of the show, or
3. Has been kenneled within 30 days prior to the opening of the show in a household in which there were veterinarian-confirmed cases of canine influenza, distemper, infectious hepatitis, leptospirosis, kennel cough or other communicable disease.

The ASCA Board of Directors reserves the right to call a quarantine if the situation warrants. The length and details of such quarantine will vary depending on the specific disease and the gravity of the situation.

#### ***1.3.7.1 Protocol for Communicable Disease Notification***

In the event that a Host Club is made aware of a dog exhibiting symptoms of communicable disease, the Host Club will in turn investigate, following the steps outlined in the Conflict Resolution Protocol, observe the dog, and, if warranted, remove the dog. Dogs that within 30 days prior to the show have traveled or have been kenneled with a dog exhibiting symptoms may also be removed. In the case of removal of a dog(s), the Affiliate shall immediately report it to the ASCA Board via the Executive Secretary by emailing the Affiliate Health and Safety Report. The Affiliate Club shall provide a copy of the report to the owner of the dog(s).

Owners who believe that their dogs have contracted a communicable disease while at an ASCA event or have attended an ASCA event within the incubation period of a communicable disease should report the illness to the ASCA Board of Directors by contacting the Executive Secretary and submitting the Owner's Health and Safety Report form. All reports will be kept confidential.

Reports received by the Board will be investigated by an assigned Director, per normal Board procedure, to assess the extent of the communicable disease risk. The assigned Director will investigate and will report the findings and a recommendation to the Board within 3 working days.

In instances of reported cases of communicable disease during or following the ASCA National Specialty, ASCA will send out a notice to the membership through its official means of communication, notifying members of the report of the disease and providing educational information concerning the disease in question. Affiliate clubs scheduling events within 30 days of the ASCA National Specialty should be aware of possible financial losses if a quarantine is necessary.

The owner of a dog that has been in contact with another dog which has been confirmed by a veterinarian to have a Communicable Disease will be required to provide Veterinarian documentation to the ASCA Affiliate or the ASCA National Specialty Committee in order to receive an entry refund. This rule will be in force prior to or after the close of entries.

## **1.4 Handlers with Disabilities**

The Australian Shepherd Club of America strives to provide an opportunity for everyone to participate in its events. Judges may make reasonable accommodations to the extent necessary to permit handlers with disabilities to compete. Disabilities are not always apparent and therefore a judge cannot determine if a handler is disabled. It is the handler's responsibility to request accommodation and to let both the judge and Trial Committee know of this accommodation as

soon as possible, preferably before the trial, so any accommodation can be discussed before arrival. Dogs handled by disabled handlers shall be required to perform the courses as designed and shall be penalized for failure to perform as described in these rules.

Reasonable accommodations can include: more time at the start line to remove dog's leash, alternate buzzer or whistle for gamblers classes, and someone to help the handler with taking the leash off and putting the leash on. However, accommodations are not limited to these listed and is on a case-by-case basis due to the vast range of disabilities. Should any handler experience any problems with receiving reasonable accommodation, they should notify one of the members of the Trial Committee. If the Trial Committee is unable to reasonably accommodate you, please let the ASCA Board of Directors know.

## **1.5 Code of Personal Conduct**

ASCA's Bylaws state that one of the Club's goals is to protect and promote the interests of the Australian Shepherd breed, as well as to foster fair competition at any events where Australian Shepherds participate. It is expected that all participants, including contestants, event workers, judges, and visitors, maintain a friendly, family-oriented, and sportsmanlike environment. Judges and workers are expected to demonstrate professionalism and politeness, while competitors are expected to conduct themselves with the utmost level of sportsmanship.

### **1.5.1 PERSONAL CONDUCT AND SPORTSMANSHIP AT ASCA EVENTS**

ASCA has the authority to take disciplinary action against any member, contestant, judge, helper, or official who behaves in a manner that is harmful to the Australian Shepherd, ASCA events, or ASCA. Visitors who violate the code of conduct may also be removed from the show grounds. Everyone who attends an ASCA event is expected to display the highest level of sportsmanship and conduct themselves accordingly. Foul or abusive language, yelling at exhibitors or judges, disorderly conduct, or poor sportsmanship will not be tolerated and will be subject to disciplinary action.

Poor sportsmanship, including harassment and bullying, is considered unacceptable behavior and may result in disciplinary action. If an Affiliate or the ASCA Board of Directors witnesses such behavior, they may take direct action, even if no formal request for conflict resolution has been filed. If any person observes poor sportsmanship, they should file a request for conflict resolution, and the ASCA Conflict Resolution Protocol will apply.

The presiding judge(s) are responsible for enforcing the code of conduct within the ring or trial arena, while the Show/Trial Committee is responsible for enforcing it outside the ring or trial arena, and within the show grounds. The ring or trial arena is the area where the judging takes place, and the judge has authority over this bounded area. The boundary is defined by physical barriers and a buffer zone extending 10 feet from such physical barriers. The show grounds include all areas outside the ring or trial arena, including the buffer zone, which are set aside to support the event's conduct.

## **Chapter 2. The Agility Trial**

### **2.1 Trial Administering and Sanctioning**

#### **2.1.1 AFFILIATE CLUBS**

Only ASCA Affiliate Clubs will be permitted to hold or recommend sanctioning an Agility trial to offer classes for ASCA certification. An Affiliate Club must be in good standing with ASCA and have the exclusive right to schedule, sanction and conduct official ASCA programs.

Official ASCA programs that require sanctioning and award points or qualifying scores that lead to an ASCA title shall not be conducted by any individual(s), non-ASCA Affiliates or business(es). Affiliate Club(s) in good standing with ASCA will have the exclusive right to schedule, sanction and conduct official ASCA programs.

No individual(s), non-ASCA Affiliated corporation(s) or business(es) shall realize any monetary profit, or any other benefit because of any connection with an ASCA sanctioned event. Normal event sponsorship or advertisement by any individual(s), corporation(s), or business(es) shall not conflict with this rule. Individuals, corporations, or businesses that enter into an agreement with Affiliate Clubs to supply materials, services, facility rentals, livestock rentals or any other need required for the conduct of sanctioned events shall not conflict with this rule.

#### **2.1.2 SANCTIONING AN EVENT OUTSIDE A STATE/AREA**

ASCA Affiliate Clubs shall not request sanctioning for any event to be held outside of their state/area in a state/area that is already served by at least one Affiliate Club. If a state/area is not served by an Affiliate Club, then an Affiliate Club from another state/area may sanction events there on a first come basis. If an Affiliate Club wishes to sanction an event at a site that is outside of their state/area, they must first secure written permission from all the Affiliates in that state/area. This written permission shall be submitted to the Business Office with the sanction request before sanctioning can be granted. If an Affiliate Club organizes in a state/area that formerly did not have an Affiliate Club, then the new Club shall have

primary sanctioning authority. Out of state/area Affiliate Clubs must then follow the procedure as outlined in the previous paragraphs.

Affiliate clubs who sanction pre-national events to be held in the state/area of the National Specialty event are exempt from the provisions of this section.

### **2.1.3 TRIAL LOCATIONS AND DATES**

An ASCA Affiliate may not hold an ASCA sanctioned agility trial within 200 miles of another ASCA Affiliate sanctioned agility trial, on the same or overlapping dates, without written consent from the club who has first right to that date.

The use of the Club name for event purposes cannot be transferred. Each Affiliate Club, which holds a sanctioned event at least once every 2 consecutive years, shall have first right to claim the corresponding dates or holiday weekend for its event to be held in the next succeeding 2 years. If the Affiliate Club having first right to the dates does not host a sanctioned event on that date in the following year, another Club may use the preexisting date for an event. The original Affiliate Club shall still have first right to the date on the second year following their original event. If they do not host a sanctioned event on that date in the second year, they lose the first right to the date. The ASCA Business Office will hold paperwork from any other Affiliate Club wishing to use a preexisting date until the ASCA Business Office has been notified that the Affiliate Club with the preexisting date will not use the event date that year. If paperwork must be held pending receipt of the notification from the Affiliate Club with the preexisting date, the ASCA Business Office will notify the second Affiliate Club within 14 days upon receipt of the Sanctioning Request Form.

To facilitate timely receipt of materials, Affiliate Clubs wishing to use a preexisting date should contact the Affiliate Club and request notification be sent in writing to the ASCA Business Office stating the preexisting date will not be used that year. If the Affiliate Club with the preexisting date does not use that date on the second year following their original event, first claim to that date will pass to a second Affiliate Club if there is one. If a date has not been previously claimed, the Affiliate Club whose sanctioning is postmarked first shall be awarded the date.

#### **2.1.3.1 Trial Cancellations**

If sanctioning paperwork has been filed for a trial and the club decides to cancel the trial (before the trial starts), the club's trial coordinator/chair/secretary must notify the Business Office immediately. Upon request, sanctioning fees will be held for use on a future date. The club shall reimburse the judge for normal trial expenses incurred (course copies, travel expenses, etc.) that cannot be used at a future date. Once notification of the club's intent to cancel the trial is received, the Business Office will notify the Judge of record and Course Reviewers that the trial has been canceled.

If the trial cannot be opened or completed by reason of acts of GOD, civil disturbances, environmental conditions, fire, public emergency, riots, or any other cause beyond the control of the Trial Committee, it may be canceled. Considerations for safety shall be assessed for all dogs, exhibitors, judge, and Trial Committee. The Trial Committee should seek input from the exhibitors and the judge of record, but the decision to cancel is the trial Committee's decision and that decision is final. The refund of entries is at the discretion of the Trial Committee.

### **2.1.4 SANCTIONING REQUEST FORM**

An ASCA Affiliate must submit an official Agility Trial Sanction Request to the Business Office at least 60 days in advance of the proposed trial date. Sanctioning requests submitted via email or facsimile must be received during the Business Office hours of operation no later than 60 days prior to the trial date. Sanctioning requests submitted via mail must be postmarked 60 days prior to the trial date. The sanctioning fee (as set by the ASCA Board of Directors) must be submitted with the application. The sanctioning fee will be assessed for each day of the trial.

A Club may request to sanction a 1-day agility trial or 2 or more days of agility trials, held on consecutive days. The sanctioning request form shall consist of a single form for either a 1-day trial or consecutive days of trials and shall list the date and the classes offered per day (including partial days). For recording purposes, the Business Office will assign a separate 'event' number for each trial day.

The maximum number of ASCA sanctioned classes per trial day is six (see [Section 2.1.5](#)). An Affiliate requesting sanctioning for the ASCA National Specialty may not offer more than six sanctioned classes even if the 'trial' is spread over multiple days (see [Section 13.1](#)).

The ASCA Business Office will not accept responsibility for sanctioning requests lost in the mail. It is recommended that Clubs retain proof of mailing for all sanctioning requests submitted via mail. It is the responsibility of the Club to obtain confirmation of receipt from the Business Office of any sanctioning requests submitted electronically. If the Host Club with the preexisting dates postmarks or electronically submits their sanctioning request form past the 60-day deadline and it is not received 45 days prior to the event, they will lose the first right to this date for that year.

Affiliate Clubs must have their Show Coordinator (an ASCA Member in good standing and appointed by the Affiliate Club 'on file' at the Business Office) sign the reverse side of the Agility Trial Sanction Form. The Show Coordinator will be responsible for accurate filing of the trial sanctioning along with appropriate fees in a timely manner. The Show

Coordinator is also responsible for ensuring all trial reports, with appropriate fees, are submitted to ASCA after the show in a timely manner.

An agility trial show secretary shall be listed on the Agility Trial Sanction Form and must be an ASCA member in good standing.

Upon the hiring of a judge, Host Clubs shall electronically provide judges with a detailed list of available equipment to be used for each ring, plus a diagram of each ring to be used, showing ring dimensions, location of gates, nature and uniformity of surface, and locations, nature, and dimensions of any ring obstructions. The Host Club shall also indicate whether electronic timing equipment is available for use. The equipment lists, ring diagrams, and information on electronic timing shall be provided not later than 60 days prior to the first day of the trial.

#### **2.1.4.1 Sanctioning Fees**

Late Sanctioning Fees: Sanctioning requests received between 45 to 60 days prior to an event will be accepted upon payment of a fine (see [Schedule of Fees](#)) past the 60-day postmark deadline; or past the 60-day electronic receipt deadline. Sanctioning requests received by the Business Office less than 45 days prior to a sanctioned event will not be accepted under any circumstances. Clubs submitting delinquent sanctioning request three times will lose all late sanctioning privileges for a period of 2 years.

The sanctioning fee (as set by the ASCA Board of Directors) will be submitted with the application. The sanctioning fee will be assessed for each day of the trial. The fee for a partial day shall be the same as a full day.

#### **2.1.5 TRIAL PREMIUM**

Clubs may offer a maximum of six ASCA sanctioned classes per 'trial day' in any combination they choose. A copy of the premium shall be sent to the ASCA Business Office along with the trial sanctioning paperwork. The Business Office will acknowledge receipt of sanctioning paperwork and approval of the premium. Premiums cannot be distributed until approved. A copy of the premium is to be sent to the judge(s) who is/are to officiate and should be distributed and/or posted to prospective exhibitors at least 5 weeks in advance of the proposed trial date.

The premium must include all the information listed in [Section 2.1.5.1](#) below. An Entry Form and a QTracker Number and Service Membership Application, or a link to the 'Application' on the ASCA Website, must be included with the premium. These forms can be downloaded from the ASCA Website.

A Host Club may wish to provide additional information such as weekend packages, how checks should be made payable, where to send entry forms and requests for additional information such as e-mail address, etc.

Any ASCA Affiliated Club requesting ASCA sanctioning for any event(s) shall, when making application for said event(s), include any applicable county, state, country or any other bylaws, rules of conduct or associated restrictions regarding dogs, their exhibition, and the holding of said event(s) and shall include a list of such rules, bylaws, or restrictions in the premium list. Such rules, restrictions, bylaws, etc., shall be printed in English and the language of the country where said event(s) will be held, listing all pertinent information.

Additional information regarding QTracker numbers could also be listed (i.e., If your dog is an ASCA registered Australian Shepherd, fill in your dog's registration number where designated on the entry form. If your dog is not an ASCA registered Australian Shepherd and you would like to earn ASCA titles, you will need to obtain an ASCA QTracker number for your dog. The ASCA Business Office will track qualifying scores earned only by ASCA registered dogs. Once you have an ASCA QTracker number, use it as your dog's ASCA Registration Number on all entry forms).

##### **2.1.5.1 Premium: Required Information**

The Agility Trial Premium shall include the following information:

1. The proposed date and location of the trial.
2. A full description of the trial's ring surfacing (grass, grass/dirt, sand, matting over concrete, carpet, sod, shavings, etc.).
3. A listing of all classes offered for each day.
4. A listing of entry fees and description of any discounts or price reductions offered.
5. The date and time for the closing of entries.
6. A statement either allowing for day-of-trial entries or for accepting pre-entries only.
7. A description of prizes and awards and a description of how High in Trial awards (if offered) are to be calculated.
8. The name(s) of the judge(s)/alternate judge(s) who is/are to officiate.
9. A listing of the individual obstacles, including the type of contacts (slatted or slat-less), type of contact surface (paint and sand, rubber, etc.), height of A-frame, type of tire if used (displaceable or non-displaceable), and the spacing of the weave poles.
10. A description of any restrictions for entry into the trial.
11. A statement that the trial will be held under the current rules and regulations of ASCA.



12. A statement that no entry shall be accepted from a dog or handler disqualified from the ASCA agility program; a dog or handler disqualified from all ASCA programs; or a person not in good standing with ASCA. A list of such dogs will be supplied by the Business Office along with the sanctioning paperwork.
13. An official ASCA approved entry form shall be included (see next [Section 2.1.6](#)).
14. The name, phone number and email address of the trial secretary and trial chairperson. Other trial officials may also be listed.
15. A copy of the current QTracker Number and Service Membership Application or a link to the current 'Application' available on the ASCA Website. (This information is not required for the ASCA Nationals and per/post-trial premiums.)
16. Whether or not toys will be allowed in the ring for training purposes (one-ring trials only). If training in the ring with toys is allowed, the premium must indicate where the handlers with toys will run in the class order (see [Section 9.1](#) for guidelines for using toys in the ring).

## 2.1.6 OFFICIAL ENTRY FORM

Clubs that generate entry forms to send out in premiums, and/or clubs that post the entry form electronically (on server lists, web sites, etc.), must submit to the ASCA Business Office at the time that they are requesting sanctioning of the event, a copy of the entry form which they plan to use. The entry form must be approved by ASCA before sanctioning is granted. The entry will not be considered acceptable until all information has been completed and the entry form has been submitted with the proper entry fees.

All entry forms shall be 5.5 x 8.5 inches (i.e., the size of one-half of an 8.5 x 11-inch piece of paper) (14.85 x 21 cm, i.e., the size of one-half of an A4 paper (21 x 29.7 cm piece of paper). Entry forms put up at web sites by the Host Club must use .pdf format so that the front of the entry form is no larger than 5.5 x 8.5 inches (14.85 x 21 cm with A4 paper) when downloaded and printed and the site must have on the same web page (by the side of the front of the entry form), the agreement form which when downloaded is no larger than 5.5 x 8.5 inches (14.85 x 21 cm with A4 paper) such that both the front of the entry form and the agreement that normally is on the back of the entry form appear together on one 8.5 x 11 inches (14.85 x 21 cm with A4 paper) page when printed.

The entry form must include the following information:

1. Trial date(s).
2. Name of the Host Club.
3. Dog's registration number.
4. Dog's full name, call name, breed, birthdate, and sex.
5. Dog's height at withers and jump height entered.
6. Owner's name.
7. Handler's name.
8. Owner and handler's address, city, state, and zip.
9. Owner and handler's phone number.
10. Classes entered, program (CH/ACE), division, and level.

To ensure that exhibitors and owners are aware of their responsibilities and liabilities, the following statement must be prominently displayed on the front of the form: "Exhibitor/owner must read and sign the reverse side of this form."

The back of the entry form must contain an agreement section that includes indemnity clauses, which must be reproduced exactly as written (including punctuation and capitalization). In the first paragraph of the agreement, the name of the club that obtained the sanctioning and the name of the site owner/manager must be filled in.

After the indemnity clauses, the following sentence must appear: "I have read, understood, and acknowledge the above agreement." This must be followed by a signature line for the owner or exhibitor, as well as a space for the date and signature of the parent or legal guardian of a minor exhibitor. The telephone number of the legal guardian of the minor must also be included.

AGREEMENT (Revised 10/8/2020): IMPORTANT LEGAL AGREEMENT – Please read the following carefully as it, among other things, may prevent you from suing ASCA® and persons/entities affiliated with it. This agreement could even require you to defend them from demands and suits by third parties that include an assertion of wrongdoing by you. (1) The person signing this Agreement represents being authorized to enter into it on behalf of themselves, as well as (if different) the owner(s)/exhibitor(s)/handler(s) of the dog(s) for which an entry form is being submitted (all these parties collectively referred to herein as "Applicant"). (2) "Releasees" here collectively refers to the Australian Shepherd Club of America® (ASCA®); its affiliate clubs; and the officers and board of directors, staff, contractors, insurers, attorneys, and agents of ASCA® and of those clubs. (3) This Agreement voluntarily is entered into by Applicant in exchange for the acceptance of the associated entry form and permission to participate in related activities. (4) Applicant agrees to abide by the rules and regulations of ASCA® and any other rules and regulations applicable to this event. (5) Applicant certifies that the entered dog will not pose a hazard to people, property, stock animals, or other dogs, and further that the dog is

current with rabies shots along with any other vaccinations required by its state of residence. (6) Applicant acknowledges and assumes the risks to Applicant and Applicant's dog associated with participation in the event, among which could be ones associated with poor condition of the facilities and surrounding areas; security measures or lack of them; electrical appliances; fittings; show rings; the presence of unfamiliar persons; and the presence/involvement of other animals—whether stock, dogs, or otherwise. (7) Applicant further agrees to comply with all recommended and required health and safety precautions, among which may be those related to social distancing; quarantining; wearing of face coverings; and non-participation of persons exhibiting symptoms or for whom there otherwise has been a likelihood of recent exposure to COVID-19 or other contagious diseases. (8) Applicant additionally acknowledges and agrees to assume the risks associated with taking part in the event though others might neglect compliance with health and safety precautions/requirements or pose an undue risk of spreading disease. For example, as is true as to any public event, there is some risk that Applicant and/or those affiliated with Applicant may catch COVID-19 or another contagious disease at the event. (9) To the maximum extent permissible, this release is to be interpreted under Texas law, without application of its choice of law rules. (10) To the extent that Applicant—or another party suing on behalf of Applicant, or suing to recover based on injuries/death/damage to Applicant/Applicant's dog/Applicant's property—sues ASCA® (or a board member or staff member or agent of ASCA®) as a defendant, the sole appropriate forum (to the maximum extent permitted by law) for the suit shall be the state or federal courts serving Brazos County, Texas (where ASCA® has its headquarters). (11) Applicant hereby releases and waives any claims Applicant otherwise might assert against the Releasees as to any injury or damage claim connected in any way to any alleged act or omission arising out of, or occurring concurrent with, the event and related activities, interactions, communications, and even adjacent premises. (12) This release is made not only as to Applicant but also for anyone who might assert a claim on behalf of Applicant or based on purported injury or damage to Applicant/Applicant's dog/Applicant's property, as well as any heir, beneficiary, assignee, executor, trustee, agent, or survivor of Applicant. (13) Applicant further agrees to assume sole responsibility for and indemnify and hold Releasees harmless from related claims, demands, judgments, and settlement payments. (14) These waiver, release, and indemnification provisions extend even to claims or demands asserting that the acts or omissions resulted in bodily injury or death or from intentional wrongdoing, as well as to attorney fees and other costs of defense. (15) The duties of indemnification further extend to any claims or demands asserted against Releasees that are alleged to have arisen out of the acts or omissions of Applicant, Applicant's dog, or others affiliated with Applicant. Among other things, this means that Applicant would pay the legal defense of Releasees if someone sued them based on a claim Applicant carelessly exposed the claimant to COVID-19. (16) Applicant's promises in this agreement apply without regard to the type of claim or cause of action asserted against Releasees. (17) To the extent any provision of this agreement is unenforceable, the remainder of it nonetheless is to be enforced. (18) This agreement is to be interpreted to provide Releasees with the maximum permissible legal protection from—among other things—claims and suits pursued by Applicant (and/or those acting on behalf of Applicant or over injury/damage to Applicant), as well as from ones based on the purported wrongful acts or omissions of Applicant. (19) Nothing in this Agreement requires you to indemnify Releasees from claims by third parties that involve no allegations of improper acts or omissions by you, those affiliated with you, nor your dog(s). (20) Applicant acknowledges having read, understood, and had the opportunity for independent legal review of this document prior to signing it.

## 2.2 Agility Obstacles

All obstacles must meet the specifications listed in [Appendix A](#). Clubs have the option of using slatted or slat-less contact equipment and will specify in the trial premium the type of contact equipment to be used at the trial. Slat-less contact equipment and displaceable tires are preferred.

The following obstacles are required at an ASCA Agility Trial: A-Frame, Dog Walk, Teeter-Totter, Tunnel, Weave Poles (six for Novice, twelve for Open & Elite), and Jumps (sixteen minimum, non-winged or winged).

The following obstacles are optional for an ASCA Agility Trial: Double Bar Jump and Tire Jump.

### 2.2.1 ARENA/RING DIMENSIONS

The minimum usable course area for an Agility trial ring is 8,000 square feet (743 square meters).<sup>\*</sup> Although the 8,000 square feet (743 square meters) usable area is the absolute minimum size acceptable for agility, a 12,000 square foot (1,115 square meters) or larger ring (e.g., 100 x 120 feet (30.5 x 36.6 m), 110 x 110 feet (33.5 x 33.5 m), 95 x 130 feet (29 x 39.6 m), or 90 x 135 feet (27.4 x 41.2 m), etc.) of clear, unobstructed ring surface, is highly recommended wherever feasible. The trial area shall be of a non-slip surface, preferably grass, which will provide a safe and cushioned footing for the dogs and handlers competing.

<sup>\*</sup>In exceptional cases the minimum usable course area may be 7,200 square feet (669 square meters). For areas 7,200 to 7,999 square feet only wingless jumps with 4-foot (1.2 m) bars may be used, and the Host Club must have a dog walk with 8-foot (2.4 m) planks available for the judge to use, if desired. Otherwise, a 12-foot (3.6 m) dog walk may be used by the judge only if course design places dog walk along the longest side of the arena. Course areas this small should be the rare exception when no larger, more suitable facilities can be found, and only if the aforementioned wingless 4-foot jumps are used.

In all areas, the minimum width of the area must be 60 usable feet wide.

## 2.2.2 OTHER AREAS

Ample area close by should be available for crating and exercise areas, warm-up, and for spectators to view the Agility ring. If possible, the spectator viewing area should be separate from the crating, exercise, and warm-up areas. The Agility ring should be partitioned by rope or adequate fencing to prevent spectators from interfering with the course area before or during the trial. Use of fencing (e.g., snow fencing) is encouraged where there is a foreseeable risk of harm to dogs who leave the ring. An area shall be set up for each ring for warm-ups for the dogs prior to their competing. Each warm-up area should have adequate space for one to two jumps, or a jump and a short set of weave poles.

## 2.3 Trial Officials and Staff

### 2.3.1 TRIAL OFFICIALS

Every ASCA sanctioned Agility Trial shall have the following officials:

**ASCA Approved Agility Judge(s)** - See also [Chapter 11](#) and [Appendix C](#). The Agility trial shall be officiated by one or more judges from the ASCA Approved Agility Judges list. The judge shall be responsible for finalizing each course before judging begins for each class. The judge shall be responsible for inspecting the equipment and verifying that it meets ASCA specifications, and that the equipment is in safe condition for the trial. The judge is solely responsible for signaling faults and for establishing the Standard Course Time. The judge shall make all final decisions as to the measurements of the dogs entered. ALL DECISIONS OF THE JUDGE SHALL BE FINAL.

**Show Secretary** - The show secretary shall mail prepared premium lists to potential exhibitors, be responsible for the preparation of the show catalog, be familiar with the paperwork in the show sanctioning packet, provide QTracker Number and Service Membership forms, and verify the final show reports which are sent to the ASCA Business Office with the official marked catalog. Both the ASCA Agility Trial Secretary and the Trial Chair should be on the grounds during the agility trial. The Trial Secretary is responsible for the preparation and completion of all paperwork that must be returned to ASCA. See [Section 2.7](#).

**Trial Chair** - The Trial Chair is the head of the organizing committee and is responsible for the supervision of the correct functioning of the trial, thus must be on the grounds during the Agility Trial. Any disputes should be brought to the Trial Chair. Exhibitor check-in and the measuring of dogs should be coordinated by the Trial Chair who will be in communication with the judges if any measuring discrepancies occur. The Trial Chair should be responsible for ensuring that the agility equipment is in good working condition.

**Chief Score Keeper** - The Chief Score Keeper and assigned score table stewards shall be responsible for recording each dog's score into the official catalogs. After the scribe marks any faults for each run onto the scribe sheet, the actual time from the timekeeper's stopwatch/electronic timing display is recorded on the scribe sheet and the sheet is then turned over to the Chief Score Keeper table where they will convert the timekeeper's time reading from minutes and seconds over to a total number of seconds. The score table shall also calculate the number of time faults, course faults, total faults for each run in the Regular and Jumpers classes and the total number of points earned for each dog in the Gamblers classes. The score table stewards shall calculate class placements for each jump height and record all qualifying rounds on the appropriate forms. The score table stewards are responsible for ensuring that the course distances and standard course times are recorded for each class. The Chief Score Keeper shall sign the ASCA form certifying that the scores for the trial were verified and correct.

**Chief Ring Steward** - The duties of the Chief Ring Steward are to assign workers for each class and to ensure that those positions are filled when the class is ready to start so as not to delay the trial. Suggested class workers are Gate Steward, Timer, Scribe, Leash Runner, Scribe Runner, Pole Setters (at least two) and Score Table assistants.

**Chief Course Builder** - The Chief Course Builder is responsible for directing the course builders. S/he should ensure that the course is set as closely as possible to the design submitted by the judge without making personal interpretations or changes without explicit permission from the judge.

### 2.3.2 TRIAL WORKERS

In addition to the Trial Officials, additional workers are required to help run the trial. The following positions may be required; some jobs may be combined, where appropriate, when there is a shortage of volunteer help.

**Gate Steward** - The gate steward is responsible for keeping the trial running smoothly by keeping the dogs entered in each class in order, ready to run, and on the start line when required. The gate steward shall be provided with a running order of dogs entered by the trial secretary. The gate steward shall try to have three dogs in order and prepared to enter the ring.

**Leash Runner** - The leash runner should obtain the leash and, if worn, the collar from the handler and place it in a convenient place near the finish line.



**Timer** - The timer shall be the official timekeeper for each class offered at the trial. The timer is responsible for timing each dog's performance, using a stopwatch or electronic timing device, and keeping an accurate and consistent accounting of the timekeeping for the class. The timer is also responsible for acknowledging when the dog and handler should start their run. Timers will preferably time the entire class, if that is not possible, they must complete the entire jump height.

**Scribe** - There shall be a designated scribe for each class offered at the trial. The scribe's job shall be to closely observe the judge during each dog's performance and to mark any faults signaled by the judge. Sheets or a scoring catalog for marking faults shall be provided to the scribe by the trial secretary. Prior to the running of the class, the scribe should work with the gate steward to ensure the score sheets are in the correct order.

**Ring Stewards/Jump Setters** - At least two people (per class) should be assigned to the ring steward/jump setter positions. They are responsible for helping reset the course, changing jump heights, and resetting any displaced bars that may occur during each dog's run.

**Course Builders** - Course builders assist the chief course builder. They are responsible for helping move equipment and setting the courses between classes.

**Scribe Sheet Runner** - The Scribe Sheet Runner will pick up the marked scribe sheets or catalog from the scribe and deliver them to the score table.

## 2.4 Measuring a Dog's Height

### 2.4.1 DETERMINING A DOG'S HEIGHT

The height of a dog consists of a perpendicular line from a flat surface on the ground to the top of the dog's withers or the points of his shoulders. This point at the top of the shoulders is where the neck appears to meet the shoulders. The dog's legs should be directly under them, and the dog should not be leaning forward or backward. The dog's head should be in a natural state and not lowered towards the ground. If a club uses wickets for measuring the dogs, the judge should first measure the wickets to check for accuracy. The judge must re-measure any dog that is within one-half inch (1.3 cm) or less of the maximum shoulder height that could cause a jump height class change. Any exhibitor whose dog measures up into a higher jump class height when measured by a steward, may request that the judge re-measure their dog. A dog may have to move up to a higher jump height class after the measure-in process, but no dog shall move to a lower jump height than the height entered at for that trial. The judge's decision shall be final.

### 2.4.2 REQUIRED MEASUREMENTS

Dogs with a wither height less than or equal to 20 inches that do not have a permanent ASCA, AKC or NADAC height card or copy of the USDAA Dog Information page showing the dog's actual height must be measured. Dogs entering 20+-inch or 24-inch jump heights class in the Standard or Junior Handler division in the Championship program, the 16+-inch jump height class in the Veteran Dog or Junior Handler division in the Championship program, the 16+-inch jump height class in the Standard division in the ACE program, or the 12+-inch jump height class in the Senior Dog division in the ACE program are exempt.

The Trial Secretary shall maintain a list of all dogs needing measurement for the trial. All dogs that require measuring must present a permanent height card or be measured before the dog's first run of the trial.

If a dog was not measured and competed in a jump height class lower than eligible for, any qualifying scores AND PLACEMENTS earned at the incorrect jump height are forfeited. The only exceptions are:

1. A 20+-inch dog that competed in the 20-inch jump height class in the Standard or Junior Handler divisions in the Championship program; that dog will be moved immediately to the 20+-inch jump height class in their division and all placements earned will be forfeited.
2. A 16+-inch dog that competed in the 16-inch jump height class in the Veteran Dog or Junior Handler division in the Championship program or the Standard division in the ACE program; that dog will be moved immediately to the 16+-inch jump height class in their division and all placements earned will be forfeited.
3. A 12+-inch dog that competed in the 12-inch jump height class in the Senior Dog division in the ACE program, that dog will be moved immediately to the 12+-inch jump height class and all placements earned will be forfeited.

Any dog which measures higher than the entered jump height for that trial has two options:

1. Move dog to the higher jump height.
2. Run in the entered jump height but move to the FEO division. See [Section 8.3](#) for FEO details.

Any dog that cannot be measured by the Judge of record for any reason must enter the 20+-inch jump height class in the Standard division in the Championship program, the 20+-inch or 16+-inch jump height class in the Junior Handler division in the Championship program, the 16+-inch jump height class in the Veteran Dog division in the Championship program,

the 16+-inch jump height class in the Standard division in the ACE program, or the 12+-inch jump height class in the Senior Dog division, or move to the FEO division (enter at the desired jump height) for that trial.

Copies of approved height cards may either be mailed with trial entry form or presented at trial check in. Trial secretaries may note a dog's height card as 'on file' for future trials hosted by the same Affiliate to avoid having to re-verify a dog's height. The trial Judge of record has the right to re-measure a dog believed to be running in the wrong jump height class at any time. In the event of a question concerning a dog's actual height, the exhibitor must re-present the card or the dog to verify actual height. The decision of the Judge of record is final.

### 2.4.3 OBTAINING ASCA JUMP HEIGHT CARDS

Dogs that are a minimum of 2 years old with a standard jump height of 20 inches or less (whichever height less than or equal to 20 inches) may apply for an ASCA Permanent Jump Height Card. The Jump Height Card Application may be downloaded from the ASCA Website. The exhibitor must present two copies of the Jump Height Card Application at measuring. The measuring Judge will sign both copies and return them to the exhibitor after measuring. Upon completion of the required measurements, one copy of the form will be sent by the trial secretary to the ASCA Business Office. The other copy is for the exhibitor's record. The ASCA Business Office will only accept original signatures. No copies will be accepted.

The exhibitor must obtain two measurements by a measuring device from two separate ASCA Agility Judges at ASCA sanctioned agility events. If two separate ASCA Agility Judges are at the same ASCA sanctioned agility event, they may both measure for the height card.

Any ASCA approved agility judge (as well as the official trial judge), may measure dogs. Host Clubs should make prior arrangements with ASCA Agility Judges to measure at trials. All measuring Judges will note the lowest standard jump height for which the dog qualifies on the ASCA Jump Height Card Application. If any one of the two measurements by a measuring Judge results in a measurement indicating a different standard height class from the other measurement, then a 3rd measuring Judge shall make an independent measurement and will make the final determination of the lowest standard jump height class for the dog may enter.

Upon completion of the measurement by the first measuring Judge if it is determined the dog is more than 1 inch below the standard jump height cut off for which the dog is applying, the first measuring Judge will check the box stating so and the dog will only require one signature on the form. The decision of the measuring Judge(s) is final. Once approved by the Business Office, the ASCA Jump Height card will be electronically mailed to the exhibitor, unless requested to be USPS mailed. The exhibitor is responsible for keeping the card secure and with them at all ASCA Agility trials. A fee will be levied to replace lost cards for both ASCA and non-ASCA members.

#### 2.4.3.1 Challenging a Measurement

An exhibitor may challenge a dog's 'final' measurement once a year. The exhibitor must obtain two measurements by a measuring device from at least two separate ASCA Agility Judges at ASCA sanctioned agility events. If the two measurements agree, then the exhibitor is granted the challenge. The exhibitor is to relinquish the original height card to the final measuring Judge. The Judge will attach it to the new form and give it to the Trial Secretary to submit with the show paperwork. If the two measurements do not agree, the challenge is not accepted, and the exhibitor may not apply for another challenge until 1 year after the first challenge. The decision of the challenge measuring Judges is final.

### 2.4.4 JUMP HEIGHT TABLES

The Standard Division jump heights are: 4-inch (ACE Program), 8-inch, 12-inch, 16-inch, 20-inch, 20+-inch, and 24-inch. Clubs must offer all ASCA Standard Division jump heights at trials. The 24-inch jump height is an optional jump height for the dog in the championship program and class placements may be combined with the 20+-inch class. Clubs shall offer separate classes and placements for each division in both the Championship and ACE programs for dogs measuring over 18 inches but under 20 inches and dogs measuring over 20 inches. Dogs entered in the Junior Handler Division classes may jump at the dog's standard jump height or 4 inches lower. The following table lists the maximum height required in each jump height category. In the Standard Division in the Championship program, a handler may enter a dog in Standard Division classes at a jump height higher than the minimum height the dog is required to jump. A dog jumping at a higher jump height will be scored and have the course time of the jump height class in which the dog participates.

Jump Height Table: Dog's height at withers for ASCA Agility Trials.					
Championship Program					
Division	Small Dogs		Medium Dogs	Large Dogs	
Standard Division	Withers 11" and under. Jump 8"	Withers 14" and under (>11" and <14"). Jump 12"	Withers 18" and under (>14" and <18"). Jump 16"	Withers 20" and under (>18" and <20") are in the 20" class. Jump 20"	Withers over 20" are in the 20"+ class. Jump 20" (may jump 24")

Junior Handler Division	Withers 11" and under. Jump 4" or 8"	Withers 14" and under (>11" and <14"). Jump 8" or 12"	Withers 18" and under (>14" and <18"). Jump 12" or 16"	Withers 20" and under (>18" and <20") are in the 16" or 20" class. Jump 16" or 20"	Withers over 20" are in the 16+" or 20"+ class. Jump 16" or 20" (may jump 24")
Veteran Dog Division	Withers 11" and under. Jump 4"	Withers 14" and under (>11" and <14"). Jump 8"	Withers 18" and under (>14" and <18"). Jump 12"	Withers 20" and under (>18" and <20") are in the 16" class. Jump 16"	Withers over 20" are in the 16"+ class. Jump 16"
<b>ACE Program</b>					
<b>Division</b>	<b>Small Dogs</b>		<b>Medium Dogs</b>	<b>Large Dogs</b>	
Standard Division	Withers 11" and under. Jump 4"	Withers 14" and under (>11" and <14"). Jump 8"	Withers 18" and under (>14" and <18"). Jump 12"	Withers 20" and under (>18" and <20") are in the 16" class. Jump 16"	Withers over 20" are in the 16"+ class. Jump 16"
Senior Dog Division	Withers 11" and under. Jump 4"	Withers 14" and under (>11" and <14"). Jump 4"	Withers 18" and under (>14" and <18"). Jump 8"	Withers 20" and under (>18" and <20") are in the 12" class. Jump 12"	Withers over 20" are in the 12"+ class. Jump 12"

Jump Height Metric Conversion (shown to 1 decimal place to be more accurate): 4 inches (10.2 cm), 8 inches (20.3 cm), 12 inches (30.5 cm), 16 inches (40.6 cm), 20 inches (50.8 cm), 24 inches (61 cm).

## 2.4.5 JUMP HEIGHT EXEMPTIONS

The following dogs may jump 4 inches (10.2 cm) lower than indicated for their wither height if their breed is listed below:

- |                                      |                                   |
|--------------------------------------|-----------------------------------|
| 1. American Staffordshire Terrier    | 12. French Bulldog                |
| 2. Australian Terrier                | 13. Glen of Imaal Terrier         |
| 3. Basset Hound                      | 14. Miniature Bull Terrier        |
| 4. Bulldog                           | 15. Petite Basset Griffon Vendéen |
| 5. Bull Terrier                      | 16. Pug                           |
| 6. Cairn Terrier                     | 17. Scottish Terrier              |
| 7. Cardigan and Pembroke Welsh Corgi | 18. Shar-Pei                      |
| 8. Cavalier King Charles Spaniel     | 19. Skye Terrier                  |
| 9. Clumber Spaniel                   | 20. Staffordshire Bull Terrier    |
| 10. Dachshund                        | 21. Swedish Valhund               |
| 11. Dogue de Bordeaux (DDB)          | 22. West Highland White Terrier   |

## 2.5 Catalog

After entries close, a printed catalog shall be prepared for scoring. This catalog shall include the running order of the classes to be run in each ring, with the jump height groups printed in the order in which they will run. If the show is going to run more than one ring, then each ring's classes should be clearly identified. This catalog is to serve as the official catalog to be submitted to the sanctioning organization. The scoring catalog must include a line for each dog entered, with the handler's armband number (if used), the dog's registration number, the dog's call name, the owner's name, and the handler's name, if different from the owner. There shall be sufficient room on each dog's line to record the dog's time, time faults, course faults, and total faults for the Regular class and the Jumpers class. For the Gamblers class, the dog's time, initial points, gamble points, and total points shall be recorded. At the end of each printed class, there shall be a section to record the placements for the class. Qualifiers in each class must be clearly identified. At the heading for each class, there shall be a line to record the course distance and the Standard Course Time for small, medium, and large dogs. For the Gamblers class, there shall be room to record the time allowed for the gamble for small, medium, and large dogs.

An exhibitor's catalog may also be printed. This catalog must include at a minimum the armband number (if used), the dog's registration number, the dog's call name and the handler's name. The catalog should be printed in order the classes and dogs will run. A complete listing of exhibitors and their addresses shall be printed at the back of the catalog.

## 2.6 Awards

### 2.6.1 AWARDS FOR CLASSES

Clubs may offer placements based on a percentage of expected entries in each jump height for each class. Clubs may combine the 20-inch and 20+-inch, or the 20+-inch and 24-inch, or the 20-inch, 20+-inch, and 24-inch classes for placements. Where placements are awarded, placements for a minimum of 10 percent of the anticipated entry are recommended. Clubs may offer more placements if they choose to. Although placement awards are not absolutely

required, they are very strongly encouraged for at least the top qualifying runs in all levels and divisions, and for the Novice level and the Junior Handler divisions regardless of whether the run qualified, where trial finances permit. Placements should not be awarded for runs scored as eliminations. A green qualifying ribbon or rosette shall be given for each qualifying round in each class. Each ribbon awarded at the trial shall have the words "ASCA Sanctioned Trial" printed on it (synonyms such as "event" may be used for the word "trial"). The ribbon or rosette shall be printed with the Host Club's name and the placement awarded. The ASCA logo may be used in awards if an ASCA Affiliate is hosting a sanctioned show, trial, or agility competition. The ribbons or rosette shall each have a place on the back for exhibitors to record the date of the trial, the judge's name, and the class.

The following ribbon colors must be used:

First: Blue	Fourth: White	Seventh: Purple
Second: Red	Fifth: Pink	Eighth: Brown
Third: Yellow	Sixth: Green	Qualifying Score: Green

## **2.6.2 AWARDS FOR HIGH IN LEVELS (NOVICE, OPEN, ELITE) AND HIGH IN TRIAL**

Awards for high scoring in level (Novice, Open, Elite), and/or High in Trial (HIT) are not mandatory. Clubs holding trials that are not the ASCA National Specialty and the National Specialty Pre or Post trials can decide what special awards, for example High in Levels or High in Trial, are given and how they are calculated. However, such awards must be given for the Championship Program at the ASCA National Specialty and the National Specialty Pre or Post Trials. When such awards are given at the ASCA National Specialty and the National Specialty Pre or Post Trials, computation for these awards must be done in the following manner:

- A. Separate awards will be given to each of the three Divisions. The Standard Division will award High in Trial to the Novice, Open and Elite levels. The High in Trial Veteran Dog and Junior Handler awards may be calculated by combining scores from all class levels.
- B. Dogs must be at the same level in all classes to be eligible for the Standard Division awards (Novice, Open, Elite). Dogs entered in different class levels may be eligible for the High in Trial Overall, Veteran Dog High in Trial and Junior High in Trial awards, or a High in Trial Combined Levels award, if offered. High in Trial Qualifying points (HITQ-points) earned must be dependent upon the class level in which qualifying scores are earned (see item c below).
- C. Each faultless qualifying run in Regular Agility, Gamblers, or Jumpers must be given the following HITQ-point value runs in an Elite class shall be given 7 HITQ-points; runs in an Open class must be given 6 HITQ-points; runs in a Novice class must be given 5 HITQ-points. Each faulted (.01 to 5 faults) qualifying run in Regular Agility must be given one-half the value of the equivalent level HITQ-points (runs in an Elite class must be given 3.5 HITQ-points; runs in an Open class must be given 3 HITQ-points; runs in a Novice class must be given 2.5 HITQ-points).
- D. In the event of a tie for HITQ-points, the following procedures must be used for breaking the tie. First tie breaker: The dog with the fastest combined YPS in all rounds of the regular classes in which qualifying scores were earned will be declared the winner. Second tie breaker: The dog with the highest number of gamble points and a qualifying score will be declared the winner.
- E. The computation for high scoring awards must be posted for the competitors.

## **2.7 Submission of Records**

After each ASCA sanctioned Agility Trial the following paperwork shall be submitted to the ASCA Business Office: a completed marked catalog (including FEO runs), Scorekeeper's Signature Form, Gross Receipts Report (including payment for event membership dues), Late Filing Fees (if applicable), Sanction Grant, Judge's Yardage and Course Times Records, copies of courses (with any changes noted) and Conduct Evaluation of Judges. The above paperwork/forms/payment must be postmarked no later than 15 days after the close of the show. See [Fee Schedule](#) (on ASCA Website or contact Business Office) for penalty for non-compliance. Other penalties may be imposed by the Board of Directors of ASCA. All paperwork, including all entry forms for all dogs and owner/handlers reported on the results form (marked catalog), must be retained by the Trial Secretary for a period of one year. The entry forms should be made available to the ASCA Business Office upon request.

### **2.7.1 SCORING AND RESULTS REPORT**

Clubs must submit the complete results report of all dogs entered in the Regular, Gamblers and Jumpers classes, including scratches, no-shows, eliminated and FEO runs. Results report shall be 8.5 x 11 inches (or 21 x 29.7 cm for A4 paper) in size; all information must be legible; either an original or a copy is acceptable. Multiple rounds of a class may not be listed in columns across a single page. Qualifying scores for registered Australian Shepherds and dogs with QTracker numbers shall be highlighted. The results report shall follow the format specified in [Section 2.7.1.1](#) and [Section 2.7.1.2](#) below. Sample pages of acceptable format are available from the ASCA Business Office.



Corrections to the results report may be made by the Host Club during the trial. Competitors must have the opportunity to review any corrections made to the results. Once the trial has ended, the results report must be submitted to the ASCA Business Office as posted at the trial. Any scoring errors discovered after the close of the trial must be submitted to the ASCA Business Office who shall make the corrections to the results. An explanation must accompany the requested change to the results. Result reports must not be changed by anyone (except for the ASCA Business Office) after the close of the trial.

#### **2.7.1.1 Regular and Jumpers Classes**

The header (or footer) of each page of the report must give the Club/Affiliate, name, location, and state, date of trial, the program (CH/ACE), the class, the level, and the judge. For the Championship program, the header of the page must also include the course distance and the standard course time (in seconds) for small standard dogs, small veteran dogs, medium standard dogs, medium veteran dogs, large standard dogs, and large veteran dogs.

For the ACE program, the header of the page must also include the course distance and standard course time (in seconds) for small standard dogs, small senior dogs, medium standard dogs, medium senior dogs, large standard dogs, and large senior dogs. The dogs running in a division must be grouped together within their program. For the Championship program: Standard, Veteran Dog, and Junior Handler. For the ACE program: Standard and Senior Dog.

The columns of the report shall be in this order, from left to right (either the long or short orientation of the 8.5 x 11 inches page (or 21 x 29.7 cm for A4 paper) may be used as long as the same orientation is used throughout the results report; ASCA Registration number; Height dog jumps; Program (CH/ACE), Division (**Note:** the Program and Division information may be put in the header rather than in the column when headers are used to separate classes); Identification of A or B class (for divided classes; leave blank for undivided classes) (**Note:** the identification of A or B class may be put in the header rather than in the column when headers are used to separate classes); Dog's call name; Breed; Owner/Handler's name; Dog's time (in seconds and hundredths); Time faults; Course faults; Total faults; Place; Qualifying (Q for qualifying dogs, leave blank for non-qualifying dogs). The results from the Championship program and the ACE program must be on separate pages.

#### **2.7.1.2 Gamblers Classes**

The header (or footer) of each page of the report must give the Club/Affiliate, name, location, and state, date of trial, the program (CH/ACE), the class, the level, and the judge. Also, in the header of the page the gamble time (in seconds) for dogs jumping 4 inches, 8 inches, or 12 inches, dogs jumping 16 inches, and dogs jumping 20 inches or 24 inches. The dogs running in a division must be grouped together within their program. For the Championship program: Standard, Veteran Dog, and Junior Handler. For the ACE program: Standard and Senior Dog.

The columns of the report shall be in this order, from left to right (either the long or short orientation of the 8.5 x 11 inches page (or 21 x 29.7 cm for A4 paper) may be used as long as the same orientation is used throughout the results report): ASCA Registration number; Height dog jumps; Program (CH/ACE), Division (**Note:** the Program and Division information may be put in the header rather than in the column when headers are used to separate classes); Identification of A or B class (for divided classes; leave blank for undivided classes) (**Note:** the identification of A or B class may be put in the header rather than in the column when headers are used to separate classes); Dog's call name; Breed; Owner/Handler's name; Dog's time (in seconds and hundredths); Initial points; Gamble points; Total points; Place; Qualifying (Q for qualifying dogs, leave blank for non-qualifying dogs). The results from the Championship program and the ACE program must be on separate pages.

### **2.7.2 EVENT MEMBERSHIP DUES**

Event Membership Dues (see [Fee Schedule](#) on ASCA Website or contact Business Office) must be submitted along with the marked catalog. Dues shall be computed for all Regular, Jumpers and Gamblers runs for all dogs listed in the catalog, including dogs scratched, eliminated and any 'FEO' runs.

## **2.8 Other Financial Responsibilities**

### **2.8.1 JUDGES EXPENSES**

Whenever an ASCA Affiliate Club is responsible for making arrangements with and paying for the services of an Agility trial judge, the Affiliate Club is encouraged to execute a contract with each judge they hire so both the club and the judge have a clear understanding of the financial arrangements. If the club does not fulfill its financial obligations as specified in the contract, ASCA will not sanction any of the club's future events until the financial obligations are fully met. The contract should include the following items as a minimum:

- A. Transportation (airline coach fare or agreed upon amount for driving); airport parking; shuttle fees; driving to and from the airport; if the judge purchases the ticket as agreed upon with the Host Club, the Host Club shall reimburse the judge promptly upon receipt of evidence of payment for the ticket; statement indicating the club will

assume the costs for ticket change if the club changes or cancels the event and that the judge will assume costs for ticket change if the judge does not meet the ticket itinerary.

- B. Meals, snacks, and refreshments to be reimbursed, charged to the club's credit, and/or furnished in kind (address any limitations on numbers of and amount for meals, including taxes and gratuities; ascertain any special dietary requirements for meals, snacks, and refreshments).
- C. The Host Club's arrangements for lodging during the trial (lodging in a member's home is by agreement between the judge and the Host Club. Clubs should indicate in the contract that charges made to the hotel room which have not been agreed upon by the Host Club must be paid by the judge when checking out of the hotel).
- D. Other agreements between the club and the judge such as kenneling charges for the judge's dogs.
- E. The Judge's fee - The fee rate for classes scheduled on a weekend is \$1 per run listed in the running order catalog, whether or not the dog runs, or a minimum fee of \$200 per day. The fee for additional days prior to or after a weekend trial will be based on the number of courses designed. One to six courses (**Example:** two rounds of regular at all three levels would be six courses) will be paid \$1 per run listed in the catalog or a minimum fee of \$100 per day. Seven to eleven courses designed/offered will be paid \$1 per run listed in the catalog or a minimum fee of \$150 per day. Twelve or more courses will be paid \$1 per run listed in the catalog or a minimum fee of \$200 per day. The minimum judging fee per day for any assignments at Nationals or the Pre-trials will be \$200. An exception would be any runs judged in an overflow capacity which would be paid at \$1 per run.

## 2.8.2 OTHER TRIAL EXPENSES

It is the Host Club's responsibility to ensure that all financial obligations for holding the trial are promptly paid. All financial obligations for rental of equipment, for the site, for ribbons, for food and refreshments, etc., shall be promptly fulfilled. Judges shall be reimbursed for the expenses they have incurred (travel, duplicating of courses, meals). The judging fee (see rates in [Section 2.8.1](#) above) should be given to the judge at the conclusion of the trial (usually the computation of this fee can be done before the trial, i.e. as soon as the running order catalog for a pre-entry only trial is printed).

# Chapter 3. Championship Program Sanctioned Classes, Divisions, & Levels

## 3.1 General Descriptions

The ASCA Championship Program titling structure is based upon classes, divisions, and levels. The classes are Regular, Jumpers, and Gamblers (see [Chapter 5](#), [Chapter 6](#), and [Chapter 7](#) for detailed information on the classes). The divisions offered are Standard, Veteran Dog, and Junior Handlers. The three levels offered are Novice, Open and Elite.

Each dog and handler team can only enter either the Championship program or ACE program for all days of a trial. Points from the two programs will be separate and will not be combined except as outlined in [Section 10.13](#).

In ASCA sanctioned trials, qualifying rounds executed at a level higher than that needed for a lower level ASCA requirement shall be credited for points needed at the lower-level title. **Note:** once a dog earns a qualifying score at a higher level, it can no longer return to compete at a lower level within the Championship Program. Finals point accumulation for a particular class will not begin until the novice and open titles in that class are completed.

The following lists the classes, divisions, and levels of ASCA-certified classes:

Class	Division	Level	Class	Division	Level	Class	Division	Level
Regular	Standard	Novice	Jumpers	Standard	Novice	Gamblers	Standard	Novice
Regular	Standard	Open	Jumpers	Standard	Open	Gamblers	Standard	Open
Regular	Standard	Elite	Jumpers	Standard	Elite	Gamblers	Standard	Elite
Regular	Veteran Dog	Novice	Jumpers	Veteran Dog	Novice	Gamblers	Veteran Dog	Novice
Regular	Veteran Dog	Open	Jumpers	Veteran Dog	Open	Gamblers	Veteran Dog	Open
Regular	Veteran Dog	Elite	Jumpers	Veteran Dog	Elite	Gamblers	Veteran Dog	Elite
Regular	Jr Handler	Novice	Jumpers	Jr Handler	Novice	Gamblers	Jr Handler	Novice
Regular	Jr Handler	Open	Jumpers	Jr Handler	Open	Gamblers	Jr Handler	Open
Regular	Jr Handler	Elite	Jumpers	Jr Handler	Elite	Gamblers	Jr Handler	Elite

## 3.2 Levels

### 3.2.1 NOVICE LEVEL

The Novice level is the first entry level for every class. The Novice level is for any dog which has not yet earned an ASCA title in a particular class. The purpose of dividing any class level into A/B categories is in the fairness of competition. If the dog and handler are just beginning Agility competition, they should compete in the Novice A category. If the dog or handler has previously earned a Regular Agility Standard – Novice (RS-N) title, a Gamblers Agility Standard – Novice (GS-N) title, or a Jumpers Agility Standard – Novice (JS-N) title or any of the equivalents from any international style agility association, then they must enter in the Novice B category for that class. All ASCA Agility Judges must compete in

the B category if offered by the Host Club. The Gamblers classes and Jumpers classes may or may not be divided into A/B categories at the discretion of the Host Club, based upon the estimated number of entries. The Regular Agility class shall always be divided into A/B categories at the Novice Level.

### **3.2.2 OPEN LEVEL**

If the handler and dog are just beginning Open Agility competition, then they should compete in the Open A category for that class, if it is offered by the club. If the handler has previously earned any Open level title or their equivalents from any international style agility association, then they must enter in the Open B category for that class. All ASCA Agility Judges must compete in the B category if offered by the Host Club. The Regular Agility class, Gamblers class and Jumpers class may or may not be divided into A/B categories at the discretion of the Host Club, based upon the estimated number of entries.

### **3.2.3 ELITE LEVEL**

If the handler and dog are just beginning Elite Agility competition, then they should compete in the Elite A category for that class, if it is offered by the club. If the handler has previously earned any Elite level title or their equivalents from any international style agility association, then they must enter in the Elite B category for that class. All ASCA Agility Judges must compete in the B category if offered by the Host Club. The Regular Agility class, Gamblers class and Jumpers class may or may not be divided into A/B categories at the discretion of the Host Club, based upon the estimated number of entries.

### **3.2.4 MOVING TO ANOTHER LEVEL: CLASS ENTRY RESTRICTIONS**

Once a dog has completed the requirements in one level of a class on 1 day of a show, the handler may choose to move the dog up to the next level for any rounds of that class offered the next day, if the club has offered next day move-ups. Clubs are not required to allow move-ups during a multiple-day trial. Dogs shall not move up to a new level in between rounds on the same day.

A handler is never required to move a dog up to a higher level of competition after a title is completed. When a dog moves on to the next level of competition in the Championship Program, they may return to the previous level if they have not yet received a qualifying round at the new level. Once a dog has earned a qualifying round at a level, they shall not return to a lower level.

## **3.3 Divisions**

A handler may not enter a dog in more than one division of the same class round on any 1 day of a trial. If a dog is entered in the Veteran Dog Division of the first round of a Jumpers Class, then that dog could not also be entered in the Standard Division of the same round of the Jumpers Class on the same day at the same show. However, if a dog is entered in the Veteran Dog Division of the first round of a Jumpers Class, that dog could be entered in the Standard or Junior Handler Division of the second round of a Jumpers Class. If a dog is entered in a specific Division for one class, it is not required that the dog be entered in the same Division for all other classes for that day. **Example:** A handler might enter a 7-year-old dog in the Veteran Dog Division of the Regular Agility Class, and the Standard Division of the Gamblers Class. If six classes are offered on 1 day (i.e., two regular, two gamblers, two jumpers), the dog may only be entered in each class once.

### **3.3.1 STANDARD DIVISION**

The Standard Division is open to any dog aged 18 months or older.

### **3.3.2 VETERAN DOG DIVISION**

The Veteran Dog Division is open to any dog aged 7 or older. The dog's age shall be determined by the dog's actual birthday, or the closest date as known. Dogs entered in the Veteran Dog Division classes will jump 4 inches (10.2 cm) lower than their standard jump height. Course times for dogs entered in the Veteran Dog Division of the Regular Agility and Jumpers classes shall be 10 percent greater than the SCT for the Standard Division.

### **3.3.3 JUNIOR HANDLER DIVISION**

The Junior Handler Division is open to any dog that is being handled by a junior handler who is 17 years of age or younger. Dogs entered in the Junior Handlers Divisions classes may jump at the dog's standard jump height or 4 inches (10.2 cm) lower. Standard course times for dogs entered in the Junior Handler Division of the Regular Agility and Jumpers classes shall be 10 percent greater than the SCT for the Standard Division. The maximum course time shall remain the same as the Standard Division.

### 3.3.3.1 Optional Class Categories

The Host Club may choose to divide the Junior Handler classes into two different groups, youths aged 12 and under and youths 13 to 17 years. Clubs may choose to divide the Junior Handler classes into A/B categories instead of dividing by age if they choose.

## Chapter 4. Agility Competition Enthusiast (ACE) Program Sanctioned Classes, Divisions, & Levels

### 4.1 General Descriptions

The ASCA ACE Program titling structure is based upon classes, divisions, and levels. The classes are Regular, Jumpers, and Gamblers (see [Chapter 5](#), [Chapter 6](#), and [Chapter 7](#) for detailed information on the classes). The Divisions offered are Standard and Senior Dog. The three levels offered are Novice, Open, and Elite. The same ACE classes/divisions/levels must be offered as the Championship classes/divisions/levels. **Example:** if Elite Regular in the Championship program is offered on Friday, then Elite Regular in the ACE program must also be offered.

Each dog and handler team can only enter either the Championship program or ACE program for all days of a trial. Points from the two programs will be separate and will not be combined except as outlined in [Section 10.13](#).

In ASCA sanctioned trials, qualifying rounds executed at a level higher than that needed for a lower level ASCA requirement shall be credited for points needed at the lower-level title. **Note:** see [Section 10.13](#) Transferring Points between the Championship and ACE programs if transferring from the Championship Program to the ACE Program.

The following lists the classes, divisions, and levels of ASCA-certified classes:

Class	Division	Level	Class	Division	Level	Class	Division	Level
Regular	Standard	Novice	Jumpers	Standard	Novice	Gamblers	Standard	Novice
Regular	Standard	Open	Jumpers	Standard	Open	Gamblers	Standard	Open
Regular	Standard	Elite	Jumpers	Standard	Elite	Gamblers	Standard	Elite
Regular	Senior Dog	Novice	Jumpers	Senior Dog	Novice	Gamblers	Senior Dog	Novice
Regular	Senior Dog	Open	Jumpers	Senior Dog	Open	Gamblers	Senior Dog	Open
Regular	Senior Dog	Elite	Jumpers	Senior Dog	Elite	Gamblers	Senior Dog	Elite

### 4.2 Levels

#### 4.2.1 NOVICE LEVEL

The Novice level is the first entry level for every class. Dogs entered in the ACE program may enter the novice classes even if qualifying scores have been obtained at a higher level in the Championship program. The purpose of dividing any class level into A/B categories is in the fairness of competition. If the dog and handler are just beginning Agility competition, they should compete in the Novice A category. If the dog or handler has previously earned a Regular Agility – Novice title, a Gamblers Agility – Novice title, or a Jumpers Agility – Novice title or any of the equivalents from any international style agility association, then they must enter in the Novice B category for that class. All ASCA Agility Judges must compete in the B category if offered by the Host Club. The Gamblers classes and Jumpers classes may or may not be divided into A/B categories at the discretion of the Host Club, based upon the estimated number of entries. The Regular Agility class shall always be divided into A/B categories at the Novice Level.

#### 4.2.2 OPEN LEVEL

If the handler and dog are just beginning Open Agility competition, then they should compete in the Open A category for that class, if it is offered by the club. If the handler has previously earned any Open level title or their equivalents from any international style agility association, then they must enter in the Open B category for that class. All ASCA Agility Judges must compete in the B category if offered by the Host Club. The Regular Agility class, Gamblers class and Jumpers class may or may not be divided into A/B categories at the discretion of the Host Club, based upon the estimated number of entries.

#### 4.2.3 ELITE LEVEL

If the handler and dog are just beginning Elite Agility competition, then they should compete in the Elite A category for that class, if it is offered by the club. If the handler has previously earned any Elite level title or their equivalents from any international style agility association, then they must enter in the Elite B category for that class. All ASCA Agility Judges must compete in the B category if offered by the Host Club. The Regular Agility class, Gamblers class and Jumpers class may or may not be divided into A/B categories at the discretion of the Host Club, based upon the estimated number of entries.



#### 4.2.4 MOVING TO ANOTHER LEVEL – CLASS ENTRY RESTRICTIONS

Once a dog has completed the requirements in one level of a class on 1 day of a show, the handler may choose to move the dog up to the next level for any rounds of that class offered the next day, if the club has offered next day move-ups. Clubs are not required to allow move-ups during a multiple-day trial. Dogs shall not move up to a new level in between rounds on the same day.

A handler is never required to move a dog up to a higher level of competition after a title is completed. When a dog moves on to the next level of competition in the ACE Program, they may return to the previous level if they have not yet received a qualifying score/round at the new level.

### 4.3 Divisions

A handler may not enter a dog in more than one division of the same class round on any 1 day of a trial. If a dog is entered in the Standard Division of the first round of a Jumpers Class, then that dog could not also be entered in the Senior Dog Division of the same round of the Jumpers Class on the same day at the same show. However, if a dog is entered in the Senior Dog Division of the first round of a Jumpers Class, that dog could be entered in the Standard Division of the second round of a Jumpers Class. If a dog is entered in a specific Division for one class, it is not required that the dog be entered in the same Division for all other classes for that day. **Example:** A handler might enter a 10-year-old dog in the Senior Dog Division of the Regular Agility Class, and the Standard Division of the Gamblers Class. If six classes are offered on 1 day (i.e., two regular, two gamblers, two jumpers), the dog may only be entered in each class once, regardless of the program or division entered.

#### 4.3.1 STANDARD DIVISION

The Standard Division is open to any dog aged 18 months or older. The Standard jump height for all dogs entered in the ACE program will be 4 inches lower than their required height in the Championship program. Course times for dogs in the ACE program will be 10 percent greater than the Standard Division dogs in the Championship program.

#### 4.3.2 SENIOR DOG DIVISION

The Senior Dog Division is open to any dog aged 7 or older. The dog's age shall be determined by the dog's actual birthday, or the closest date as known. Dogs entered in the Senior Dog Division will jump 4 inches (10.2 cm) lower than their standard jump height in the ACE program. **Note:** 4 inches is the lowest jump height.

Course times for dogs entered in the Senior Dog Division of the Regular Agility and Jumpers classes shall be 10 percent greater than the SCT for the Standard Division in the ACE program. The maximum course time shall remain the same as the Standard Division.

## Chapter 5. Regular Class

### 5.1 Regular Class Description

The purpose of the Regular Agility Class is to demonstrate the handler and dog's ability to perform all the agility obstacles.

- A. At the Novice Level, the main goal is to test the dog's ability to perform the obstacles safely. The dog is asked to execute the obstacles at a moderate rate of speed.
- B. At the Open Level, the goal is to test the handler and dog's ability to perform the obstacles at a faster rate of speed, while performing the obstacles with more directional and distance control and exhibit obstacle discrimination. The course design should encourage handlers to work the dog from both sides comfortably.
- C. At the Elite Level, more complex handler strategies are tested, with the dog moving at a brisk pace. The dog should work off both sides of the handler, be able to discriminate between obstacles and freely move away from the handler while performing the obstacles with greater distance and directional control.

### 5.2 Qualification Requirements

For a round in the Regular class to be recognized as a qualifying round, the dog must complete the round with 5 or less faults. This applies to all levels within all divisions in both the Championship and ACE programs.

### 5.3 Obstacle Requirements

The minimum and maximum obstacles allowed for any Regular course is as follows:

Novice: 14-16

Open: 16-18

Elite: 18-20

Individual obstacles may be taken more than once, but the total number of obstacles taken shall not exceed the maximum number of obstacles to be used for any given level.

Required obstacles for Regular class courses are as follows:

1. Contact Obstacles: A-Frame, Teeter, Dog Walk
2. Jumps (winged or wingless)
3. Weave Poles
4. Tunnel(s)

Each contact obstacle must be performed at least once. There shall not be more than four total contact performances required per course. There must be at least one open tunnel performance with no more than three total per course. Jumps may be used as needed. The number of weave poles required is determined by the level. Double bar jumps and tire jumps are optional.

## **5.4 Course Design**

### **5.4.1 GENERAL GUIDELINES**

The course design for the Regular Agility class shall have an inviting opening sequence using two to four obstacles. There should be a good balance between course segments requiring control versus course segments requiring speed. The course should have a good flow throughout its entirety. All courses should have segments which encourage the handler to work the dog from both sides of the handler. The closing sequence should consist of two to three obstacles which should highlight a fast, successful finish. For safety reasons, the Start and Finish obstacles must be different obstacles with a specific minimum distance between them (see below); 50 feet (15.2 m) or more at all levels being preferred. This will allow ample room for one dog to set up to run while the other dog completes the course. For consistency and safe use of any timing equipment, all courses must start on a jump (tire, winged or wing-less), or tunnel, and finish on a jump (tire, winged or wing-less or tunnel). Courses may not start or finish on a contact or weave poles.

The Regular courses must follow the following guidelines:

- A. The distance between obstacles should be an average of 21 feet (6.4 m) with the minimum distance between two obstacles being no less than 18 feet (5.5 m).
- B. There should be no 90 degree turns on the course without a minimum distance (shortest path) of 20 feet (6.1 m) between the obstacles.
- C. All double bar jumps shall have top bars at the same height and have as straight on of an approach as possible, however the use of a double bar jump on a gradual arc within the flow of the course is allowed. There must be a minimum spacing of 21 feet from the next obstacle on the approach and landing side of the double bar jumps.
- D. The tire jump shall have as straight on of an approach as possible, however the use of the tire jump in a gradual arc within the flow of the course is allowed. If used, a tire jump may only be taken once on the course.
- E. There shall be a clear handler path available on both sides of each piece of equipment.
- F. Considerations for safety shall be assessed for all size dogs.
- G. Courses that test obstacle discrimination shall use the guidelines described for each level. Tunnels used next to contact obstacles as links to other sections of the course (not as discrimination challenges) can be placed farther away than the specified distances.
- H. The judge should use courses which require a minimum of movement from the judge. The judge should be able to reasonably get to all judging positions without needing to run or interfere with the dog or handler.

### **5.4.2 NOVICE LEVEL COURSE DESIGN**

At the Novice level the goal is to test the dog's ability to perform the obstacles safely. The dog shall be asked to execute the obstacles at a moderate rate of speed. The course for the Novice level should also follow these guidelines:

- A. The course shall consist of 14-16 obstacles.
- B. The Start and Finish obstacles must be different obstacles with a minimum distance between them on the course of 40 to 50 feet (12.2 to 15.2 m); preferably 50 feet (15.2 m) or more.
- C. The line of weave poles used shall consist of six poles.
- D. It is recommended, but not required, that any segments of the course which encourage a change of handling sides should take place in a tunnel or while executing the A-frame.
- E. The course design should encourage a beginning level of obstacle discrimination. If a tunnel is placed next to a contact obstacle for a discrimination challenge, the distance between the tunnel and contact obstacle must be 1 to 3 feet (30.5 cm to .914 meters) as measured from the edge of the contact obstacle closest to the tunnel and the closest edge of the tunnel.
- F. Obstacles that form a 180 turn or serpentine are required to be angled so it is not a flat 180 degree turn or serpentine.

### **5.4.3 OPEN LEVEL COURSE DESIGN**

At the Open Level, the goal is to test the handler's and dog's ability to perform the obstacles at a faster rate of speed, while performing the obstacles with more directional and distance control and exhibit obstacle discrimination. The course

design should encourage handlers to work the dog from both sides comfortably. The course for the Open Level shall also follow these guidelines:

- A. The course shall consist of 16-18 obstacles.
- B. The Start and Finish obstacles must be different obstacles with a minimum distance between them on the course of 30 to 40 feet (9.1 to 12.2 m); preferably 50 feet (15.2 m) or more.
- C. There shall be twelve weave poles on the course, which could be comprised of one long set of twelve poles or two short sets of six poles.
- D. The course shall encourage at least two changes of handling sides that are visible to the dog (such as while the dog is performing a jumping sequence.) The course shall encourage at least three total changes of handling sides.
- E. The course design should encourage an Open level of obstacle discrimination. If a tunnel is placed next to a contact obstacle for a discrimination challenge, the distance between the tunnel and contact obstacle must be 1 to 2 feet (30.5 to 61 cm) as measured from the edge of the contact obstacle closest to the tunnel and the closest edge of the tunnel.
- F. The course design should have smooth flow while encouraging the handler to send the dog farther out for more distance handling.
- G. The course could consist of sequences in which the course flow repeats itself for several obstacles before changing direction from the previous sequence to the new course sequence.
- H. The closing sequence should encourage a brisk exit while still demonstrating good handling control.
- I. Obstacles that form a 180 turn or serpentine do not have to be angled and can be a flat 180 degree turn or serpentine.

#### 5.4.4 ELITE LEVEL COURSE DESIGN

At the Elite Level, more complex handler strategies are tested, with the dog moving at a brisk pace. The dog should work on both sides of the handler, be able to discriminate between obstacles and freely move away from the handler while performing the obstacles with greater distance and directional control. The course for the Elite level shall also follow these guidelines:

- A. The course shall consist of eighteen to twenty obstacles.
- B. The Start and Finish obstacles must be different obstacles with a minimum distance between them on the course of 30 to 40 feet (9.1 to 12.2 m); preferably 50 feet (15.2 m) or more.
- C. There shall be a line of weave poles consisting of twelve poles. An additional set of six poles is optional.
- D. The course should encourage at least three changes of handling sides which are visible to the dog (such as while the dog is performing a jumping sequence).
- E. The course design should encourage a more advanced level of obstacle discrimination. If a tunnel is placed next to a contact obstacle for a discrimination challenge, the distance between the tunnel and contact obstacle must be 0 to 1 foot (0 to 30.5 cm) as measured from the edge of the contact obstacle closest to the tunnel and the closest edge of the tunnel.
- F. The course design should have smooth flow while encouraging the handler to send the dog farther out for more distance handling.
- G. The course could consist of sequences in which the course flow repeats itself for several obstacles before changing direction from the previous sequence to the new course sequence.
- H. The closing sequence should encourage a brisk exit while still demonstrating good handling control.
- I. Obstacles that form a 180 turn or serpentine do not have to be angled and can be a flat 180 degree turn or serpentine.

### 5.5 Standard Course Time

The officiating judge is responsible for establishing the Standard Course Time (SCT). The judge must measure the course using a measuring wheel to determine the course distance which will be used to calculate the Standard Course Time (SCT) according to the level of the class, the difficulty of the course and any environmental conditions which may exist. The table below lists the recommended MAXIMUM Regular Class Yards per Second (YPS) for the different levels and height groups. Any deviation from the following table must be reported along with the reasons for the deviation below the recommended Maximum Yards per Second (YPS), in the after-trial Judge's report. At no time may a judge ever ask a dog to exceed the recommended Maximum Yards per Second (YPS).

Championship Program - Regular Class Yards per Second			
	Small Dogs	Medium Dogs	Large Dogs
Novice	2.2	2.4	2.6
Open	2.5	2.75	3.0
Elite	2.85	3.15	3.45

The Judge or computer software will calculate the SCT for the Championship program classes and add 10 percent for the ACE program classes. **Example:** Standard division large dogs in Elite Regular with a course yardage of 156 will have a SCT of 45.22 seconds ( $156/3.45$ ) and 10 percent will be added for the Standard division large dogs in Elite Regular in the ACE program, or in this example, 49.74 seconds, and an additional 10 percent will be added for the large dogs in Elite Regular in the ACE Senior Dog program, or in this example, 54.71 seconds.

**ACE Program SCT = Championship SCT + 10%**

**ACE Senior Dog Program SCT = ACE Program SCT + 10%**

Judges should convert course distance from feet to yards by dividing the number of feet shown on the measuring wheel by three. The course yardage (# of feet shown on the measuring wheel divided by 3) should then be divided by the maximum YPS shown in the chart based on the class level and height division. This number should be carried out to the NEAREST 1/100th (i.e., two decimal places or xx.xx) of a second. **Example:** 34.246 should be used as 34.25 seconds; 34.243 shall be used as 34.24 seconds. The yardage and the calculated SCT for one height must then be recorded on the judge's yardage sheet and reported to the score table commencing the class. In every case, the arithmetic of the computation of SCT shall be independently checked by the Trial Chair, Trial Secretary, or score-table personnel PRIOR to posting and recording the trial results.

Once submitted to the score keeper, the Standard Course Time may not be changed except in the case of a mathematical error or if the incorrect yardage or yards per second was used for the class and level. These are the only instances where the judge may change the original Standard Course Time after the class has started and such changes must be noted in the Judge's Show Report.

One fault point or part of a point will be assessed for each second or fraction of a second over the SCT. The time shall always be measured in 1/100ths of a second.

A judge must establish a maximum course time (MCT) for each class which will be the longest SCT of the dogs entered in that class (rounded up) plus 6 seconds. MCT must be programmed in the timer console when electronic timing is being used or the Timer briefed when manual timing is being used. If the MCT has been reached, the dog and handler must immediately leave the ring.

Course time for exhibitors eliminated for Training in the Ring will be Maximum Course Time (MCT). Once an exhibitor has been faulted for Training in the Ring, the dog and handler must immediately leave the ring once MCT had been reached.

## 5.6 Determining Course Time

### 5.6.1 DETERMINING A DOG'S COURSE TIME

In the Regular class, a dog's course time will be determined using electronic 'eye' timing or by using a stopwatch. The time should begin when any part of the dog crosses the start line. The time for the course will end when any part of the dog completes the final obstacle and crosses the finish line. A dog's course time will be recorded by the timekeeper for every run. The only time a dog may not have an actual numerical value for his course time is if he is eliminated for training in the ring (ELIM), or in the event of a timer malfunction. If the dog does not complete the last obstacle and the handler places the leash on the dog to end the run, the timer will stop the timer/stopwatch and record the time. A judge may not reassign the recorded course time for a dog except in the event of a timer malfunction as described below.

### 5.6.2 TIMER MALFUNCTION

Before the start of each class, the judge shall brief the timer as to how to handle a timer malfunction. Judges can request to be notified during the run if the malfunction is noticed during the first few obstacles OR after the run has been completed and before the next run.

Once notified of the timer malfunction, the judge shall have the following options:

1. If the original run did not have any course faults, allow a re-run for time only, or if in the opinion of the judge, the dog ran efficiently (without running past any obstacles, etc.) and was under Standard Course Time (SCT), then the judge may decide to assign SCT as the dog's course time.
2. If the dog incurred enough course faults in the original run to not earn a qualifying score, then the judge shall assign Maximum Course Time (MCT) and the faults incurred on the original run shall remain.
3. If the original run is stopped and the handler is offered a re-run, any faults incurred in the original run shall remain. If offered a re-run, the handler should run as close to the original sequence as possible in a safe, sportsmanlike manner.

## Chapter 6. Jumpers Class

### 6.1 Class Description

The goal of the Jumpers class is to demonstrate the ability of the handler and dog to work as a fast-moving, smooth functioning team. This class highlights the natural jumping ability of the dog while testing the handler for effective handling styles while moving at a rapid pace.

The difficulty of the course should be appropriate to the level. The course design shall adhere to the requirements listed below and extra 'dummy' jumps may be used.

### 6.2 Qualification Requirements

For a round in the Jumpers class to be recognized as a qualifying round, the dog must have a clean round (no course faults and no time faults). All handling faults, obstacle faults and time faults shall be scored in the Jumpers Class the same as they are scored in the Regular Agility Class. See [Chapter 9](#).

### 6.3 Obstacle Requirements

The minimum and maximum obstacles allowed for any Jumpers course is as follows:

Novice: 14-16

Open: 16-18

Elite: 18-20

The Jumpers course may consist of jumps, a tire jump, and tunnels. A course does not have to utilize the tire jump or any tunnels, therefore consisting only of single jumps and a double bar jump, if available. There shall not be more than three total tunnel performances per course for Open and Novice levels, and not more than two total tunnel performances for Elite level.

### 6.4 Course Design

#### 6.4.1 GENERAL GUIDELINES

There should be a good balance between course segments requiring control versus course segments requiring speed. The course should have a good flow throughout its entirety. All courses should have segments which encourage the handler to work the dog from both sides of the handler. For safety reasons, the Start and Finish obstacles must be different obstacles with a specific minimum distance between them (see below); 50 feet (15.2 m) or more at all levels being preferred. This will allow ample room for one dog to set up to run while the other dog completes the course. For consistency and safe use of any timing equipment, all courses must start on a jump (tire, winged or wing-less), or tunnel, and finish on a jump (tire, winged or wing-less) or tunnel.

The following are guidelines for all Jumpers courses:

- A. The distance between obstacles should be an average of 21 feet (6.4 m) with the minimum distance between two obstacles being no less than 18 feet (5.5 m).
- B. The course design for the Jumpers class should have an inviting opening sequence using two to four obstacles.
- C. The closing sequence should consist of two to three obstacles which should highlight a fast, successful finish.
- D. There should be no 90 degree turns on the course without a minimum distance (shortest path) of 20 feet (6.1 m) between the obstacles.
- E. If used, the double bar jump shall have top bars at the same height and have as straight on of an approach as possible, however the use of a double bar jump on a gradual arc within the flow of the course is allowed. There must be a minimum spacing of 21 feet from the next obstacle on the approach and landing side of the double bar jumps.
- F. The tire jump shall have as straight on of an approach as possible, however the use of the tire jump in a gradual arc within the flow of the course is allowed. If used, a tire jump may only be taken once on the course.
- G. Considerations for safety shall be assessed for all size dogs.
- H. There shall be a clear handler path available on both sides of each obstacle.

#### 6.4.2 NOVICE LEVEL COURSE DESIGN

At the Novice level the goal is to test the dog's ability to perform the obstacles safely. The dog shall be asked to execute the obstacles at a moderate rate of speed. The course for the Novice level should also follow these guidelines:

- A. The course shall consist of fourteen to sixteen obstacles.
- B. The Start and Finish obstacles must be different obstacles with a minimum distance between them on the course of 40 to 50 feet (12.2 to 15.2 m); preferably 50 feet (15.2 m) or more.
- C. It is recommended, but not required, that any segments of the course which encourage a change of handling sides should take place in a tunnel.

- D. Obstacles that form a 180 turn or serpentine are required to be angled so it is not a flat 180 degree turn or serpentine.

#### 6.4.3 OPEN LEVEL COURSE DESIGN

At the Open Level, the goal is to test the handler's and dog's ability to perform the obstacles at a faster rate of speed, while performing the obstacles with more directional and distance control and exhibit obstacle discrimination. The course design should encourage handlers to work the dog from both sides comfortably. The course for the Open Level shall also follow these guidelines:

- A. The course shall consist of sixteen to eighteen obstacles.
- B. The Start and Finish obstacles must be different obstacles with a minimum distance between them on the course of 30 to 40 feet (9.1 to 12.2 m); preferably 50 feet (15.2 m) or more.
- C. The course shall encourage at least two changes of handling sides that are visible to the dog. The course shall encourage at least three total changes of handling sides.
- D. The course design should have smooth flow while encouraging the handler to send the dog farther out for more distance handling.
- E. The closing sequence should encourage a brisk exit while still demonstrating good handling control.
- F. Obstacles that form a 180 turn or serpentine do not have to be angled and can be a flat 180 degree turn or serpentine.

#### 6.4.4 ELITE LEVEL COURSE DESIGN

At the Elite Level, more complex handler strategies are tested, with the dog moving at a brisk pace. The dog should work on both sides of the handler, be able to discriminate between obstacles and freely move away from the handler while performing the obstacles with greater distance and directional control. The course for the Elite level shall also follow these guidelines:

- A. The course shall consist of eighteen to twenty obstacles.
- B. The Start and Finish obstacles must be different obstacles with a minimum distance between them on the course of 30 to 40 feet (9.1 to 12.2 m); preferably 50 feet (15.2 m) or more.
- C. The course shall encourage at least three changes of handling sides which are visible to the dog.
- D. The course design should have smooth flow while encouraging the handler to send the dog farther out for more distance handling.
- E. The course could consist of sequences in which the course flow repeats itself for several obstacles before changing direction from the previous sequence to the new course sequence.
- F. The closing sequence should encourage a brisk exit while still demonstrating good handling control.
- G. Obstacles that form a 180 turn or serpentine do not have to be angled and can be a flat 180 degree turn or serpentine.

### 6.5 Standard Course Time

The officiating judge is responsible for establishing the Standard Course Time (SCT) for the Jumpers class. Standard Course Time (SCT) for Jumpers will be computed in accordance with [Section 5.5](#) using the following table of MAXIMUM Jumper Class Yards per Second (YPS).

Championship Program - Jumpers Class Yards per Second			
	Small Dogs	Medium Dogs	Large Dogs
Novice	2.5	2.75	3.0
Open	3.0	3.3	3.6
Elite	3.45	3.8	4.15

The Judge or computer software will calculate the SCT for the Championship program classes and add 10 percent for the ACE program classes. **Example:** Standard division large dogs in Elite Jumpers with a course yardage of 140 will have a SCT of 33.73 seconds (140/4.15) and 10 percent will be added for the Standard Division large dogs in Elite Jumpers in the ACE program, or in this example, 37.10 seconds, and an additional 10 percent for the large dogs in Elite Jumpers in the ACE Senior Dog program, or in this example, 40.81 seconds.

**ACE Program SCT = Championship SCT + 10%**

**ACE Senior Dog Program SCT = ACE Program SCT + 10%**

Judges should convert course distance from feet to yards by dividing the number of feet shown on the measuring wheel by three. The course yardage (# of feet shown on the measuring wheel divided by 3) should then be divided by the maximum YPS shown in the chart based on the class level and height division. This number should be carried out to the NEAREST 1/100th (i.e., two decimal places or xx.xx) of a second. **Example:** 34.246 should be used as 34.25 seconds; 34.243 shall be used as 34.24 seconds. The yardage and the calculated SCT for one height must then be recorded on the judge's yardage sheet and reported to the score table commencing the class. In every case, the arithmetic of the

computation of SCT shall be independently checked by the Trial Chair, Trial Secretary, or score-table personnel PRIOR to posting and recording the trial results.

Once submitted to the score keeper, the Standard Course Time may not be changed except in the case of a mathematical error or if the incorrect yardage or yards per second was used for the class and level. These are the only instances where the judge may change the original Standard Course Time after the class has started and such changes must be noted in the Judge's Show Report.

One fault point or part of a point will be assessed for each second or fraction of a second over the SCT. The time shall always be measured in 1/100ths of a second.

A judge must establish a maximum course time (MCT) for each class which will be the longest SCT of the dogs entered in that class (rounded up) plus 6 seconds. MCT must be programmed in the timer console when electronic timing is being used or the Timer briefed when manual timing is being used. If the MCT has been reached, the dog and handler must immediately leave the ring.

Course time for exhibitors eliminated for Training in the Ring will be Maximum Course Time (MCT). Once an exhibitor has been faulted for Training in the Ring, the dog and handler must immediately leave the ring once MCT had been reached.

### **6.5.1 DETERMINING A DOG'S COURSE TIME**

In the Jumpers class, a dog's time for running the course will be determined using electronic 'eye' timing or by using a stopwatch. The time should begin when any part of the dog crosses the start line. The time for the course will end when any part of the dog completes the final obstacle and crosses the finish line. A dog's course time will be recorded by the timekeeper for every run. The only time a dog may not have an actual numerical value for their course time is if they are eliminated (ELIM) for training in the ring, or in the event of a timer malfunction. If the dog does not complete the last obstacle and the handler places the leash on the dog to end the run, the timer will stop the timer/stopwatch and record the time. A judge may not reassign the recorded course time for a dog except in the event of a timer malfunction as described below.

### **6.5.2 TIMER MALFUNCTION**

Before the start of each class, the judge shall brief the timer as to how to handle a timer malfunction. Judges can request to be notified during the run if the malfunction is noticed during the first few obstacles OR after the run has been completed and before the next run.

Once notified of the timer malfunction, the judge shall have the following options:

1. If the original run did not have any course faults, allow a re-run for time only, or if in the opinion of the judge, the dog ran efficiently (without running past any obstacles, etc.) and was under Standard Course Time (SCT), then the judge may decide to assign SCT as the dog's course time.
2. If the dog incurred enough course faults in the original run to not earn a qualifying score, then the judge may assign the Maximum Course Time (MCT) and the faults incurred on the original run shall remain.
3. If the original run is stopped and the handler is offered a re-run, any faults incurred in the original run shall remain. If offered a re-run, the handler should run as close to the original sequence as possible in a safe, sportsmanlike manner.

## **Chapter 7. Gamblers Class**

### **7.1 Class Description**

The Gamblers class consists of two parts: the opening 'accumulation' period and the closing 'gamble' period.

**Opening Point Accumulation Period:** The strategy for the opening period is to have the handler design a safe and flowing course that will accumulate the minimum number of required points and have the dog approaching the first gamble obstacle when the 'accumulation' (30 second) period ends. The dog will accumulate points for each obstacle performed correctly and must continue to accumulate points for the entire 30 second opening period. Each obstacle may be performed twice for points. Any continual performance of an obstacle after points have been awarded may be considered training in the ring or loitering and the judge will eliminate the dog.

During the opening point accumulation period, the obstacles comprising the 'gamble sequence' may NOT be performed in order, but the 'gamble' obstacles may be performed individually, out of sequence or in reverse order.

**Closing Gamble Period:** The closing sequence will test the distance, directional and the discrimination skills of the handler and dog. During this time, the handler must stay a marked distance away from the dog while the dog performs the final four obstacles known as the 'gamble closing sequence'. The dog will receive points for each of these obstacles correctly performed in the order set by the judge. If the dog earned enough points during the point accumulation period,



then proceeded to earn enough points required during the gamble closing sequence and within the time allotted by the judge, then the dog will be awarded a qualifying score.

During the performance of the 'gamble sequence', the handler must stay behind the gamble line; however, the dog is not required to do so. If the dog crosses the gamble line and/or is redirected by the handler the gamble will not end, as long as the handler does not touch or cross the gamble line and time has not expired. Closing sequence 'gamble obstacles' performed in succession (i.e., gamble obstacles 1-2 or 2-3 or 3-4), will be awarded their point value in the opening period (if performed correctly/without faults), but the gamble will be negated, and the run will be non-qualifying. The point at which the gamble obstacles were performed in sequence is where the gamble point accumulation will end. **Example:** during the opening point accumulation period, a dog performs gamble obstacles 2 and 3 in order. If the obstacles were performed correctly, the judge would award the point value for these obstacles in the opening period. Once the whistle/horn sounds to indicate the start of 'the gamble', the dog would only receive points if obstacles 1 and 2 were performed correctly. At that point, no more points would be awarded.

Jumps will not be reset during gamblers. If a jump in the required 'gamble sequence' is used in the opening point accumulation period and the bar is displaced, the 'gamble sequence' will end at that obstacle and no more gamble points will be awarded.

## 7.2 Scoring and Qualification Requirements

### 7.2.1 FAULTS AND OBSTACLE POINTS

In the opening sequence, the judge will call out the point values for each obstacle performed correctly by calling out those point values and the judge shall indicate an incorrectly performed obstacle by calling out 'zero' instead of a point value.

Jumps will not be reset during gamblers. If faulted (zero points awarded), the tire jump may not be re-used for points in the opening sequence. If a jump (including the tire) in the required 'gamble sequence' is used in the opening point accumulation period and the bar/tire is displaced, the 'gamble sequence' will end at that obstacle and no more gamble points will be awarded.

Judges shall brief the scribe for the class to write the point values the judge indicates, including zeroes, in the order they were called. This is known as the Dog's Path, **Example:** 1, 3, 3, 0, 5, 0, 5, 1, 1... The Judge will also raise their hands or fingers to denote the points awarded to ensure that the scribe can see and hear the points being assigned. Obstacles may be performed correctly twice for points.

Continued performance of an obstacle that has been already awarded the maximum number of points may be considered as training and the judge may assign an 'ELIM' and eliminate the dog for Training in the Ring.

LOITERING: Defined as when a handler/team is no longer attempting to accumulate points. **Example:** a handler asking the dog to perform obstacles multiple times after the maximum point value has been awarded OR making the dog stay in an area of the course, while waiting for the end of the accumulation point period to occur. The handler/dog will be allowed SCT, but the run will be scored as 'ELIM'.

If the signal (horn/buzzer or whistle) indicating the gamble time has ended SOUNDS before the dog completes the last required (4th) gamble obstacle, the gamble is not successfully completed. The Judge shall award points up to and for the last COMPLETED obstacle. **Example:** if the signal sounds as a dog is over the #8-point jump (4th obstacle in the gamble closing sequence) then the judge shall award 2-4-6 points. The signal must not sound for the dog to be awarded the obstacle.

HANDLER FAULTS: Handlers may not pass through, under or over any obstacles at any time during the Gamblers class. Any incidents of handlers passing through, over or under any obstacles will result in the run being scored as 'elimination'. See also [Section 9.2.2](#).

### 7.2.2 SCORING

The class is placed by total points accumulated for qualifying runs, then by total points accumulated for non-qualifying runs. To meet the QUALIFYING requirements the dog must: (A) during the point accumulation time earn at least the minimum number of points and then (B) earn at least 20 points during the gamble time.

Minimum number of points needed during the point accumulation period:

NOVICE: 15

OPEN: 18

ELITE: 21

At the end of the point accumulation period, a whistle or horn will sound, indicating that the gamble time has begun. The handler must maneuver their dog into the gamble area to perform the gamble. The gamble begins when the dog performs the first gamble obstacle in the correct direction as defined by [Section 9.2.1](#). **Example:** if the first obstacle is the A-frame or teeter and the dog gets on the obstacle with all four paws on the ascent side and then comes off without touching the contact zone on the descent side with at least one paw, zero points will be awarded, and the gamble is over. If the dog is



on or in the first gamble obstacle when the whistle or horn sounds, the judge will call “zero” if the dog did not complete the obstacle to earn opening points or will call “two” if the dog successfully completed the obstacle in the gamble sequence during the gamble time. The dog must perform the gamble obstacles in the exact order described in the judge's course design. If the signal (horn, buzzer, or whistle) indicating the gamble time has ended SOUNDS before the dog completes the last gamble obstacle, the gamble is not completed. The Judge shall award points to the last COMPLETED obstacle. **Example:** if a horn sounds as dog is over the #8 jump, the Judge shall award 2-4-6. Signal must not SOUND for dog to be awarded the obstacle.

The dog will receive points for each obstacle performed correctly in the right order in the gamble sequence. Any break in the course design as set by the judge will end the point accumulation time for the gamble. Any obstacles completed after the 30 second point accumulation period, but prior to the first gamble obstacle will not have points awarded.

Once a gamble sequence has been broken, then the judge shall say “gamble ended” or “thank you” or repeat/confirm the point values in the closing sequence for the scribe and the handler shall not make any further attempts at any of the gamble obstacles; instead, they shall go immediately to the finish markers to stop the clock.

The points earned for the gamble obstacles shall be as follows:

- First obstacle in the gamble - 2
- Second obstacle in the gamble - 4
- Third obstacle in the gamble - 6
- Fourth obstacle in the gamble - 8
- Fifth obstacle in the gamble - 10 (if used)

Any other obstacles offered for extra bonus points will increase by 2 points more than the previous obstacle in the sequence. The judge shall not add any extra time for bonus obstacles. The gamble time shall be calculated for the first four obstacles only. **Example:** if one dog were to only do the first obstacle in the gamble sequence, they would earn 2 points, if another dog were to correctly do the first three obstacles in the gamble sequence; they would earn 12 points (2+4+6=12). If another dog were to do the first four obstacles in the gamble sequence, they would earn 20 points, which would qualify them for the gamblers class, if that dog also earned at least the minimum number of points required for the level during the initial point accumulation period.

## 7.3 Obstacle Requirements

The gamblers course shall consist of a minimum of fourteen different obstacles, of which there shall be no more than four 5-point obstacles (if all three contact obstacles and a long set of weaves are being used), five 3-point obstacles and the remainder to consist of 1-point obstacles. The maximum number of different obstacles on a course shall be twenty. The point value of the obstacles shall follow the guidelines as set forth in [Section 7.3.1](#), below.

### 7.3.1 COURSE OBSTACLES DURING INITIAL POINT ACCUMULATION TIME

The point value for the obstacles during the initial point accumulation time shall be as follows:

- Jumps: 1 point
- Tire Jump, Tunnels: 3 points
- Six Weave Poles: 3 points
- A-Frame, Dog Walk, Teeter-Totter: 5 points
- Twelve Weave Poles: 5 points

The following lists the minimum of each type of obstacle on any course:

- |                    |   |
|--------------------|---|
| • A-Frame: 1       | • Jumps: 7                                  |
| • Teeter-Totter: 1 | • Weave Pole Lines: short (six): 1-3        |
| • Dog Walk: 1      | • Weave Pole Lines: long (twelve): Optional |
| • Tunnels: 1       | • Tire Jump: Optional                       |

**Note:** At least one set of weaves is required on each gamblers course. A long set may be used for Open and Elite, but a short set must be used for Novice.

### 7.3.2 COURSE OBSTACLES ALLOWED IN THE GAMBLE SEQUENCE

The following list indicates the gamble obstacles which are acceptable for the different levels:

<b>Novice*</b>	Jumps, Tunnels, A-Frame, Teeter-Totter, short set of Weave Poles (six)
<b>Open</b>	Jumps, Tunnels, A-Frame, Teeter-Totter, short set of Weave Poles (six)
<b>Elite</b>	Jumps, Tunnels, A-Frame, Teeter-Totter, short or long set of weave poles (six-twelve)

\*See distance restrictions for the use of the Teeter-Totter and Weave Poles in Novice.



A bonus obstacle(s) is a 5th or 6th obstacle 'in flow' that may be offered. Bonus obstacles do not need to meet either minimum or maximum distance standards (see [Section 7.4.3](#)).

**Novice:** The Novice gamble (obstacles 1 through 4) must include a distance test, and MAY include one other test; either a discrimination OR directional test.

1. Distance Test: At the Novice level, the distance test will be two or more of the four gamble obstacles where the dog is 10 feet or more from the handler. The maximum distance for the placement of the handler line must be no more than 12 feet from the dog's logical path of performance of the distance challenge obstacles. If the teeter or weave poles are used in the Novice gamble, the gamble line must be placed 5 feet or less away and the gamble line for obstacles before and/or after the weaves or teeter must be placed so they gradually increase in distance. Since the Distance test requires the line be 10 to 12 feet away, the teeter and or weaves would not qualify as a part of the distance test.
2. Discrimination Test: At the Novice level, a discrimination test is a choice between two or more obstacles set no closer than 10 feet apart. If a tunnel is placed next to a contact obstacle for a discrimination challenge, the distance between the tunnel and contact obstacle must be a minimum of 1 to 3 feet (30.5 cm to .914 meters) as measured from the edge of the contact obstacle closest to the tunnel and the closest edge of the tunnel. The teeter will not be used as a discrimination obstacle.
3. Directional Test: At the Novice level, a directional test will mean the handler has asked the dog to change its path, either towards the handler or away from the handler. Turns made away from the handler shall be at no more than 90 degrees. At all times, when asked to change paths, the novice dog will be able to see the next obstacle. The directional test will be a visible change of side and all turns must be visible; a change of direction that occurs in a tunnel is not a directional test.

**Open:** The Open gamble (obstacles 1 through 4) must include a distance test AND must include one other test; either discrimination OR direction.

1. Distance Test: At the Open level, the distance test will be two or more of the four gamble obstacles where the dog's logical path is 15 feet or more from the handler line. The maximum distance between the handler line and the dog's logical path will not be more than 18 feet.
2. Discrimination Test: At the Open level, a discrimination test will be a choice between two obstacles no closer than 10 feet from each other. These obstacles may be side by side or as an off-course option. If a tunnel is placed next to a contact obstacle for a discrimination challenge, the distance between the tunnel and contact obstacle must be 1 to 2 feet (30.5 cm to 61 cm) as measured from the edge of the contact obstacle closest to the tunnel and the closest edge of the tunnel.
3. Directional Test: At the Open level, a directional test will mean the handler has directed the dog to turn 90 degrees away from the handler, perform a 180 degree turn either towards or away from the handler, or a wrap of a jump. All turns must be visible; a change of direction that occurs in a tunnel is not a directional test. Obstacles that form a 180 turn or serpentine are required to be angled so it is not a flat 180 degree turn or serpentine.

**Elite:** The Elite gamble (obstacles 1 through 4) must include a distance test AND must include one other test, either directional or discrimination. It may also include a third test, either directional or discrimination.

1. Distance Test: At the Elite level, the distance test will be two or more of the four gamble obstacles where the dog's logical path is 20 feet or more from the handler line. The maximum distance between the handler line and the dog's logical path will not be more than 25 feet.
2. Discrimination Test: At the Elite level, a discrimination test will be a choice between two obstacles. These obstacles may be side by side, or as an off-course option. If side by side, the two obstacles will be a minimum of 10 feet from each other. If a tunnel is placed next to a contact obstacle for a discrimination challenge, the distance between the tunnel and contact obstacle must be 0 to 1 foot (0 to 30.5 cm) as measured from the edge of the contact obstacle closest to the tunnel and the closest edge of the tunnel.
3. Directional Test: At the Elite level, a directional test will mean the handler has directed the dog to turn 90 degrees away from the handler, perform a 180 degree turn away from the handler, or perform a wrap. Only visible turns away from the handler will count as a directional test; turns accomplished while the dog is in a tunnel will not be counted. Obstacles that form a 180 turn or serpentine do not have to be angled and can be a flat 180 degree turn or serpentine.

#### Gamble Tests:

Level and # of Tests	Gamble Line: Min. Distance	Gamble Line: Max. Distance
Novice (1-2)	10' (3.1 m) ≤ 5' (1.5 m) for Teeter-Totter/Weave Poles	12' (4.267 m)
Open (2)	15' (4.6 m)	18' (5.793 m)
Elite (2-3)	20' (6.1 m)	25' (7.62 m)

### 7.4.3 BONUS OBSTACLES

A gamble closing sequence may consist of more than four obstacles. Bonus obstacles will be numbered 5, 6, etc. on the course map and on the course. The judge shall calculate the 'closing gamble sequence' time based on the performance of the first four obstacles (1-2, 2-3, 3-4) in the gamble closing sequence. There shall be no additional time added for the performance of any 'bonus' obstacle. If a 'bonus' obstacle is used, the finish line will be placed directly after the last 'bonus' obstacle and the dog will only be required to successfully complete the first four obstacles in the gamble before the second whistle/horn is sounded to denote the end of the allowed gamble time. The handler shall guide the dog to perform the 'bonus' obstacle to stop the dog's course time. If the 'bonus' obstacle is not performed to stop the clock, then the dog's time will stop when the handler places the leash on the dog.

## 7.5 Course Time

### 7.5.1 OPENING SEQUENCE COURSE TIME

The time given for the point accumulation period shall be 30 seconds for all dogs.

### 7.5.2 COURSE TIME FOR THE GAMBLE

The judge shall be responsible for establishing the time allotted for the gamble. The gamble is composed of four obstacles. These four obstacles make up three sequences: 1-2, 2-3, 3-4. Each sequence is the transition from obstacle to the next. When calculating the gamble, a judge will start with a base time. Seconds will be added to or subtracted from the base time, taking the three sequences in the gamble into consideration.

**Gamble Base Times:**

Jump Height	20"/20"+/24"	16"	12"/8"/4"
Elite	14	16	18
Open	15	17	19
Novice	16	18	20

**Modifying the Gamble Base Time:**

1. Add 1 second for each challenging sequence.
2. Subtract 1 second for each simple sequence.
3. Do nothing for a normal sequence.
4. Add 1 second for A-Frame, teeter, or short weaves.
5. Add 2 seconds for long weaves.

An example of a simple sequence would be two jumps in a straight line. For that kind of sequence, the judge would subtract 1 second. Anytime the sequence is logical or follows the path that the dog is already taking, it should be considered a simple sequence.

Anytime where the dog must change direction or shorten their stride (collection) a judge would add 1 second. Based on the class level, a serpentine of four jumps may be considered a challenging sequence and a judge may add 1 or 2 seconds. The judge will determine the ease or difficulty of the sequence and add times accordingly. An arc of four jumps would be considered three simple sequences and a judge would subtract 3 seconds. No gamble time shall ever exceed 3 seconds less or 3 seconds more than the base gamble time.

## 7.6 Determining Course Time

### 7.6.1 DETERMINING A DOG'S RECORDED COURSE TIME

In the Gamblers class the dog's time will be determined by using electronic 'eye' timing or by using a stopwatch. The 'opening sequence' time should begin when any part of the dog crosses the start line. The plane of the start line will be clearly marked for the timer and handler.

The time for the course will end when any part of the dog crosses the finish line after attempting/performing the 'closing gamble sequence'. The finish line will be placed as close to the last obstacle (jump or tunnel) in the closing sequence. The dog must break the plane of the finish line before the horn/whistle sounds to denote the end of the closing gamble sequence. The dog will be required to perform the final (4th) gamble obstacle before the horn/whistle sounds to be awarded points for the final gamble obstacle. **Note:** In the case of a 'bonus' (fifth or sixth) obstacle in the closing sequence, the finish line will be placed as close to the end of the 'bonus' obstacle. If a gamble contains a bonus obstacle, the bonus obstacle must be performed before the horn/whistle sounds to be awarded points for the bonus obstacle.

A dog will have a numerical value recorded for their course time unless he is eliminated (ELIM) (i.e., for training in the ring). Any dog that does not perform the last gamble or bonus obstacle (thus crosses finish line) will have its time stopped

when the handler places the leash on the dog. A judge may not reassign the recorded course time for a dog except in the event of a timer malfunction as described below.

### **7.6.2 TIMER MALFUNCTION**

Before the start of each class, the judge shall brief the timer as to how to handle a timer malfunction. In Gamblers, the judge should be notified (during the run) as soon as the malfunction is noticed. In the event of a timer malfunction in the opening sequence of the gamblers class, the dog shall be allowed a rerun, and the handler and dog must run as close to the original opening sequence as possible.

If the timer malfunction was in the closing sequence of the gamblers class, a judge has the following options:

1. Allow the dog to re-attempt the gamble by repeating the final two obstacles taken (lead in obstacles) on the way to the gamble and having the gamble closing sequence time start when the dog starts its re-run.
2. If the judge is absolutely sure the dog successfully completed the gamble within the allotted time, the judge may award the gamble points and assign SCT.
3. Offer a complete re-run, requiring that the handler run as close to the original sequence as possible, in a safe, sportsmanlike manner.

## **Chapter 8. Other Classes**

### **8.1 Non-Regular**

Host Clubs may offer any non-regular classes they choose. They may set guidelines for those classes as to entry requirements and goals for those classes if those goals do not conflict with the general philosophies of ASCA.

### **8.2 Pre-Novice**

Host Clubs may offer Pre-Novice classes for dogs over the age of 12 months. Any dog younger than 18 months of age must jump at least 4 inches lower than their 'standard' jump height. The teeter-totter and weave poles may not be used. Other obstacles may be omitted at the discretion of the Host Club. Pre-novice courses are not required to be judged by the judge of record and course review is not required.

### **8.3 For Exhibition Only**

Host Clubs may accept For Exhibition Only (FEO) entries if they choose. The minimum age for dogs entering For Exhibition Only is 15 months of age. Any dog younger than 18 months of age must jump at a lower height than their regular jump height. FEO entries shall be clearly marked as FEO in the catalog and included along with the Regular, Jumpers and Gamblers runs to calculate the Event Membership Dues. See [Section 2.7](#). It is at the discretion of the Host Club as to whether or not FEO entries can be accepted. FEO entries may not compete for any prizes or awards (including any series, year-end, High in Trial, or merit awards).

## **Chapter 9. Faults**

### **9.1 Handling Faults**

The handler can use verbal or visual commands to assist the dog throughout the course. All commands must be given in a sportsmanlike manner. Faults must be equivalent to the degree of the offense, from a 5-fault penalty to elimination. Displays of anger, foul language, or excessive harshness must always be faulted. Teams will be assessed 5 faults per occurrence. Commands not given in a spirit of good sportsmanship must be faulted. Any handler eliminated from the ring for poor sportsmanship must be excused from the remainder of the trial and a written report must be sent to the ASCA Business Office by the judge. If the judge feels any handler has treated a dog in an inhumane manner, the handler must be removed from the Agility grounds and a report must be submitted by the judge to the ASCA Business Office.

Faults identified below that occur during the Gamble class must be deducted from the opening point total. Faults will include, although are not limited to, the following:

1. Delay of Start: If, in the judge's opinion, there is an excessive delay in starting a run after being given the signal to begin or if there is an excessive delay in entering the ring, the judge may assess a Delay of Start fault of 5 points.
2. The handler purposely touches the dog while on course. Teams will be assessed 5 faults for assistance per occurrence.
3. The handler purposely touches an obstacle while on course. Incidental contact with an obstacle, e.g., accidentally brushing up against the wing of a jump or the edge of a tunnel, will not be faulted.
4. The handler is physically assisting the dog at the start line. The dog must be free to cross the start line on their own. If the handler pushes or shoves the dog forward to assist the start, it must be faulted.
5. Spectators influencing the dog's performance. Dogs must be faulted if the handler loses their direction and is assisted back on course by the spectators. Judges may also fault the dog's performance if they believe the crowd



artificially stimulated the dog to improve the dog's course run. However, cheering will not be faulted if it is done in a sportsmanlike manner for all participants.

6. Each instance of a dog nipping the handler.

Dogs must be eliminated for the following occurrences:

1. Aggression on the course towards any person or dog. See ASCA's Dog Aggression Rules: <https://asca.org/wp-content/uploads/2023/05/Dog-Aggression-Rules-v2023.pdf>
2. Fouling the agility ring before, during or after their run.
3. Being out of control, as viewed by the judge. The judge may choose to eliminate a dog for being out of control at any time that the judge feels that the dog is not trained to a level to perform the obstacles in a safe manner, thereby endangering the dog, the handler or any other person or dog at the event.
4. Exiting the agility ring while not on leash and not under the handler's control. (See [Section 11.2](#) regarding tugging while exiting ring.)
5. Exceeding the Maximum Course Time (MCT).
6. Training in the agility ring, during their run. However, the dog and handler will not be excused for training in the ring, provided that no harsh words or measures are employed by the handler. Gentle training in the ring is encouraged, in the interest of safety and motivation, if done within the MCT. Exhibitors will be asked to leave the ring once the MCT has been reached.
7. At the discretion of the Affiliate Club and limited to one-ring trials, toys may be brought into the agility ring for training purposes. These toys may not involve food or treats of any kind, may not make noise, and may not leave parts behind. Teams will run in their regular place on the gate sheet or at the end of jump height. This decision will be up to the Affiliate Club and must be published in the premium. Upon entering the agility ring, handlers must declare to the judge that they have a toy. The team will be immediately eliminated, whether or not the toy is used, and will have the MCT for training in the agility ring. If handlers bring a toy in the agility ring without declaring it, the judge will remind the exhibitor of the rule to declare the toy. If the handler neglects to declare the toy on future runs and/or if they use a toy again after being told that they cannot, they will be excused from that trial and a report filed by the judge. The following are additional instructions about using toys in the ring:
  - a. Handlers using toys for training in the agility ring cannot use the toy until they are in the ring and must keep the toy "quiet" (i.e., in hand, in pocket, tucked in clothes) until the previous dog has left the ring.
  - b. Handlers may carry, tug, or toss the toy.
8. Running with a collar. Judges must eliminate a dog for running while wearing a collar. The judge must instruct the handler to exit the agility ring immediately or they may remove the collar and continue the run up to the MCT.
9. Food, treats, or toys are not to be used within 10 feet of the agility ring's perimeter. See number 7 above for training in the agility ring with toys.
10. Dog nipping the handler or the handler's clothing, 5 faults per occurrence must be recorded.
11. The handler is intentionally touching the dog (to aid in or reward the dog's performance) while on course.
12. The handler is exhibiting unsportsmanlike behavior in the agility ring, such as verbally abusing the judge or ring crew, or verbally and/or physically abusing the dog.

## 9.2 Obstacle Performance and Faults

### 9.2.1 OBSTACLE PERFORMANCE

All obstacles shall be performed correctly, or faults will be assessed as described in [Section 9.2.2](#), in the Regular and Jumpers Classes. In Gamblers, no 'points' will be awarded for obstacles not performed correctly.

**Contact Obstacles:** Once a dog has committed to the correct contact obstacle as designated by the course, by having all four paws on the obstacle, the dog will then be considered to have left the contact obstacle when all four paws have left the obstacle AND touched the ground.

1. A-Frame: Dogs must ascend one side and descend the other side in the direction designated by the course. The dog must touch the contact zone on the descent side with any part of at least one paw prior to the dog leaving the obstacle.
2. Dog Walk: Dogs must ascend one ramp, cross the center section, and descend the other ramp in the direction designated by the course. The dog must touch the contact zone on the descent ramp with any part of at least one paw prior to the dog leaving the obstacle.
3. Teeter-Totter: Dogs must ascend the plank in the direction designated by the course and cause the plank to pivot. The dog must touch the contact zone on the descent side of the plank with any part of at least one paw prior to leaving the obstacle, and the dog must have at least one paw in contact with the descent side of the plank when the plank touches the ground.

**Weave Poles:** The dog must enter the weave poles in the direction designated by the course by passing between poles number 1 and number 2 from right to left and then pass between poles number 2 and number 3 from left to right and continue to weave through all poles until they pass between the last two poles. If the dog misses a weave pole, they must

begin again by re-entering the weave poles correctly at the beginning, weaving to the end of the set of poles. If the dog takes a step backwards at any time during the weaving sequence, the dog must start over again at pole number 1 or be assessed 20 faults for a Failure to Complete. If the dog stops weaving at any time during the sequence and then starts again and continues to the last pole without taking any steps backward, they shall not be faulted.

#### **Tunnels:**

1. Open Tunnel: The dog must enter the correct end of the tunnel designated by the course and exit the other end of the tunnel.

#### **Jumps:**

1. Winged and Non-Winged Jumps: The dog must jump over the top bar without displacing it, in the direction designated by the course. If the dog displaces the bottom bar without displacing the top bar they shall not be faulted.
2. Double Jump: The dog must jump over the top bars without displacing either of them, in the direction designated by the course. If the dog displaces any bottom bars without displacing either of the top bars they shall not be faulted.
3. Tire Jump: The dog must jump through the tire opening in the direction designated by the course without knocking the tire or frame over. Where a breakaway tire is used, the dog must jump through the tire opening in the direction designated by the course without causing the tire to break apart.

### **9.2.2 OBSTACLE FAULTS**

Dogs shall be assessed faults for the following occurrences in the Regular and Jumpers Classes. In Gamblers, no 'points' will be awarded for obstacles not performed correctly.

**Running the Wrong Course: 10 faults (Regular Agility and Jumpers Classes)** - The dog is faulted for running the wrong course when it commits itself to an obstacle that is out of sequence or is in the wrong direction as defined by the course design. A dog is committed to an obstacle when all four paws have touched a contact obstacle or tunnel or passed between the uprights of any jump, including the tire jump, which is out of sequence. The dog is faulted for running a wrong course if it commits to an obstacle in the incorrect direction as determined by the course design. (**Example:** If a dog entered the correct end of an open tunnel, backed out, then re-entered and completed it correctly, no faults would be assessed. If the dog entered the tunnel from the incorrect end with all four paws, then 10 faults would be assessed for running a wrong course.) The exception to the wrong course fault would be the weave poles. If the weave poles are the correct obstacle as defined by course design and the dog crosses through the weave poles in the incorrect direction or at the incorrect pole, the dog shall not be faulted for an 'off course'. A dog would be faulted for crossing through the weave poles in any direction with all four paws if the weave poles are not the correct obstacle as defined by course design.

**Handler - Obstacle: 10 faults** - 10 faults will be assessed to a handler if their body crosses over, under, or through the ramp or plank of a contact, into or over a tunnel, over or through the weave poles, or over any jump. No faults will be assessed if a handler's hand or arm crosses over, under, or through the obstacle while directing the dog around the course, only if the handler's entire body crosses over, under, or through the obstacle.

**Failure to Complete: 20 faults** - A dog is faulted for a Failure to Complete (20 faults) if the dog skips or bypasses any obstacle without reaching the completion point for that obstacle, or if the dog does not perform the obstacle correctly as described in [Section 9.2.1](#). The completion point for the contact obstacles is having all four paws on the descent side of the obstacle. If a dog commits to a contact obstacle by having all four paws on the obstacle, then, for any reason, gets off the obstacle before reaching the completion point of the obstacle, it will be assessed a Failure to Complete. Any dog assessed a Failure to Complete must go on to the next obstacle in the course sequence. Any attempt to retry a contact obstacle after receiving a Failure to Complete is cause for Elimination. For non-contact obstacles a dog is assessed a Failure to Complete if it runs around the obstacle (or backs out of a tunnel and runs around the tunnel) and continues on course without attempting to complete the obstacle. Any dog that passes under a jump pole/bar or tire jump and continues on course without successfully performing the jump obstacle correctly will be assessed a Failure to Complete.

**Missed Contact Zone: 10 faults** - A dog is faulted for a 'Missed Contact Zone' if the dog does not have any paw or any part of a paw in the contact zone prior to leaving the contact obstacle. A dog is considered to have left the contact when all 4 paws have touched the ground without previously touching any part of the contact zone. The following 'contact zones' shall be judged for penalties:

1. The descent side of the A-Frame
2. The descent ramp of the Dog Walk
3. The descent side of the Teeter-Totter

**Weave Poles - Failure to Complete in a Continuous Unit: 20 faults** - The dog will be faulted for a Failure to Complete (20 faults) if, after a correct entry, the dog makes a backward motion to enter the next correct opening between two poles and the handler does not restart the dog at the beginning. If the dog takes a step backwards at any time during the

weaving sequence, the dog must start over again at pole number 1 or be assessed a Failure to Complete. If the dog stops weaving at any time during the sequence and then starts again and continues to the last pole without taking any steps backward, they shall not be faulted. The weave poles must be performed as one continuous unit from beginning to end without any backwards steps or a Failure to Complete (20 faults) will be assessed.

**Displaced Jump Pole, Bar or Tire: 5 faults** - A dog is faulted a 5-fault penalty if it displaces the top jump pole/bar or tire on a jump obstacle. If a dog makes no attempt to jump and displaces the jump poles/bars or tire, knocks over the jump stanchion, or displaces the jump wings, then the dog will be faulted for a Failure to Complete (20 faults).

**Re-Attempting an Obstacle: Elimination** - If the handler elects to re-attempt an obstacle after earning a Failure to Complete penalty (on that obstacle), the judge shall eliminate the team (on the basis of training) and they will have Maximum Course Time (MCT) to finish the run.

## 9.3 Start and Finish Lines

### 9.3.1 PURPOSE OF START AND FINISH LINES

For all classes, the start and finish lines will not be considered 'obstacles' as part of the course, but merely a way to determine how long it takes a dog to complete the obstacles that comprise the course. In all classes, a dog's time for running the course will be determined using electronic 'eye' timing or by using a stopwatch. The dog must start behind the plane of the entrance of the first obstacle. The time should begin when any part of the dog crosses the start line. The time for the course will end AFTER the dog completes the last obstacle and THEN any part of the dog crosses the finish line.

### 9.3.2 BYPASSING FIRST AND LAST OBSTACLES

If the dog crosses the start line but bypasses the first obstacle, time will begin. However, if the dog bypasses the last obstacle, time will not end until he completes the last obstacle and then crosses the finish line. If the dog never completes the last obstacle, he will receive a 20-point fault (for failure to compete) and the dog's course time will end when the handler places the leash on the dog. For all classes, if the dog bypasses the last obstacle, but the handler calls the dog back to complete it, then it will only be considered a waste of time, and no faults shall be incurred.

### 9.3.3 START LINE TRAINING

Once the handler has left the dog to prepare to start the run and has crossed the plane of the first obstacle, the handler may not cross back over the plane of the first obstacle to return to the dog. Crossing back over the plane of the first obstacle and back to the dog will be considered 'Training the Start Line' and the judge will award an 'Elimination' fault.

**Note:** After being eliminated, the dog/handler may re-start the run and continue their run up to MCT (Maximum Course Time), but their run will be scored as 'Elimination'.

Situations that are not to be considered 'Training the Start Line' are when:

1. The handler left the dog to prepare to start the run and crossed the plane of the first obstacle. The dog has not crossed the plane of the first obstacle. The handler may move back and forth as long as they don't cross back over the plane of the first obstacle.
2. The dog crosses the plane of the first obstacle without performing the first obstacle. (The run time has started when the dog crosses the plane of the first obstacle.) The handler may cross back over the plane of the first obstacle with the dog to get the dog to perform the first obstacle but cannot touch the dog.
3. The handler steps away from the dog to start the run but does not cross the plane of the first obstacle and the dog has not crossed the plane of the first obstacle. The handler may go back to the dog to cue the dog but cannot touch the dog.

In all situations, once the handler steps away from the dog, they cannot touch the dog, or it will result in an 'Elimination' fault for 'Training the Start Line'.

## 9.4 Time Faults: Regular and Jumpers Classes

The dog shall be assessed time faults for each second or fraction of a second that the dog exceeds the Standard Course Time (SCT). The judge is solely responsible for establishing the SCT. The timekeeper shall always time each round to the 1/100ths of a second. The time faults shall always be recorded to the 1/100th of a second.

## Chapter 10. Titling Requirements

### 10.1 Qualification Points

The following points can be awarded and applied towards a title:

1. 10 points: A qualifying round without faults in the Regular, Gamblers, or Jumpers classes.
2. 5 points: A qualifying round with faults (.01 to 5 faults) in the Regular class.



## 10.2 Basic Titling Requirements

### 10.2.1 REGULAR CLASS

In all divisions, certification in the Regular classes will require 30 points.

### 10.2.2 GAMBLERS CLASS

In all divisions, certification in the Gamblers Classes will require 20 points.

### 10.2.3 JUMPERS CLASS

In all divisions, certification in the Jumpers Classes will require 20 points.

## 10.3 Championship Program ASCA Agility Trial Champion (ATCH)

### 10.3.1 POINT ACCUMULATION

A dog may begin earning points toward their ATCH certificate as soon as they have completed the Elite certification requirements for any class, without first having completed the requirements for all three classes. If a dog has completed the requirements for their Elite Agility Certificate, then any subsequent qualifying rounds would be accumulated towards the requirements for their ATCH. That same dog may not have completed all the requirements for their Elite Jumpers Certificate or their Elite Gamblers Certificate before accumulating ATCH points for their qualifying rounds in the Regular Class (Elite level).

### 10.3.2 REQUIREMENTS

The ATCH Certificate will be awarded to dogs which have completed all the following requirements:

1. Successfully earn a minimum of 200 points in the Regular Classes at the Elite Level in one of the three divisions after earning an Elite Agility Certificate.
  - a. 10 points: Completion of a Regular Class-Elite level with zero faults (no course faults & no time faults).
  - b. 5 points: Completion of a Regular Class-Elite Level with 5 faults or less. AND
2. Successfully earn a minimum of 100 points in the Gamblers Classes at the Elite Level in one of the three divisions after earning an Elite Gamblers Certificate.
  - a. 10 Points: Completion of a Gambler Class-Elite Level with a qualifying round. AND
3. Successfully earn a minimum of 100 points in the Jumpers Classes at the Elite Level in one of the three divisions after earning an Elite Jumpers Certificate.
  - a. 10 points: Completion of a Jumper Class-Elite level with zero faults (no course faults & no time faults).

### 10.3.3 ATCH TITLE DESIGNATION

Subsequent ATCH titles will be followed by a Roman numeric designation reflecting the number of times that the dog has met the requirements of the ATCH title as outlined below. The table shows up to ATCH-XXX. However, each set of 200 Elite Regular, 100 Elite Gamblers, and 100 Elite Jumpers points will be the next ATCH number. The points listed are required in each class (AFTER earning the Elite level title)

Title	Regular	Gamblers	Jumpers	Title	Regular	Gamblers	Jumpers
ATCH	200	100	100	ATCH-XVI	3200	1600	1600
ATCH-II	400	200	200	ATCH-XVII	3400	1700	1700
ATCH-III	600	300	300	ATCH-XVIII	3600	1800	1800
ATCH-IV	800	400	400	ATCH-XIX	3800	1900	1900
ATCH-V	1000	500	500	ATCH-XX	4000	2000	2000
ATCH-VI	1200	600	600	ATCH-XXI	4200	2100	2100
ATCH-VII	1400	700	700	ATCH-XXII	4400	2200	2200
ATCH-VIII	1600	800	800	ATCH-XXIII	4600	2300	2300
ATCH-IX	1800	900	900	ATCH-XXIV	4800	2400	2400
ATCH-X	2000	1000	1000	ATCH-XXV	5000	2500	2500
ATCH-XI	2200	1100	1100	ATCH-XXVI	5200	2600	2600
ATCH-XII	2400	1200	1200	ATCH-XXVII	5400	2700	2700
ATCH-XIII	2600	1300	1300	ATCH-XXVIII	5600	2800	2800
ATCH-XIV	2800	1400	1400	ATCH-XXIX	5800	2900	2900
ATCH-XV	3000	1500	1500	ATCH-XXX	6000	3000	3000

## 10.4 Outstanding Performance Titles - Championship Program

The number of points required for Outstanding Performance titles after earning the title at that level (Novice, Open, or Elite) in Regular, Gamblers and Jumpers is as follows:

	Novice	Open	Elite
Regular	100	100	200
Gamblers	50	50	100
Jumpers	50	50	100

## 10.5 Superior Performance Titles - Championship Program

The number of points required for Superior Performance titles after earning title at that level (Novice, Open, or Elite) in Regular, Gamblers and Jumpers is as follows:

	Novice	Open	Elite
Regular	200	200	400
Gamblers	100	100	200
Jumpers	100	100	200

## 10.6 ASCA Agility Title Abbreviations - Championship Program

### 10.6.1 BASIC TITLES

The following chart lists the basic titles for all class levels and divisions:

Class	Division	Level	Title	Class	Division	Level	Title
Regular	Standard	Novice	RS-N	Jumpers	Veteran Dog	Elite	JV-E
Regular	Standard	Open	RS-O	Jumpers	Junior Handler	Novice	JJ-N
Regular	Standard	Elite	RS-E	Jumpers	Junior Handler	Open	JJ-O
Regular	Veteran Dog	Novice	RV-N	Jumpers	Junior Handler	Elite	JJ-E
Regular	Veteran Dog	Open	RV-O	Gamblers	Standard	Novice	GS-N
Regular	Veteran Dog	Elite	RV-E	Gamblers	Standard	Open	GS-O
Regular	Junior Handler	Novice	RJ-N	Gamblers	Standard	Elite	GS-E
Regular	Junior Handler	Open	RJ-O	Gamblers	Veteran Dog	Novice	GV-N
Regular	Junior Handler	Elite	RJ-E	Gamblers	Veteran Dog	Open	GV-O
Jumpers	Standard	Novice	JS-N	Gamblers	Veteran Dog	Elite	GV-E
Jumpers	Standard	Open	JS-O	Gamblers	Junior Handler	Novice	GJ-N
Jumpers	Standard	Elite	JS-E	Gamblers	Junior Handler	Open	GJ-O
Jumpers	Veteran Dog	Novice	JV-N	Gamblers	Junior Handler	Elite	GJ-E
Jumpers	Veteran Dog	Open	JV-O				

### 10.6.2 OUTSTANDING PERFORMANCE TITLES

Outstanding Performance titles are symbolized with-OP after the symbols for the basic titles, e.g., GS-N-OP stands for Novice Gamblers Outstanding Performance in Standard Division.

### 10.6.3 SUPERIOR PERFORMANCE TITLES

Superior Performance titles are symbolized with -SP after the symbols for the basic titles, e.g., GS-N-SP stands for Novice Gamblers Superior Performance in Standard Division.

## 10.7 Agility Competitor Extraordinaire (ACE)

### 10.7.1 POINT ACCUMULATION

A dog may begin earning points toward their ACE certificate as soon as they have completed the Elite certification requirements for any class in the ACE program, without first having completed the requirements for all three classes. If a dog has completed the requirements for their Elite Agility Certificate ACE, then any subsequent qualifying rounds would be accumulated towards the requirements for their ACE title. That same dog may not have completed all the requirements for their Elite Jumpers Certificate or their Elite Gamblers Certificate before accumulating ACE points for their qualifying rounds in the Regular Class (Elite level).

### 10.7.2 REQUIREMENTS

The ACE Certificate will be awarded to dogs which have completed all the following requirements:

- Successfully earn a minimum of 200 points in the Regular Classes at the Elite Level in one of the two divisions in the ACE program after earning an Elite Agility Certificate.
  - 10 points: Completion of a Regular Class-Elite level with zero faults (no course faults & no time faults).
  - 5 points: Completion of a Regular Class-Elite Level with 5 faults or less. AND
- Successfully earn a minimum of 100 points in the Gamblers Classes at the Elite Level in one of the two divisions after earning an Elite Gamblers Certificate in the ACE program.

- a. 10 points: Completion of a Gambler Class-Elite Level with a qualifying round. AND
3. Successfully earn a minimum of 100 points in the Jumpers Classes at the Elite Level in one of the two divisions after earning an Elite Jumpers Certificate in the ACE program.
  - a. 10 points: Completion of a Jumper Class-Elite level with zero faults (no course faults & no time faults).

### 10.7.3 ACE TITLE DESIGNATION

Subsequent ACE titles will be followed by a Roman numeric designation reflecting the number of times that the dog has met the requirements of the ACE title as outlined below. The table shows up to ACE-XXX. However, each set of 200 Elite Regular, 100 Elite Gamblers, and 100 Elite Jumpers points will be the next ACE number. The points listed are required in each class (AFTER earning the Elite level title):

Title	Regular	Gamblers	Jumpers	Title	Regular	Gamblers	Jumpers
ACE	200	100	100	ACE-XVI	3200	1600	1600
ACE-II	400	200	200	ACE-XVII	3400	1700	1700
ACE-III	600	300	300	ACE-XVIII	3600	1800	1800
ACE-IV	800	400	400	ACE-XIX	3800	1900	1900
ACE-V	1000	500	500	ACE-XX	4000	2000	2000
ACE-VI	1200	600	600	ACE-XXI	4200	2100	2100
ACE-VII	1400	700	700	ACE-XXII	4400	2200	2200
ACE-VIII	1600	800	800	ACE-XXIII	4600	2300	2300
ACE-IX	1800	900	900	ACE-XXIV	4800	2400	2400
ACE-X	2000	1000	1000	ACE-XXV	5000	2500	2500
ACE-XI	2200	1100	1100	ACE-XXVI	5200	2600	2600
ACE-XII	2400	1200	1200	ACE-XXVII	5400	2700	2700
ACE-XIII	2600	1300	1300	ACE-XXVIII	5600	2800	2800
ACE-XIV	2800	1400	1400	ACE-XXIX	5800	2900	2900
ACE-XV	3000	1500	1500	ACE-XXX	6000	3000	3000

### 10.8 Outstanding Performance Titles - ACE Program

The number of points required for Outstanding Performance titles after earning the title at that level (Novice, Open, or Elite) in Regular, Gamblers and Jumpers is as follows:

	Novice	Open	Elite
Regular	100	100	200
Gamblers	50	50	100
Jumpers	50	50	100

### 10.9 Superior Performance Titles - ACE Program

The number of points required for Superior Performance titles after earning title at that level (Novice, Open, or Elite) in Regular, Gamblers and Jumpers is as follows:

	Novice	Open	Elite
Regular	200	200	400
Gamblers	100	100	200
Jumpers	100	100	200

### 10.10 ASCA Agility Title Abbreviations - ACE Program

#### 10.10.1 BASIC TITLES

The following chart lists the basic titles for all classes, levels, and division:

Class	Division	Level	Title	Class	Division	Level	Title
Regular	Standard	Novice	RSA-N	Jumpers	Senior Dog	Novice	JSDA-N
Regular	Standard	Open	RSA-O	Jumpers	Senior Dog	Open	JSDA-O
Regular	Standard	Elite	RSA-E	Jumpers	Senior Dog	Elite	JSDA-E
Regular	Senior Dog	Novice	RSDA-N	Gamblers	Standard	Novice	GSA-N
Regular	Senior Dog	Open	RSDA-O	Gamblers	Standard	Open	GSA-O
Regular	Senior Dog	Elite	RSDA-E	Gamblers	Standard	Elite	GSA-E
Jumpers	Standard	Novice	JSA-N	Gamblers	Senior Dog	Novice	GSDA-N
Jumpers	Standard	Open	JSA-O	Gamblers	Senior Dog	Open	GSDA-O
Jumpers	Standard	Elite	JSA-E	Gamblers	Senior Dog	Elite	GSDA-E

### **10.10.2 OUTSTANDING PERFORMANCE TITLES - ACE PROGRAM**

Outstanding Performance titles are symbolized with-OP after the symbols for the basic titles, e.g., GSA-N-OP stands for Novice Gamblers Outstanding Performance in Standard Division.

### **10.10.3 SUPERIOR PERFORMANCE TITLES - ACE PROGRAM**

Superior Performance titles are symbolized with-SP after the symbols for the basic titles, e.g., GSA-N-SP stands for Novice Gamblers Superior Performance in Standard Division.

## **10.11 Combining Qualifying Scores/Points from Different Divisions - Championship Program**

### **10.11.1 COMBINING QUALIFYING SCORES FROM DIFFERENT DIVISIONS FOR NOVICE, OPEN, & ELITE TITLES**

Points may be combined from any Division in the Championship Program for Novice, Open and Elite titles. If points are combined, the title will be issued based on the Division with the most points. If the dog has an equal number of points in multiple Divisions, then the title will be issued based on the last Division where the points were earned.

### **10.11.2 COMBINING QUALIFYING SCORES FROM DIFFERENT DIVISIONS FOR OUTSTANDING/SUPERIOR TITLES**

Points may be combined from any Division in the Championship Program for Outstanding/Superior titles. If points are combined, the title will be issued based on the Division with the most points. If the dog has an equal number of points in multiple Divisions, then the title will be issued based on the last Division where the points were earned.

### **10.11.3 CREDITING QUALIFYING SCORES FROM DIFFERENT DIVISION TOWARDS THE ATCH TITLE**

A competitor may combine qualifying scores/points earned from any Division in the Championship Program. Once the Elite title is earned in any one class in the Championship Program, any additional points in that class in any Division in the Championship Program will be combined and credited towards the ATCH title.

## **10.12 Combining Qualifying Scores from Different Divisions - ACE Program**

### **10.12.1 COMBINING QUALIFYING SCORES FROM DIFFERENT DIVISIONS FOR NOVICE, OPEN, & ELITE TITLES**

Points may be combined from any Division in the ACE Program for Novice, Open and Elite titles. If points are combined, the title will be issued based on the Division with the most points. If the dog has an equal number of points in multiple Divisions, then the title will be issued based on the last Division where the points were earned.

### **10.12.2 COMBINING QUALIFYING SCORES FROM DIFFERENT DIVISIONS FOR OUTSTANDING/SUPERIOR TITLES**

Points may be combined from any Division in the ACE Program for Outstanding/Superior titles. If points are combined, the title will be issued based on the Division with the most points. If the dog has an equal number of points in multiple Divisions, then the title will be issued based on the last Division where the points were earned.

### **10.12.3 CREDITING QUALIFYING SCORES FROM DIFFERENT DIVISION TOWARDS THE ACE TITLE**

A competitor may combine qualifying scores/points earned from any Division. Once the Elite title is earned in any one class, any additional points in that class in any Division will be combined and credited towards the ACE title.

## **10.13 Transferring Points between the Championship and ACE Programs**

Points from the ACE program may not be transferred to the Championship program.

Championship program Elite, Open and Novice points from the Standard, Junior Handler and Veteran Dog divisions may be transferred one time to the ACE program, provided they have not already been used to obtain a Championship program title.

1. Championship Standard division points will be transferred to the ACE Standard division at the same level.
2. Championship Junior Handler division points will be transferred to the ACE Standard division at the same level.
3. Championship Veteran Dog division points will be transferred to the ACE Senior Dog division at the same level.

All unused points from the Championship program must be transferred. Points from only certain classes cannot be transferred.

The office must be notified in writing, or the primary dog owner has to request the points transfer via the ASCA website for all unused Championship points to be transferred to the ACE program. If there are no unused Championship points to transfer but the owner wants to move the dog from Championship to ACE and continue from the level they were in the Championship, they must also either notify the office in writing or request the transfer via the ASCA website. If the dog

later competes in the Championship program, the transferred points to ACE cannot be transferred back to the Championship program. The dog will continue in the Championship program where they left off with the last Championship titles earned. If the office is not notified or the box is not checked on the ASCA website to transfer unused Championship points, and the dog enters and earns points in ACE, they will be starting over in ACE in Novice. If they entered at a higher level, then the points earned will backfill to the lower-level ACE titles.

If a dog transfers from the Championship program to the ACE program, they will not receive any ACE titles that they already earned in the Championship program. For example, if a dog has their GS-N title, they will not receive their GSA-N title.

The following examples are just some of the scenarios. These examples assume the transferred points are from the same division (Standard, Junior Handler, or Veteran), but could be a mix of all three divisions. See [Section 10.12](#).

1. Dog has earned their Novice title in a given class (Regular, Gamblers or Jumpers), it can start in Open or stay in Novice for that class in the ACE Program. **Examples:**
  - a. Dog has 30 Championship Standard Novice Jumpers points and earned their JS-N title, the 10 unused points would be transferred to ACE Standard Novice Jumpers (JSA-N) and could be used toward their ACE Novice Jumpers Outstanding Performance (JSA-N-OP) title. Or they can compete in ACE Open Jumpers to start earning points for their ACE Open Jumpers (JSA-O) title.
  - b. Dog has 20 Championship Novice Standard Jumpers points and earned their JS-N title. They don't have unused points to transfer but can continue to compete in ACE Novice Jumpers and work toward their ACE Novice Jumpers Outstanding Performance (JSA-N-OP) title. Or they can compete in ACE Open Jumpers to start earning points for their ACE Open Jumpers (JSA-O) title.
2. If the Novice title has not been earned, qualifying scores can be moved from the Championship Program to the ACE Program to finish the Novice title for that class.
3. Dog has earned their Open title in a given class (Regular, Gamblers or Jumpers), it can start in Elite or stay in Open for that class in the ACE Program. **Examples:**
  - a. Dog has 90 Championship Veteran Open Jumpers points and earned their JV-O and JV-O-OP titles, the 20 unused points would be transferred to ACE Senior Dog Open Jumpers and could be used toward their ACE Open Jumpers Superior Performance (JSDA-O-SP) title. Or they can compete in ACE Elite Jumpers to start earning points for their ACE Elite Jumpers (JSDA-E) title.
  - b. Dog has 20 Championship Veteran Open Jumpers points and earned their JV-O title. They don't have unused points to transfer but can continue to compete in ACE Open Jumpers and work toward their ACE Open Jumpers Outstanding Performance title (JSDA-O-OP). Or they can compete in ACE Elite Jumpers to start earning points for their ACE Elite Jumpers title (JSDA-E).
4. If the dog has Championship Open points in a class but the Open title has not been earned, qualifying scores can be moved from the Championship Program to the ACE Program to finish the Open title for that class. **Note:** the dog cannot compete in ACE Novice for that class because points are being transferred to the Open level for that class in the Championship program.
5. Dog has earned their Elite title in a given class (Regular, Gamblers or Jumpers); it will continue in Elite for that class in the ACE Program. **Examples:**
  - a. Dog has 110 Championship Standard Elite Jumpers points and earned their JS-E title, the 90 unused points would be transferred to ACE Standard Elite Jumpers and would be used toward their ACE Elite Jumpers Outstanding Performance (JSA-E-OP) title. It will also be applied toward their ACE title for the Jumpers class.
  - b. Dog has 230 Championship Standard Elite Regular points, 120 Championship Elite Gamblers points and 120 Championship Elite Jumpers points and have earned their RS-E-OP, GS-E-OP, JS-E-OP, and ATCH titles. They don't have unused points to transfer but would continue in ACE. When they earn 200 ACE Elite Regular points, they will have their ACE Elite Regular Superior Performance (RSA-E-SP) title. When they earn 100 ACE Elite Gamblers points, they will have their ACE Elite Gamblers Superior Performance (GSA-E-SP) title. When they earn 100 ACE Elite Jumpers points, they will have their ACE Elite Jumpers Superior Performance (JSA-E-SP) title. Once they have all three, they will have their ACE title. **Note:** the ACE title starts with I, not ACE II in this case.
  - c. Dog has 1020 Championship Veteran Elite Regular points, 500 Championship Veteran Elite Gamblers points and 510 Championship Veteran Elite Jumpers points and have earned their ATCH IV title. The unused 190 Championship Elite Regular points, 80 Championship Elite Gamblers points, and 90 Championship Elite Jumpers points would be transferred to ACE. When the dog earns 10 ACE Elite Regular points, 20 ACE Elite Gamblers points and 10 ACE Elite Jumpers points they will earn their ACE title. **Note:** the ACE title starts with I, not ACE V in this case.
6. If the dog has Championship Elite points in a class but the Elite title has not been earned, qualifying scores can be moved from the Championship Program to the ACE Program to finish the Elite title for that class. **Note:** the dog cannot compete in ACE Novice or Open for that class because points are being transferred to the Elite level for that class in the Championship program.

# Chapter 11. Judges Responsibilities and Guidelines

## 11.1 Eligibility for Being a Judge

See also [Appendix C](#). Only judges currently on the ASCA Approved Agility Judges List are eligible to judge ASCA sanctioned Agility trials. Any judge who is not in good standing with ASCA shall be removed from the ASCA Approved Agility Judges list.

## 11.2 Judges Responsibilities

The judge is the officiator of the Agility Trial. The judge is there to evaluate and educate. The judge shall evaluate the performances of the dogs/handlers. The judge helps to educate the handlers, the spectators, timers, scribe, ring stewards, gate stewards and all others involved with the Agility Trial.

It is the judges' responsibility to give a briefing to the steward who is in charge of measuring the dogs' heights. The judge must also brief the timer, the scribe and all stewards involved with the trial.

The judge is the ambassador of the sport during the event. From the presence of the judge, all involved within that event, including exhibitors, spectators, and workers, shall leave that event with an understanding about the sport of dog Agility, as given to them by the judge.

Judges must be fair, impartial, confident, and friendly. Beginners in the sport should feel at ease and welcomed by the judge, not intimidated. Experienced exhibitors should have no doubt but that the judge is in control by the judge's confident and respectful manner.

Judges should dress in a clean, professional manner and should always conduct themselves in a manner above reproach. Judges are representatives of the sport even when they are no longer judging an event. When judges attend an event as an exhibitor or in another capacity, they should continue to reflect an attitude of professionalism which would be expected from an individual in a position of respect and status. The smoothness of the running of the trial will greatly depend upon the timeliness and efficiency of the judge and the judge's ability to keep the trial running briskly.

For safety reasons, all dogs must exit the ring on leash and under the handler's control. Gentle tugging on the leash will be allowed while the handler exits the ring as long as the dog is secured by the leash. Under no circumstance will the leash be allowed to be placed so that it is used as a target for the dog after the last obstacle. Failure to comply will result in elimination (E) for the run.

When designing courses, judges should always keep in mind that 'flow' is of the utmost importance in all ASCA classes. This includes Regular Agility classes, Jumpers classes, and Gamblers classes. Judges must remember that both the initial point accumulation period and the gamble sequence period of the Gamblers class should be designed with that philosophy.

As standard practice, judges may not judge more than 350 agility runs per day. The Host Club may schedule up to 450 agility runs per day after consulting with and obtaining concurrence from the judge. Such scheduling should take into consideration the facility, seasonal conditions, worker availability, and number of course builds required to support the increased number of runs. The number of runs per day is determined by dogs entered in the catalog for the Regular, Jumpers, and Gamblers classes, including any FEO entries. The Host Club and the judge shall negotiate judging of and payment for any non-regular classes.

## 11.3 Emergency Judge

In the event of an emergency where a judge cannot fulfill their assignment, the Trial Chair along with the Trial Committee/ASCA Affiliate, may choose an Emergency Judge with the following qualifications in order of priority (i.e., all eligible candidates in Item 1 must be attempted before Item 2 is considered, etc.):

1. Contact/hire another ASCA approved Judge not entered in the trial.
2. Contact/hire an ASCA approved judge entered in the trial.
3. Contact/hire an ASCA Apprentice Judge not entered in the trial.
4. Contact/hire ASCA Apprentice judge entered in the trial.
5. Contact/hire a judge from another approved agility venue (AKC, CPE, NADAC, and USDAA).
6. Contact/hire a person entered in the trial with the most experience in the ASCA Agility program (completed the most ATCH titles or has competed in ASCA agility for the most years or with the most ASCA Elite titles).

The original judge must forward the approved set of trial courses to the Emergency Judge if time and circumstances allow, otherwise the courses must be sent to the Trial Chair and/or Trial Secretary for use at the trial by the Emergency Judge.



The Emergency Judge will abide by the restrictions listed in [Section 1.3.5](#). The judge and/or any dogs owned or handled by the judge will be eligible for any High in Trial awards for any days while judging, or any High Combined or weekend awards for the trial they are judging. The Emergency Judge must abide by all rules in the ASCA Agility Rulebook.

The Trial Committee/ASCA Affiliate and Emergency Judge will contract fees and expenses to be paid for the assignment prior to judging the first run of the trial. Under no circumstances will the Emergency Judge be paid more than what is specified in [Section 2.8.1](#).

## 11.4 Crisis Judge

If a temporary shortage of Judges occurs due to any type of natural disaster, war, disease, travel restrictions, etc., temporary Crisis Judge(s) may be used when holding ASCA agility trials. A crisis must be determined by the ASCA Board of Directors and will remain in place until the ASCA Board of Directors announces to the membership and Agility Committee that the crisis is over.

Once a crisis has been determined by the ASCA Board of Directors, an ASCA Affiliate from Europe, Canada, or US States that have their border closed or under quarantine, can use a Crisis Judge provided they follow the rules to hire a Crisis Judge. Once the crisis is over, any person approved to be a Crisis Judge will return to the status held prior to the crisis and will not have an altered path to become an Apprentice or Approved ASCA Agility judge.

The Trial Chair along with the Trial Committee/ASCA affiliate, may choose a Crisis Judge with the following qualifications in order of priority (i.e., all eligible candidates in Item 1 must be attempted before Item 2 is considered, etc.):

1. Contact/hire an ASCA Apprentice Judge not entered in the trial.
2. Contact/hire ASCA Apprentice judge entered in the trial.
3. Contact/hire a person who has taken the apprentice test and passed it.
4. Contact/hire a person entered in the trial with the most experience in the ASCA Agility program (completed the most ATCH titles or has competed in ASCA agility for the most years or with the most ASCA Elite titles).
5. Contact/hire a person not entered in the trial with the most experience in the ASCA Agility program (completed the most ATCH titles or has competed in ASCA agility for the most years or with the most ASCA Elite titles).

If using option #3 and they want to become an ASCA judge, they can design the courses and send them in for review. If using options #4 or #5, the club needs to hire an approved ASCA judge to design the courses and pay them a design fee (to be worked out between the judge and the club). Or they can contact the Course Reviewers to see if there are courses from trials that could be used and that have already been reviewed. Also, if there is an approved ASCA agility Judge at the trial competing they can assist the person if that person needs help with setting the course or with a call, as long as it is not a member of the Judge's family or the Judge's dog.

It will be required of the club to list in the premium, which Judge has designed the courses and who will be the person overseeing and judging the runs.

The Crisis Judge will abide by the restrictions listed in [Section 1.3.5](#) and [Section 11.5](#) as well as the rules in the ASCA Agility Rulebook.

The Trial Committee/ASCA Affiliate and Crisis Judge will contract fees and expenses to be paid for the assignment prior to judging the first run of the trial. Under no circumstances will the Crisis Judge be paid more than what is specified in [Section 2.8.1](#).

## 11.5 Judge Restrictions

Judges may not compete in any classes (class and level) in which they are officiating. However, a judge may compete in a trial in which he is officiating with the following restrictions:

1. The judge must complete judging of all assigned runs for a day prior to competing that day. Or a judge must compete in all runs a day prior to judging for that day. The judge may not judge runs, take a break to compete and then judge more runs in 1 day.
2. The judge and/or any dogs owned or handled by the judge shall not be eligible for any High in Trial awards for any days while judging, or any High Combined or weekend awards for the trial they are judging.

## 11.6 Course Designs

At all levels, the judge is responsible for setting a course that is appropriate for the level which is to be judged. The focus at all levels is that of safety, flow, and fun. The judge shall design courses that meet the criteria for each level while providing an environment of flow, fun and safety for the dog and handler. At all levels, the judge shall design or use a course which meets the following criteria:

1. The course shall use the appropriate number of obstacles for the level to be judged.



2. The course shall contain all the mandatory obstacles for that class. Only in extreme cases which involve external factors such as weather or equipment breakdown, shall the judge be allowed to waver from these guidelines. Only for reasons of safety should the judge change the original format as it was approved for that trial.
3. The judge shall only use obstacles which are approved by the current Rules and Regulations of ASCA.
4. The judge shall not use a course which uses more obstacles than the Host Club has listed on the application to hold a trial.
5. The challenges of the course shall be appropriate to the level of the class.
6. The approach to each of the obstacles should be safe, given the experience level of the dog within that class level.
7. There shall be adequate space for the start and finish lines with no hazards for the dog or handler.
8. There shall be adequate space on each side of every obstacle for the handler with no obstructions or safety hazards.
9. The judge's path should be such that it does not interfere with the handler's or dog's logical path.
10. The start and finish lines should be easily visible for the timer, with a minimum amount of movement from the timer.
11. The scribe's position should be such that the timing information can be readily transferred from the timer to the scribe's sheet. The position of the timer and scribe should be easy for the runner to get the scribe sheet from the scribe and take the sheet to the scoring table.
12. The judge must be sure that all obstacles are visible to the dog.
13. The distribution of the obstacles should balance the area given for the ring.
14. For safety reasons, the obstacles should not be placed within 6 feet (1.8 m) of the ring perimeter.
15. The course layout shall allow the judge to view the entire course with efficient movement. The contact obstacles shall be laid out so that the judge can view all the down contacts from beside the obstacle or at an angle laterally from the obstacle within 30 feet (9.1 m).

## 11.7 Course Design Review

1. All agility courses used in Agility Trials for which ASCA is the sole or primary sanctioning organization must receive an ASCA course review to ensure consistency with the ASCA Agility philosophy of safe, flowing courses with challenges appropriate to the intended levels.
2. Course reviewers must be experienced, respected agility judges appointed by the Board of Directors upon recommendation of the Agility Committee. They will serve as unpaid volunteers. ASCA will provide or reimburse the cost to course reviewers for Clean Run Course Designer 4 (CRCD4) and or the most recent version of Clean Run Course Designer for no more than two of their electronic devices that they use to review courses, if the course reviewer wants to upgrade or obtain a newer version than they own. Any course reviewer who prefers to continue to use an earlier version may do so. Judges submitting courses for review must submit them in the format(s) preferred by the course reviewer. At least three course reviewers, plus at least one alternate, should be appointed whenever feasible, at least one each to review courses for trials.
3. Judges, upon appointment, will be advised by the ASCA Business Office of the name, preferred format(s), and email address of a course reviewer having review responsibility for the trial(s) they are judging.
4. Upon the hiring of a judge, Host Club must electronically provide judges with a detailed list of available equipment to be used for each ring, plus a diagram of each ring to be used, showing ring dimensions, location of gates, nature and uniformity of surface, and locations, nature, and dimensions of any ring obstructions. The Host Club must also indicate whether electronic timing equipment is available for use. The equipment lists, ring diagrams and information on electronic timing must be provided not later than 60 days prior to the first day of the trial.
5. Judges must electronically submit their proposed courses, in a compressed/zipped file, together with a copy of the Host Club's equipment list, ring diagrams, and electronic timing information, for review to the applicable course reviewer not later than 30 days prior to the first day of the trial. Unless otherwise agreed by the course reviewer and judge, course diagrams must be submitted in Clean Run Course Designer 3 (CRCD 3). If the course reviewer agrees, the judge may submit their courses in Clean Run Course Designer 4 (CRCD 4) or the most current version of Clean Run Course Designer format.
6. The course reviewer shall review the proposed courses to ensure they are: (1) Safe; (2) Flowing; (3) Appropriately challenging, considering the class and level for which intended; (4) Consistent with the ASCA Agility Philosophy and these Rules and Regulations; (5) Consistent with Host Club's equipment lists (e.g., do not use equipment not listed as available); (6) Consistent with the ring sizes, surfaces, gate locations, and configuration, considering any indicated obstructions; (7) If electronic timing is used, consistent with safe use of electronic timing (e.g., course to start on jump or open tunnel and end on jump or open tunnel). Course reviewers are empowered to direct mandatory course revisions to comply with these criteria, as well as to suggest non-mandatory changes to otherwise improve the challenges, flow, or other aspects of the course or courses. However, course reviewers should respect the judge's individuality, and not re-design the judge's courses solely based on personal preferences.

7. Course reviewers will electronically return copies of the proposed courses, together with any mandatory and recommended non-mandatory changes to the judge(s) not later than 15 days prior to the first day of the applicable trials. Judges must return a final copy of all courses for the trial including any required, recommended, or mandatory changes made on any course to the course reviewer at least 7 days prior to the trial. This will ensure that the course reviewer will have a complete set of finalized courses to be used at the trial.
8. To avoid any appearance of a conflict of interest, course reviewers shall not review courses to be used at trials where they expect to compete. If this situation occurs, the course reviewer shall forward the review package immediately to the alternate course reviewer, or another course reviewer, and so notify the trial judge and the ASCA Business Office.

## **Chapter 12. Agility Finals**

### **12.1 Rounds**

The Agility Finals will be run in conjunction with the ASCA National Specialty each year. Agility Finals will not be held on the same day as any other agility competition.

All three divisions, Standard, Veteran Dog and Junior Handler, will run four rounds: one Jumpers, one Gamblers and two Regular. There are no elimination rounds. Dogs that qualify for the Finals are eligible to compete in all rounds for their division. A dog may only compete in one division. All rounds for a division will take place on the same day.

### **12.2 Eligibility**

#### **12.2.1 PROGRAM**

The Finals is only for the Championship Program.

#### **12.2.2 ELIGIBLE DOGS**

Eligible dogs will be ASCA or LEP registered Australian Shepherds whose owners are 'Full' ASCA members in good standing within the qualifying period for the Finals as well as during the Finals.

The list of Agility Finals Qualifiers as defined below will be published in the Aussie Times. Those finalists will be invited to compete at the Agility Finals.

#### **12.2.3 DIVISIONS**

The Agility Finals will consist of three divisions: Veteran Dog, Junior Handlers and Standard. The qualifying rules will be the same for each division, however qualifying points will not transfer between the divisions. The jump heights will be divided as specified in the ASCA Jump Height Table in [Section 2.4.4](#).

#### **12.2.4 POINT ACCUMULATION**

Qualifying in an Elite Standard division class with zero faults gives the dog 1 point towards the Agility Finals in the Standard Division. Qualifying in an Elite Veteran Dog division class with zero faults gives the dog 1 point towards the Agility Finals in the Veteran Dog Division. Qualifying in an Elite Junior Handler division class with zero faults gives the dog 1 point towards the Agility Finals in the Junior Handler Division. The dog does not need to compete in all Elite level classes before accumulating points towards the Finals. Finals point accumulation for a particular class will not begin until the novice and open titles in that class are completed.

The height the dog jumps during the year will not have an impact on the points they accumulate during the year.

#### **12.2.5 MINIMUM POINTS**

For all divisions, a dog will need at least 7 points total to be eligible to compete at the Agility Finals. A minimum of 2 points must be earned in the Elite Jumpers class and a minimum of 2 points must be earned in the Elite Gamblers class and a minimum of 3 points must be earned in the Elite Regular class in the Standard or Veteran Dog or Junior Handler division, during the qualifying period. Points must be earned during the ASCA Agility Finals qualifying period and within the same division that the dog will enter at Finals.

#### **12.2.6 QUALIFYING PERIOD**

The ASCA Agility Finals qualifying period will be the 12-month period from June 1st of the previous year to May 31st of the year of the ASCA Agility Finals are held.

#### **12.2.7 INVITATIONS**

The top 60 qualifiers from the Standard division will be invited to attend the Standard Finals, the top 45 qualifiers from the Veteran Dog division will be invited to attend the Veteran Dog Finals and the top 7 qualifiers from the Junior Handler division will be invited to attend the Juniors Finals. The qualifiers will be ranked based on points accumulated, with the

dog accumulating the most points being ranked as #1, the dog with the second most points being ranked as #2, etc. Dogs will be ranked on the list for each division and will be counted towards the total number of invitees (for each division). Current rankings will appear in the Agility Finals List posted on the ASCA Website. If there is more than one dog with the same number of points as the 60th qualifier in the Standard division, more than one dog with the same number of points as the 45th qualifier in the Veteran Dog division or more than one dog with the same number of points as the 7th qualifier in the Junior Handler division, then all the dogs with that number of points in the respective divisions will be invited. All alternates will be notified of their alternate status. Alternates will be accepted in list order until all slots are filled.

### 12.2.8 ALLOWANCES FOR BITCHES IN HEAT

Bitches in heat will be allowed to run. They will run at the end of each class. Bitches in heat will not be brought within 50 feet of the Agility ring prior to their run and must be wearing panties. Bitches in heat using any practice jump or weave poles (for warm-up) must wear panties. Owners of any Bitch in heat must 'potty' their Bitches in heat in an area 100 feet away from the agility area. A rug (to be provided by the owner) will be brought out to the start line and the dog will be placed on the rug to begin her run. Bitches in Heat will also wear panties (to be provided by exhibitor) during their run. Bitches in heat must be crated (not in an ex-pen) prior to and during the competition, except when competing, away from the agility ring at a minimum distance of 150 feet location or in a location to be determined by the Host Club. Failure to comply with the above rule will result in dismissal from all agility trials held in conjunction with the ASCA Agility National Specialty.

### 12.3 Notification

Using email, the Business Office will notify all eligible competitors who have qualified for Finals. The notification will be sent by July 1st of the Finals year. If a competitor believes they are Finals eligible and has not received a notification by July 8th of the Finals year, they shall notify the Business Office concerning this potential problem. Alternates will be notified of their standing as well. The ASCA Business Office will take necessary steps to notify foreign qualifiers.

### 12.4 Verification

All eligible contestants must verify that they will be competing at the Agility Finals by filling out an official entry form and sending it via email with the appropriate entry fees to the ASCA Business Office. The verification must be received by July 15th of the Finals Year. It is the responsibility of all eligible contestants to be able to provide proof of submission in the event an entry form and fees are not received by the Business Office. Finals entry forms and fees will be forwarded to the Nationals Committee by the Business Office by the close of Nationals entries.

Contestants will choose between one of the following options on the entry form:

- A. I will be competing.
- B. I am not entering but would like a Finals qualifier ribbon to be picked up at Nationals. (Alternate Needed)
- C. I am not entering - No ribbon requested. (Alternate Needed)

#### Effective April 27, 2025, for the 2025 Finals.

If an eligible contestant fails to send in an entry, the next alternate who has stated their intent to attend will be notified by the Business Office. Alternates must verify their intent to compete at the National Finals by filling out an official entry blank and sending it in via email to the Business Office received no later than July 15th of the Finals year. Alternates will submit the non-refundable entry fee when the Business Office notifies them that they have filled a Finals entry vacancy. Alternates become eligible when a qualifier fails to verify their intent to attend the Finals by the due date. **Example:** in the Standard division, if 40 of the top 60 dogs apply for Finals, then the top 20 Alternates in the Standard division that applied get into the Standard Finals.

### 12.5 Fees

The entry fee charged for the Agility Finals will be determined by the Board of Directors. Exhibitors will be notified of the entry fee on their invitation/entry form. Dogs will not be allowed to enter a portion of the rounds. If they enter the Finals, they must enter all rounds available for their division. Entry fees will be refunded (less the processing fee) if a competitor withdraws prior to the **event** deadline for changes in the National Specialty premium and the spot is filled by an alternate. If an alternate enters after this deadline, they will not receive a finalist ribbon nor appear in the catalog. **Effective April 27, 2025, for the 2025 Finals.** Entry fees will be used to cover any expenses that may be incurred while putting on the Agility Finals as well as for awards. The Nationals Committee will submit their expenses to the ASCA Board of Directors.

The ASCA Business Office will keep an accounting of all monies received for the Finals fund and is responsible for informing the Nationals Committee, the Board of Directors, and the ASCA Agility Committee as to the amount received by August 1st of the competition year. The Nationals Committee shall submit a proposed budget to the Board of Directors and the ASCA Agility Committee at least 6 months prior to the Finals.

## 12.6 Awards

### 12.6.1 GENERAL INFORMATION

Presentation of the overall awards for each division shall be done in a manner to showcase the event. The individual round placements may be awarded at a time and location deemed appropriate by the Host Club (for instance, following each round).

### 12.6.2 FINALS PRIZES AND ROSETTES

See Section 24.1 in the [National Specialty Rulebook](#) on the ASCA Website.

## 12.7 Judging and Scoring

### 12.7.1 JUDGE

One judge will be used to judge all four rounds of each division of the agility Finals. This judge may be the same judge that judges the Nationals Agility Trial. The courses for the Finals shall not be the same as the ones used for the Nationals Agility Trial.

### 12.7.2 DIVISIONS

Each division (Standard, Veteran Dog and Junior Handler) will be scored separately. All dogs within each division will be grouped together for placements, regardless of jump height. There will be four rounds used to determine each division champion: one Jumpers, one Gamblers and two Regular.

### 12.7.3 JUMP HEIGHT

Dogs entered in the Veteran Dog division will jump 4 inches (10.2 cm) lower than their standard division jump height. Dogs entered in the Junior Handler division will have the option of running at the dog's standard jump height or taking the 4 inches (10.2 cm) height deduction. All dogs entered in the Standard division will jump their Standard division jump height.

### 12.7.4 STANDARD COURSE TIME (REGULAR AND JUMPERS)

There will be a Standard Course Time set by the judge for each division for the two Regular and Jumpers classes. For the Regular and Jumpers classes, all Standard Division dogs, regardless of jump height, will use the Large Dog Standard Course Time. For the Regular and Jumpers classes the Veteran Dog and Junior Handler Division dogs, regardless of height will use the Large Dog Veteran Dog or Junior Handler Course Time (respectively).

### 12.7.5 GAMBLERS CLASS: OPENING AND GAMBLE TIME

For the Gamblers class, all dogs, regardless of jump height or division, will have 30 seconds for their opening sequence time. The closing sequence gamble time will be determined by the judge. Standard Division dogs will use the 20-inch gamble time and all Veteran Dog and Junior Handler Division dogs will use the 16-inch gamble time.

### 12.7.6 FAULTS

Faults will be assessed in accordance with the current ASCA program rules for agility.

### 12.7.7 DETERMINATION OF AGILITY CHAMPIONS

Each faultless qualifying run in Regular, Gamblers and Jumpers will be given 7 Q points. Each faulted (.01 to 5 faults) qualifying run in Regular agility will be given one-half the value of the Q points, or 3.5 Q points. Dogs in each division will be ranked by the most Q points, then, if necessary, by the following ranking procedures:

1. First, sort by the number of Q points (a faulted Regular Agility Q counts one-half).
2. Then, sort by each dog's total of the number of dogs beaten. (Placement points). **Example:** if twenty dogs are entered in a class such as Jumpers, the first-place dog would receive 19 placement points (in other words, beat nineteen dogs), the second-place dog would receive 18 placement points, the third-place dog would receive 17 placement points, etc. Dogs that are eliminated or are scratched receive zero placement points, but still count as dogs defeated.
3. Then, sort by Gamblers. First rank the dogs by total points accumulated for qualifying runs, then by total points accumulated for non-qualifying runs.
4. Then, sort by Jumpers. First rank the dogs by considering whether the dog qualified, then by the dog's run time.

### 12.7.8 RUN ORDER

The Jumpers class will run first, followed by the Gamblers class and then by the two Regular classes. In each class, all Standard dogs run first, then Veteran Dog, then Junior Handlers. Jumpers will be run according to random draw within each division, drawing first for the order of jump heights, and then for the order of dogs within each height. Each

subsequent class will be run in reverse order of placement based on cumulative scores within each division. If two dogs are tied for placements, the dogs will run in alphabetical order of call name. Bitches in heat will run last in each class. Handlers with multiple dogs may request to move a dog in the run order to give the handler more time to adequately prepare to run the other dog. The dogs may be separated by moving the dog that is to run first (with a lower cumulative score) in the round up in the run order to allow a gap of three - ten dogs in between the multiple dogs. The handler must notify the score table and the gate steward as soon as the sorted run order is posted. Once the round has started, no changes may be made.

### **12.7.9 SCORES**

Scores will be posted when they are available. It is required that two different people NOT entered in the Finals check the computation of the scores before they are posted. Qualifying scores will not be applied towards ASCA certifications, the Agility Merit program, or the Agility Finals program.

## **12.8 Selection of Finals Judges**

Once the location and dates for the Finals have been determined, the Business Office will send a letter to all Judges to determine who is available to judge.

### **12.8.1 DRAWING FOR SELECTION**

1. The Board of Directors or its assignee will perform a random draw of all Judges who satisfy the requirements listed in [Section 12.8.2](#) and affirm their availability to judge the ASCA Agility Finals.
2. The first five names drawn will be supplied to the Nationals Committee to hire one Finals Judge.

### **12.8.2 REQUIREMENTS FOR SELECTION OF FINALS JUDGE**

The Judge for the ASCA Agility Finals will be selected from all ASCA Agility judges who return the questionnaire to the Business Office in the correct timeframe and indicate they are available to judge. Agility judges will be excluded from the random draw if they:

1. Have 4 years or less experience as an ASCA judge.
2. Have pending or previous disciplinary action within the last year.
3. Have judged Agility Finals the previous year.
4. Have failed to judge ten unrelated multiple trial dates, all classes, and divisions, in the previous 5 years. (Related trials are those held at the same location and date at the same place in the same 10-day period.) If a crisis has been declared by the ASCA Board of Directors, a year will be added for each year of the crisis until it is over. So, if the crisis lasts for 1 year, the timeframe will be the previous 6 years from the date of the Agility Finals Judge application. If the crisis is for 2 years, the timeframe will be the previous 7 years from the date of the Agility Finals Judge application.
5. Must have two judging assignments within the previous 12 months from the date of the Agility Finals Judge application. If a crisis has been declared by the ASCA Board, this requirement will be waived.
6. Are not or have not actively participated in ASCA Agility trials as an exhibitor at the Elite level, all classes.

Preference given to Judges who have achieved an Agility Trial Championship on at least one dog.

### **12.8.3 EXCEPTIONS**

It is possible that the available judges may not meet all the priorities listed. The candidates with the greatest number of listed priorities will be recommended to the Host Club.

### **12.8.4 OTHER NOTES**

No judge may judge the Finals more than 2 years consecutively.

## **12.9 Finals Course Design**

Courses for the Agility Finals (Jumpers, Gamblers, and Regular) are to be original courses that have never been used at any previous trial. The Regular courses, rounds 1 and 2, may be different courses, i.e.: not required to be direct reversals. A Course Reviewer will be assigned by the Business Office and the course review must be conducted the same as [Section 11.7](#).

## **12.10 Agility Finals Workers**

### **12.10.1 REQUIRED WORKERS**

The normal amount of people to run a one ring trial will be needed for the Finals. At a minimum, the Nationals Committee will need to fill the following positions:

1. Two Timers
6. One Chute Setter

- |                       |   |
|-----------------------|---|
| 2. One Scribe         | 7. One Scorer (score table)                           |
| 3. One Gate Steward   | 8. Ribbon preparers (can be same people as above)     |
| 4. One Score Runner   | 9. Four Course Builders (can be same people as above) |
| 5. Three Jump Setters |   |

### **12.10.2 WORKER RESTRICTION**

The timer and scribe cannot be a family member or a member of the household of any of the Finals competitors. Nor can they be an owner of any dog competing in the Finals.

### **12.10.3 TIMERS**

Both timers will time each round. One timer will be designated as the primary timer and the other the backup. The primary timer's time will be used for all dogs unless the stopwatch malfunctions. In the event of a malfunction, the backup timer's time will be used. If both stopwatches malfunction, then the dog will be required to rerun, and their previous run will not count. Timers must time the entire round (i.e., the entire Jumpers class).

## **12.11 Photographs of Finals Champions**

The Host Club is responsible for photographing the three Agility Finals champions (Standard, Veteran Dog, and Junior Handler). The photographs will be clearly marked with the dog's registered name, owner name, breeder, sire, and dam. The photographs MUST be submitted to the editor of the Aussie Times before the deadline for the Nationals issue.

## **Chapter 13. Agility National Specialties**

All current agility rules shall govern at the Agility National Specialty Trial, with the exceptions listed below:

### **13.1 Sanctioning**

Host Clubs requesting sanction for the Agility National Specialty trial may only request sanctioning with ASCA. The National Specialty Agility Trial will be one trial consisting of a maximum of six sanctioned classes. No more than two Regular classes may be offered. To accommodate a large number of entries, the National Specialty Agility Trial may be spread over multiple days but will be considered as one 'trial' and assigned one 'event' number by the Business Office.

### **13.2 Selection of Nationals Judges**

Once the Nationals location and dates have been determined, the Business Office will send a letter to all judges to determine who is available and wishes to judge.

#### **13.2.1 DRAWING FOR SELECTION**

The Board of Directors or its assignee will choose from all judges who satisfy the requirements listed in [Section 13.2.2](#) and affirm their availability to judge the ASCA Agility Nationals.

#### **13.2.2 REQUIREMENTS FOR SELECTION OF NATIONALS JUDGES**

The judges for the ASCA Agility Nationals will be selected from all ASCA Agility Judges who return the questionnaire to the Business Office in the correct timeframe and indicate they are available to judge. Agility judges will be considered if they:

1. Have judged or accepted three judging assignments (European judges must have judged or accepted two assignments) within the previous 12 months from the date of the Agility Nationals Judge application. If a crisis has been declared by the ASCA Board of Directors, this requirement will be waived.
2. Do not have pending or previous disciplinary action within the last year.
3. Did not judge Agility Finals or Nationals the previous year.
4. Have been actively participating in ASCA agility trials as an exhibitor for at least 12 trial days over the last 3 years. If a crisis has been declared by the ASCA Board of Directors, a year will be added for each year the crisis has been declared. For example, if a crisis was declared in 2020 and rescinded in 2021, then the timeframe will be the last 4 years from the date of the Agility Nationals Judge application.
5. Have competed in ASCA Agility trials as an exhibitor at the Elite level.

#### **13.2.3 EXCEPTIONS**

It is possible that none of the available judges will meet all the requirements listed. The candidates with the greatest number of listed requirements will be recommended to the Nationals Committee.



### **13.3 Bitches in Heat**

Bitches in heat will be allowed to run at the National Specialty Agility Trial and at agility trials held in conjunction with the ASCA National Specialty (pre-trials or post-trials). They will run at the end of each class. Bitches in heat will not be brought within 50 feet of the Agility ring prior to their run and must be wearing panties. Bitches in heat using any practice jump or weave poles (for warm-up) must wear panties. Owners of any Bitch in heat must 'potty' their Bitches in heat in an area 100 feet away from the agility area. A rug (to be provided by the owner) will be brought out to the start line and the dog will be placed on the rug to begin her run. Bitches in heat will also wear panties (to be provided by exhibitor) during their runs. Bitches in heat must be crated (not in an ex-pen) prior to and during the competition, except when competing, away from the agility ring, at a minimum distance of 150 feet, or in a location to be determined by the Host Club. All qualifying scores will count toward the trial, as will placements. Failure to comply with the above rule will result in dismissal from all agility trials held in conjunction with the ASCA Agility National Specialty.

### **13.4 Nationals Agility Trial Results**

In addition to the required trial paperwork, the Host Club is also responsible for submitting the results of the national trial to the editor of the Aussie Times before the deadline for the Nationals issue. The results must include the dog's registered name (not their call name), owner and placement for each class. The results should include first through fourth place and any additional qualifying scores beyond fourth place for every class.

### **13.5 Nationals Photographs**

The Host Club is responsible for submitting photographs of the Nationals Agility Trial High in Trial winners. Each photograph should be labeled with the dog's registered name, owner and award won. Photographs must be submitted to the editor of the Aussie Times before the deadline for the Nationals issue.

### **13.6 Eligible Dogs**

Only ASCA registered Australian Shepherds are eligible to compete at the ASCA Agility National Specialty. This rule supersedes [Section 1.3.3](#).

## APPENDIX A: Equipment Specifications

All obstacles used must be constructed to be safe and reliable even when used by the smallest or the largest of dogs expected to train or compete on the equipment. When constructing equipment, safety is the primary concern.

### Contact Obstacles

Contact obstacles should always provide good traction for the dogs without being too rough to damage the dog's pads. Surfaces must be maintained on a regular basis to prevent dogs slipping when performing the obstacles. A very fine sand/paint mixture will provide better traction than a large, coarse sand mixture. All contact zones must be one solid color, with the remainder of the ramps a contrasting color, different from the contact zone color. A contact zone color such as yellow or lighter is preferred.

Slats are not required on any of the contact obstacles. A good, non-slip surface is required, so dogs have traction on the ramp surface. If used, the slats on the A-frame shall not be closer than 12 inches (30.5 cm) apart, and no slat shall be within 4 inches (10.2 cm) of the end of a contact zone. Slats shall be no greater than one-half inch (1.3 cm) in height and shall not be made from plywood.

ASCA allows the use of contact equipment meeting the specifications of the following agility organizations: AAC, AKC, CKC, CPE, NADAC and USDAA. Rubber covering on contact obstacles, as approved by NADAC, is allowed if equipment meets ASCA specifications in all other respects. The following table lists the heights of each of the contact obstacles, along with the widths and lengths of the ramps of each of those obstacles.

Obstacle	Height	Ramp Width	Ramp Length	Contact Zone
A-Frame	5' - 5'6" (1.5 m - 1.7 m)	3' - 4' (91.4 cm - 121.9 cm)	9' (2.7 m)	42" (1.1 m)
Dog Walk	36" (8' ramp/planks) 46" - 54" (12' ramp/planks) (91 cm - 137.2 cm)	12" (+/- 1") (30.5 cm (+/- 2.5 cm))	8' or 12' (2.4 m or 3.7 m)	36" - 42" (91.4 cm - 106.7 cm)
Teeter-Totter	24" (61 cm)	12" (+/- 1") (30.5 cm (+/- 2.5 cm))	12' (3.7 m)	36" - 42" (91.4 cm - 106.7 cm)

The club hosting the agility trial is responsible for determining the height of the A-Frame.

**Note:** When using a dog walk with 8-foot (2.4 m) planks, a lower dog walk height such as 36 inches (91.4 cm) should be used. When using a dog walk with 12-foot (3.7 m) planks, a higher dog walk height such as 46 to 54 inches (1.2 m - 1.4 m) is used. Additionally, a dog walk with 8-foot (2.4 m) ramps should have an 8-foot (2.4 m) center ramp and a dog walk with 12-foot (3.7 m) ramps should have a 12-foot (3.7 m) center ramp.

The teeter-totter shall be constructed or adjusted so that a 3-pound weight placed 12 inches (30.5 cm) from the end on the raised side will cause the plank to drop to ground level in 2.5 to 3 seconds, averaging 12 to 16 inches (30.5 to 40.6 cm) per second. Clubs are required to have a 3-pound weight available for measuring teeter-totter speed at the trial. **Note:** If required, most teeters can be adjusted to meet these criteria by adding or removing weight, temporarily or permanently, to the underside of the raised end.

The teeter-totter base shall be wider than the board, not hidden underneath, and visible to the dog on approach. The base should extend at least 2 inches (5.1 cm) past the sides of the plank with a gap not to exceed 4 inches (10.2 cm) so that dogs can see the pivot point. The ground support of the base may be wider than the portion attached to the base for more visibility. The height of the teeter-totter measured to the top of the board at the pivot is 24 inches (61 cm) plus or minus 2 inches (5.1 cm). It is highly recommended the base be painted a different color than the body of the teeter board. The board shall be 12 inches (30.5 cm) wide by 12 feet (3.7 m) long, give or take 1 inch (2.5 cm) and the center point should be placed 2 to 4 inches (5.1 to 10.2 cm) off center on the base. The base shall be secured to the trial surface, such as sandbags or stakes, to prevent movement of the base.

### Weave Poles

Weave pole construction should be such that it allows for minimum sideways movement of the poles as the dog moves through the poles. If the base is not constructed in such a way to prevent movement, then the base shall be secured so that the weave poles do not move from their location on the course. Weave poles shall be of rigid construction, no less than 20 inches (50.8 cm) from the center of one pole to the center of the next pole and no more than 24 inches (61 cm) from center to center. The weave poles shall be 36 to 48 inches (91.4 to 121.9 cm) in height and the width of the poles shall be 0.75 to 1 inch (1.9 to 2.5 cm) in diameter.

The base of the weave poles shall be no more than 0.75 inch (1.9 cm) in height and no more than 4 inches (10.2 cm) in width. There shall be no rough or protruding edges along the base of the weave poles, nor any bolts or nuts in an area which a dog may step on while weaving, taking into consideration the many sizes of dogs which will be using the weave poles.

## Tunnel

The diameter (opening/exit) of the tunnel shall be approximately 24 inches (61 cm) to 26 inches (66.04 cm) with a margin of  $\pm$  two inches. ~~The length shall be no less than 10 feet (3.1 m) and no more than 20 feet (6.1 m).~~

The tunnel pitch must be four or six inches.

Accepted tunnel lengths include 10-, 15-, and 20-foot tunnels with a margin of  $\pm$  two feet.

The use of lighter colored tunnels is recommended, avoiding black, dark blue or dark red tunnels when possible, allowing better visibility inside the tunnel.

"L", "V" and "S" shaped tunnels are not allowed. "J" shaped tunnels are only allowed where the dog enters at the curved end.

A tunnel must be secured so that the tunnel's placement and shape hold their position, with minimal sideways or upwards movement, and are not significantly changed during any dog's run. The required use of tunnel bags or another tunnel securing device is as follows:

### Tunnel Bag Design

Note: Tunnel belts (approximately two inches in width) can be used supplementally with the guidance in this section. However, they cannot be used to supplant this guidance.

The tunnel bag material must be a sturdy material (i.e., tear resistant, stretch resistant) such as vinyl coated polyester or PVC material. If the tunnel bag has handles, they must be turned towards the tunnel for safety reasons.

Tunnel bags can be of various shape and size. Bags that measure long across the bottom and 5-7" deep will provide more stability for the tunnel. A tunnel bag with a triangular design and a flat bottom ensures full contact with the ground. Optimally, the bottom surface of the tunnel bag will have rubber grips intended to help make the bag anti-slip.

Straps that secure the tunnel bag(s) in place must cover a minimum of two ribs, regardless of tunnel pitch. Straps that measure 15 inches wide will cover a minimum of two ribs on a six-inch pitch tunnel. Straps should fit snugly over the top of the tunnel but should not constrict or change the shape of the tunnel. Tunnel bags that are connected via a single strap that does not cover the minimum of two ribs are not approved for use at ASCA trials.

Each tunnel bag should weigh between 20-35 pounds (9-15 kg). Pea gravel and sand may be used to fill tunnel bags.

### Tunnel Cinch/Holder Design

The tunnel cinch/holder material must be of a sturdy material (i.e., tear resistant, stretch resistant) such as vinyl coated polyester or PVC material. A 15"-wide cinch/holder will cover a minimum of two ribs on a six-inch pitch tunnel. The material must be secured – without the use of screws – to the steel bar used to secure the tunnel cinch/holder. The steel bar must be anchored securely in the ground utilizing an appropriate length screw.

### Tunnel Brace

The tunnel brace material must be of a sturdy material (i.e., tear resistant, stretch resistant) such as vinyl coated polyester or PVC material. Each brace must cover a minimum of two ribs, regardless of tunnel pitch. Braces that measure 15 inches wide will cover a minimum of two ribs on a six-inch pitch tunnel. Brace straps should fit snugly over the top of the tunnel but should not constrict or change the shape of the tunnel. The portion of the tunnel brace that rests flat on the ground, typically will include reinforced openings for securing the brace to the ground. Each opening of the brace must be anchored securely in the ground utilizing an appropriate length screw.

Note: A combination of approved securing devices may be used to meet requirements (e.g., tunnel braces can be used on each end of the tunnel and the remaining devices can be tunnel bags).

### Requirements by Tunnel Length

All 10-foot tunnels must have a minimum of three (3) sets of tunnel bags or other securing devices meeting the above requirements spread appropriately along the length of the tunnel. Additional tunnel bags/securing devices may be added at the club's or the judge's discretion. Tunnels under 15' may only be set straight or contain a slight arc.

All 15-foot tunnels must have a minimum of four (4) sets of tunnel bags or securing devices meeting the above requirements spread appropriately along the length of the tunnel. Additional tunnel bags/securing devices may be added at the club's or the judge's discretion.

All 20-foot tunnels must have a minimum of six (6) sets of tunnel bags or securing devices meeting the above requirements spread appropriately along the length of the tunnel. Additional tunnel bags/securing devices may be added at the club's or judge's discretion.

Tunnels under 15' may only be set straight or with a very slight arc. 15' tunnels may be curved but only with a maximum bend so that a straight-line measure from the inside edge of one opening to the inside edge of the other opening is not less than 9' and tunnels greater than 15' may only have this line measurement not less than 12'. The bend must be a smooth curve like a 'C', and not like a 'V'.

In general, it is recommended that an "even" number of tunnel bags sets be used on tunnels longer than 15 feet to help prevent the tunnel from developing a "V" shape through repeated use.

## Jumps

Construction of jumps must always take the safety of the handler and dog into consideration. Materials should be free from sharp edges and maintained to ensure stability and safety. Jump cups may not protrude from the jump supports more than 1.5 inches (3.8 cm) and nails, bolts and/or screws may not be used to support the jump bars.

**Tire Jump** – The tire jump must be displaceable for the safety of the dog. The inner diameter of the tire shall be 24 inches (61 cm) with a  $\pm 1$  inch margin. The tire jump must be able to be set at each of the ASCA jump heights. The tire jump shall rest on the ground for the dogs that jump 4 inches. The jump height of the tire jump is measured from the ground to the lowest point of the inside of the tire opening. The tire shall not be so heavy as to cause injury to a dog because of its weight.

**Displaceable tire** - The tire shall be constructed in a manner that the bottom or sides will separate if/when hit by a dog, but such pieces must remain suspended in the frame and shall be easily reset in its original circular form with minimal effort. The tire is to be constructed of two 180-degree segments that are connected at the top and/or side of a frame to allow for independent movement of each segment. The tire must be connected to the frame at a minimum of 2 points. The frame must be tall enough to accommodate the tire at the five different ASCA jump heights and should adjust easily. The uprights of the frame shall be secured to the base and the base must be weighted or secured properly to the running surface. The frame shall not be constructed in a manner that would not permit a side entry of the frame in approaching the tire. The perimeter of the frame when viewed from the side shall not extend more than 9 inches (23 cm) on either side of the tire, except for footing supports to hold the frame safely erect. The tire is to be suspended such that if the tire is hit by a dog, displaceable portion(s) will displace or spread apart. The side supports shall be wide enough to suspend the tire, but not wide enough to allow a dog to pass between the frame and the tire at the support locations.

The two halves of the tire shall displace or spread apart but shall not present a hazard to the dog and will not cause the frame to turn over. The two parts of the tire may or may not reset automatically once displaced. If they do not automatically reset, the tire jump will be returned to its normal circular position at the completion of the run, much like replacing a dropped jump bar. The material used for the tire shall be comprised of a flexible material such as rubber or plastic to allow some give if hit by the dog. The material will be durable so that the tire will retain its circular shape and remain easily displaceable.

**Non-Winged Jumps** - All jumps are to be 4 to 5 feet (1.2 to 1.5 m) wide with uprights a minimum of 32 inches (81.3 cm) high and adjustable for all ASCA jump heights (4 inches (10.2 cm), 8 inches (20.3 cm), 12 inches (30.5 cm), 16 inches (40.6 cm), 20 inches (50.8 cm) and 24 inches (61 cm)). Bars must be easily displaceable, may be made of wood, plastic or PVC and shall be striped for visibility. Jump bar cups or supports may be constructed of any solid material that does not protrude more than 1.5 inches (3.8 cm) from the horizontal jump supports. The jump bar cups/supports should allow the jump bar to be easily displaced when knocked by the dog. Screws, bolts, and nails may not be used as jump bar supports. All jumps at all levels may have one bar or two bars, as determined by agreement between the club and judge. Judges may discuss with the club either prior to or at the trial whether to use one or two jump bars on all jumps at all levels. The club may also, prior to hiring a judge, indicate that they prefer one-bar jumps for all levels and the judge shall then design those courses appropriately. The 'double jump' must utilize four bars. See section below: Double Bar Jumps. The jump bars should have an outside diameter of 1.25 inches (3.2 cm) (e.g., 1 inch (2.5 cm) inside diameter Schedule 40 PVC).

**Winged Jumps** - The specifications are the same as above, with the addition of side wings or other support standards. Wings shall be free of sharp or hazardous edges and shall be a minimum of 6 inches (15.2 cm), preferably 12 inches (30.5 cm), higher than the highest ASCA jump height.

**Double Bar Jumps** - Two single bar jumps may be placed together to form a double bar jump. Or a single obstacle may be constructed for a double bar jump. The double bar jump consists of two parallel bars positioned at the jump heights specified for the class. The distance between the top 'front' bar and the top 'rear' bar should be one-half the jump height (plus or minus 1 inch (2.5 cm)). The lower bars shall be crossed to form an X below the top bars. The crossed bars under the top parallel bars should be placed so that one of the crossed bars is against the front of the standard and the second crossed bar is against the back standard.

## Measuring Wheel

Unless prior arrangements have been made with each judge, Clubs must provide the judge with a calibrated measuring wheel to determine course yardage. To calibrate the wheel, lay a tape measure on the ground and use it to verify that the wheel is measuring accurately.

## Miscellaneous Equipment

Required to host an ASCA Agility Trial:

1. Numbered Cones/Markers - Except for gamble opening obstacles, the obstacles on the course must be clearly marked using sequential numbered objects. Numbers shall be no less than 2 inches (5.1 cm) in height.
2. Start/Finish Markers - Where electronic timing is not used on the first and last obstacles, the start and finish lines need to be clearly marked. Where electronic timing is used, start/finish markers should be available as backup in case of electronic timer malfunction.
3. Surveyors Tape and Securing Material - The handler lines for the gamblers class need to be clearly marked and secured. On grass, dirt and sand surfaces golf tees or roofing retaining nails (nails with a 1-inch (2.5 cm) plastic washer retained by the nail head) may be used to secure the handler's line. Indoors, on surfaces that will not accept tees or nails, tape may be used. If tape is not allowed by the facility, then a temporary method, such as spray chalk may be used. If this method is used the line from a previous level must be removed before the new line is marked.
4. Timing Device - An accurate timing device is required in each ring to record the dog's course time to at least one hundredth of a second. Where electronic timing is used, stopwatches should be available as backup in case of electronic timer malfunction.
5. Ring Boundary Markers - Some sort of marker or barrier to indicate the boundaries of the ring is required.
6. Whistle - The Host Club must provide one for the timer in each ring in the event of a stopwatch malfunction and for the gamblers class, and to alert the judge and handler when the maximum course time has been reached. It is recommended that, to reduce confusion among rings, where trials of two or more rings are contemplated, the whistle for each ring has a markedly different tone.
7. Dog Height Measuring Device - Dogs with a wither height less than or equal to 20 inches that do not have a permanent ASCA, AKC or NADAC height card must be measured. Dogs entering 20+-inch or 24-inch jump heights class in the Standard or Junior Handler division in the Championship program, the 16+-inch jump height class in the Veteran Dog or Junior Handler division in the Championship program, the 16+-inch jump height class in the Standard division in the ACE program, or the 12+-inch jump height class in the Senior Dog division in the ACE program are exempt. Calibrated wickets or measuring devices are allowed.

## APPENDIX B: Agility Merit Program

1. Merit points can only come from the Championship Program.
2. Merit points can come from any level, any division, and any class.
3. There will be nine Merit lists: one for Regular, one for Jumpers and one for Gamblers, within each level, Novice, Open, Elite. The divisions will be grouped together for each class/level. (i.e., the Elite Regular merit points can come from the Standard, Veteran Dog or Juniors Handler division).
4. Points will be earned by earning a qualifying score in the class. A '10 points' qualifying score will earn 1 point, a '5 points' qualifying score will earn half a point. The points will only count towards the merit list for the class and level they were earned in. (Points do not transfer.)
5. Dogs can stay at a level and earn points indefinitely.
6. Eligible dogs will be ASCA registered or LEP Australian Shepherds whose owners are Full ASCA members in good standing during the qualifying period for the current merit program year.
7. The program will run from June 1st to May 31st of the following year.

## **APPENDIX C: ASCA Agility Judging Program**

### **Apprentice Agility Judge Application Requirements**

Applicants must meet the following minimum requirements:

#### **Agility Trial Positions**

Applicants must be familiar and comfortable with all the positions required to conduct an ASCA Agility trial. Therefore, applicants must have performed each of the positions listed below at a sanctioned ASCA Agility trial. Experience must come from two separate ASCA Sanctioned Agility trials. When performing these jobs, the applicant should work closely with the judge of record to obtain their feedback. Working closely with the judge will help the judge provide an accurate reference for the applicant to use when applying to become an Apprentice Judge. In addition, working closely with the judge can be a valuable source of information to help advance the Apprentice Judge's career.

- |                   |           |                 |
|-------------------|-----------|-----------------|
| 1. Course Builder | 3. Timer  | 5. Scorekeeper  |
| 2. Gate Steward   | 4. Scribe | 6. Elite Titles |

The applicant must have trialed and earned the elite titles on at least one dog of any breed in all ASCA sanctioned classes; Gamblers, Jumpers and Regular.

#### **Open Book Test**

The applicant must pass an open book test. All questions on the test must be answered correctly. A judge may retake the test until all questions are answered correctly. A copy of the test can be obtained by emailing [agility@asca.org](mailto:agility@asca.org).

#### **Internet and Email**

The applicant must have Internet access and a valid email address.

#### **Good Standing**

The applicant must be in good standing with ASCA.

#### **Application**

The applicant must fill out the ASCA Apprentice Agility Judge Application, include the required documentation, pass the judge's test, and design their courses in CRCD format, then email it to the ASCA Business Office.

1. Once the application, required documentation, and judge's test has been determined to be complete by the Business Office, that application package will be forwarded to the Agility Committee for review and consideration.
2. When the Agility Committee has determined that the application package is complete and requisite paperwork is verified, they will notify the Business Office. At that time, the Business Office will provide the Judge Applicant's name to the Webmaster by the 25th of the current month for publication on the first of the next month on the ASCA Website and in the AusEnews.
3. Comments from ASCA members regarding the Applicant must be submitted to the ASCA Executive Secretary within 45 days of the publication date to be considered.
4. Any letters or written comments received within 45 days by the Executive Secretary will be forwarded to the Agility Committee within 3 business days of receipt.
5. Any letters or comments received during this 45-day period will be considered by the Agility Committee when evaluating the application into the Apprentice Program.
6. Voting by the Committee will not take place until after the 45-day period and all letters have been received and reviewed by the Agility Committee.

#### **Courses for Review**

The applicant must submit a full set of courses for review with their application (two regular, one jumpers and one gamblers course for each level) to the Business Office in CRCD format. The Course Reviewer will be randomly selected by the Business Office. The courses must comply with the Course Design Guidelines found in [Chapter 5](#), [Chapter 6](#), [Chapter 7](#), and the Judge's Addendum in ASCA Agility Rulebook. The courses must follow ASCA's philosophy for flowing courses. The Apprentice shall receive feedback from the Course Reviewer and must modify the courses if needed and resubmit for final approval. Once the Course Reviewer has approved the courses, they will notify the Business Office and send the approved courses to be forwarded on to the Committee to be kept with the rest of the applicant's package.

#### **Submission to the Board of Directors**

After all requirements have been met (application, open book test, course review, and 45-day comment period) the Agility Committee will make a motion to approve or reject the applicant. The result of the motion will be sent to the ASCA Executive Secretary and the ASCA Agility Board Liaison. The motion will then be considered by the ASCA Board of Directors for a final decision. The ASCA Executive Secretary will notify the applicant and the ASCA Business Office of the



ASCA Board of Directors' decision and the ASCA Agility Board Liaison will notify the Agility Committee. If approved, the Business Office will then assign a judge's number and notify the new judge.

## **RELEASE FROM SUPERVISION**

To be considered for release from supervision, an Apprentice Judge must meet the following requirements:

### **Recommendations**

Receive a minimum of two recommendations to be released from supervision from two different Supervising Judges. A Supervisor report containing scores of all 5s is a recommendation of release from Supervision by that Supervising Judge.

### **Assignment Requirements**

Each judging assignment where a recommendation was earned must meet the following two requirements:

1. There must be a minimum of 100 runs judged by the Apprentice.
2. The recommendations must be earned within 4 years of becoming an Apprentice Judge.

### **Run Requirements**

When combined, the number of runs from judging assignments where a 'recommendation' was earned must total a minimum of 500 runs. There must be a minimum of 100 runs each from the sanctioned classes (Gamblers, Jumpers and Regular) accumulated during the assignments that earned 'recommendations'. (**Note:** Depending on the size of the trials where the 'recommendations' are received, an Apprentice Judge may need additional 'recommendations' to earn the minimum required runs.)

### **Open Book Test**

If it has been more than 2 years since applying to become an Apprentice Judge, an open book test must be completed with all questions answered correctly.

### **Courses for Review**

The Apprentice must design a full set of courses and receive approval from a designated course reviewer. The courses must be a different set than used when previously applying to become an Apprentice Judge. The Apprentice shall submit a full set of courses for review (two rounds of Regular, one round of Gamblers and one round of Jumpers courses for each level). The course reviewer shall be randomly selected by the Business Office. The courses must comply with the Course Design Guidelines found in [Chapter 5](#), [Chapter 6](#), and [Chapter 7](#), and the Judge's Addendum of the ASCA Agility Rulebook as well as follows ASCA's philosophy for flowing courses. The regular and gamblers courses will be evaluated to test the Apprentice's skill in designing for efficient course changes. The Apprentice shall receive feedback from the course reviewer and shall modify the courses if needed and resubmit for final approval.

### **Application**

Once these requirements are met, the Apprentice Judge may apply for release from supervision. The Apprentice Agility Judge Application for Promotion form must be filled out and sent to the ASCA Business Office. The form must include the documentation required in Release from Supervision. The form is available at [www.asca.org](http://www.asca.org). See [Acceptance](#) for further requirements.

1. Once the application has been determined to be complete and accurate, the application submitted to the Business Office will be forwarded to the Agility Committee for review and consideration.
2. At the time of this submission, the Business Office will include the proposed issue of the Aussie Times in which the name of the Applicant will appear. The Business Office will provide the Judge Applicant's name to the Webmaster by the 25th of the current month for publication on the first of the next month on the ASCA Website and in the AussEnews.
3. Comments from ASCA members regarding the Applicant must be submitted to the ASCA Executive Secretary within 45 days of the publication date to be considered.
4. Any letters or written comments received within 45 days by the Executive Secretary will be forwarded to the Agility Committee within 3 business days of receipt.
5. Any letters or comments received during this 45-day period will be considered by the Agility Committee when evaluating the application into the Apprentice Program.
6. Voting by the Committee will not take place until after the 45-day period and all letters have been received and reviewed by the Agility Committee.

## **SUPERVISION REQUIREMENTS FOR ASCA APPRENTICE AGILITY JUDGES**

### **Supervisor**

Apprentice Judges must be supervised by an ASCA Supervising Judge at ASCA agility trials. A Supervising Judge may only supervise one Apprentice Judge at a time. Two (or more) Apprentices may judge at different times at the same trial, but they may not be supervised by the same Supervising Judge at the same time.

### **Mentorship**

The Supervising Judge shall supervise all aspects of the Apprentice Judge's assignment. The goal is to teach the Apprentice Judge as much as possible through one-on-one mentoring by the Supervising Judge. The Supervisor shall review previous Supervisor reports, if available, to help the Apprentice Judge in areas needing improvement.

### **Setting Course and Course Times**

The Apprentice Judge shall be responsible for setting the assigned courses and determining all course times. The Supervising Judge shall review the course setup and course times before the start of each class. Any changes to improve safety, flow, or layout shall be made and discussed prior to the start of each class.

### **Review and Suggestions**

The Supervising Judge must watch all the runs the Apprentice Judge is judging. At the end of each class the Supervising Judge shall review judge position, faults called and any other issues or suggestions for improvement. If the Supervising Judge has suggestions for improvement, they shall use their judgment to determine if the class should be stopped briefly to talk with the Apprentice Judge, or if the suggestion can wait until the end of the class. If the Supervising Judge feels a call made by the Apprentice Judge needs to be modified, the Supervising Judge may modify the call and any associated faults at their discretion.

### **Judge's Briefing**

The Supervising Judge shall attend the judge's briefing and provide comments and feedback afterwards.

### **Following Approval**

Once approved as an Apprentice Judge by the Board of Directors, an Apprentice Judge may obtain assignments two ways:

1. An Affiliate may invite the Apprentice to judge, after obtaining an approved Supervisor Judge.
2. An Apprentice Judge may apply to apprentice under a Supervising Judge who is scheduled to judge an ASCA sanctioned agility trial.

The Application to Apprentice must be postmarked 45 days before the start of the trial.

The Business Office shall notify the Trial Secretary that an Apprentice Judge has been accepted and shall provide contact information for the Apprentice.

Apprentice Judges who apply to apprentice are responsible for their expenses.

When an application is approved, the Apprentice Judge should work with the Host Club to agree on a schedule of classes they will judge. The schedule of classes offered to the Apprentice Judge should be based on the expected number of runs, expected finish time, as well as other factors that could affect the running of the trial.

The Host Club is required, at a minimum, to offer the Apprentice Judge one class of each titling type of class scheduled each day of the trial. **Example:** for a full slate of titling classes, the Apprentice Judge may be offered all Novice Jumpers, Novice Regular Round 1, and Novice Gamblers if the trial is expected to be large and time is a factor. If the trial is expected to be small and time is not an issue, the Host Club may offer the Apprentice Judge all classes all weekend. If the club is only offering an afternoon of Jumpers classes, then the Apprentice shall only be offered Jumpers runs.

The expected number of runs offered to the Apprentice Judge shall be no less than 100 runs per day of judging in any combination of the above required Regular, Gamblers and Jumpers. If the total number of runs for the entire trial per day is less than 100 runs, then the Apprentice Judge shall be offered all runs for judging.

### **Judge of Record/Officiating Judges**

When an Apprentice is scheduled to judge, they shall be the judge of record for the assigned classes. However, the premium shall list all names of judges officiating at the trial (Supervisor, Apprentice Judge and Apprentice Supervisor.)

### **Course Design**

The judge of record shall be responsible for designing courses for the classes assigned to them.

# **ASCA Supervisor Agility Judges**

## **Requirements for Supervisor Judge Applicants**

1. Applicants must be an approved ASCA Agility Judge.
2. Applicants must fill out the ASCA Apprentice Supervisor Agility Judge Application and send (email, mail, fax) it to the ASCA Business Office. See also [Acceptance](#).
3. Applicants must have judged a minimum of ten ASCA agility trials with no significant negative comments reported on the Conduct Evaluation of Judges form from Host Clubs.
4. Applicants must receive two recommendations from two different current Supervisor Judges at two different ASCA agility trials to be promoted to Supervisor Judge. A Supervisor Report containing scores of all 5's shall be considered a recommendation of promotion to supervisor by that Supervisor Judge, also known as a recommendation.
5. Applicants must Apprentice Supervise a minimum of 750 runs total and at least 200 each Regular, Gamblers and Jumpers. (**Note:** Depending on the size of the trials where the Recommendations are received, an Apprentice Supervisor may need additional Recommendations to earn the total required runs.)

## **APPRENTICE SUPERVISOR ASSIGNMENTS**

### **Request to Apprentice**

Judges interested in becoming a Supervisor Judge may request permission to apprentice as a Supervisor Judge from the Business Office at trials where a Supervisor Judge and Apprentice Judge are scheduled. Assignments will be granted on a first come, first served basis. The Business Office will notify the Supervising Judge and Host Affiliate when an Apprentice Supervisor has applied, or the applicant may be invited by the Host Club.

### **Required Judges**

The trial must have an Apprentice Judge and Supervising Judge scheduled.

### **Application Deadline**

The Application to Apprentice Supervise must be postmarked 45 days before the start date of the trial.

### **Notification**

The Business Office shall notify the Trial Secretary and Supervising Judge that an apprentice Supervising Judge has been accepted and shall provide contact information for the Apprentice.

### **Number of Apprentices**

No more than one Apprentice Supervisor Judge is allowed under a single Supervisor Judge at an ASCA agility trial.

### **Expenses**

Apprentice Supervisor Judges are responsible for their expenses.

### **Judging/Exhibiting While Apprenticing**

An Apprentice Supervisor Judge may not judge at any trial while they are apprenticing. They shall be available at all times to mentor the Apprentice Judge and receive mentoring from the Supervising Judge. The Apprentice Supervisor Judge may judge runs or exhibit a dog when the Apprentice Judge is not scheduled to judge (i.e., under a different judge.)

### **Mentoring Requirement**

The Apprentice Supervisor Judge must evaluate at least one Apprentice Judge who does not have any 'passing' recommendations. This helps ensure that the apprentice Supervising Judge can mentor an Apprentice Judge who requires more supervision.

### **Exhibiting Under Apprentice**

Apprentice Supervising Judges may not exhibit dogs under any Apprentice they are supervising.

## **RESTRICTIONS ON SUPERVISOR JUDGES**

### **Availability**

The Supervisor Judge must be available on site for any questions or issues the Apprentice Supervisor and/or Apprentice Judge have during the day.

### **Exhibiting under Apprentice**

The Supervisor Judge may not trial a dog under an Apprentice Judge and/or Apprentice Supervisor Judge he is supervising. An Apprentice Supervisor Judge may not trial a dog under an Apprentice Judge he is supervising. They may, however, trial a dog in a different ring or class when the Apprentice Judge is not the judge.

### **Judging While Supervising**

A Supervisor Judge may not judge at any trial while he is supervising an Apprentice Judge and/or Apprentice Supervisor Judge. He may judge classes before or after the Apprentice Judge completes their assigned classes.

### **One Supervisor Judge per Apprentice Judge**

There shall be one Supervisor Judge per Apprentice Judge. A club may hire one Supervisor Judge to supervise two Apprentice Judges to judge different classes that do not run at the same time. A club cannot hire one Supervisor Judge to oversee two Apprentice Judges scheduled to judge at the same time.

### **Supervision Limits**

Supervisor Judges may only supervise one Apprentice Supervisor Judge at a time. Apprentice Supervisor Judges may only supervise one Apprentice Judge at a time.

### **Rules**

Apprentice Supervisor Judges must adhere to all the rules pertaining to Supervisor Judges.

### **Supervisor Report/Recommendation**

At the end of the trial the Supervisor Judge shall fill out a supervisor report/recommendation for the Apprentice Supervisor.

### **Discussion and Consideration**

At the end of the trial, an Apprentice Supervisor shall fill out a Supervisor Report/Recommendation for the Apprentice. The performance of the Apprentice will be discussed by the Apprentice Supervisor, the Supervisor Judge, and the Apprentice. Any approved/passing scores (recommendations) earned by the Apprentice will be considered earned under the ASCA Supervisor Judge.

### **Copies**

A copy of the Supervisor Reports/Recommendations shall be retained by the Supervisor Judge, the Apprentice, and the Apprentice Supervisor. The Supervisor Judge shall also forward a copy of the completed report to the Business Office.

## **Acceptance**

### **Minimum Requirements**

Judging at an ASCA sanctioned event is an honor and a privilege, not a right. Judging applicants must satisfy ASCA's stated minimum requirements for an ASCA Agility Judge. Satisfying the minimum requirements to become or remain an ASCA Agility Judge grants the applicant the right to be considered for the position of an ASCA Agility Judge but does not entitle the applicant to become or remain an ASCA Agility Judge. An applicant may be turned down at the discretion of the ASCA Board of Directors.

### **Conduct**

In addition to satisfying other stated qualifications to serve, an applicant (and current judges) must consistently display the highest level of ethical conduct, impartial demeanor, professional comportment, and dedication to the ASCA Agility Judges Code of Ethics and to upholding ASCA's codes, rules, decisions, procedures, and the Statement of Purpose in ASCA's bylaws. Failure to perform at this level may result in denial or revocation of judging privileges by the ASCA Board of Directors without regard to any other qualification or prior service.

### **Publication**

Upon receipt of a completed application, the Business Office will submit the name(s) of the applicant for Apprentice Agility Judge(s), Apprentice Supervisor Judge(s), and approved Agility Judge(s) for publication in the Aussie Times for comments by the membership before being voted on by the Agility Committee and the Board of Directors. The proposed publication date will be listed on the application before being sent to the Agility Committee. Once published, there will be 45 days for membership comments to be submitted to the Agility Committee Chair, the Business Office, or the Executive Secretary. The comments will be collected and forwarded to the Board of Directors prior to their vote.

### **Notification**

Once judges have been approved by the Board of Directors, the judge shall be notified of their acceptance by the Business Office. In addition, notice of the judge's approval shall be published in the Aussie Times and their name shall be added to the Agility Judges List to the appropriate section.

### **Acceptance of Assignments**

Judges may not accept or contract assignments until they have received notification from the Business Office that they have been approved as an ASCA Agility Judge (for any of the three categories of Judges.)

## **Agility Committee Recommendations**

The Agility Committee is the advisory body on agility matters for the Board of Directors. The Committee will review and make recommendations to the Board of Directors concerning the qualifications of all applicants to be appointed ASCA Agility Judges.

## **Judge's Duties**

### **Agility Rulebook**

An ASCA Agility Judge must enforce and be knowledgeable of the rules and regulations in the current Agility Rulebook.

### **Authorization**

The ASCA Agility Judge is authorized to judge contestants in an Agility Trial acting as an official Judge. This authorization is granted by ASCA and can be revoked at any time by the Board of Directors.

### **Conduct**

All ASCA Agility Judges must conduct themselves in a manner consistent with the ASCA Agility Judges Code of Ethics and must avoid improper fraternization with the contestants during a trial.

### **Proposed Courses**

Judges must submit their proposed courses to the ASCA Course Review subcommittee according to the guidelines described in [Appendix D](#).

### **Course Design**

ASCA Agility Judges are expected to design courses for each assignment. In extraordinary circumstances and with Review Committee approval, a judge may opt to request approved courses from the Course Reviewer instead of designing their own for any upcoming assignments. Requests must be made as soon as possible before the upcoming trial.

### **Course Approval**

Each time a Judge uses courses for an ASCA sanctioned trial, the courses must be approved by the assigned Course Reviewer prior to the trial. Judges may reuse previously designed and approved courses. Any courses that are reused are not permitted to be used for trials that are located within 200 miles (322 km) from the location where previously used. Previously approved courses are not automatically approved for future trials. Prior to the trial, all courses, whether new or previously used, must be sent to the assigned Course Reviewer for approval each time they are used.

### **Course Layout and Scale**

Judges must set courses as closely as possible to the layout and scale approved by the Course Review subcommittee. Extenuating circumstances that require the course to be set differently than the layout approved by the Course Review subcommittee must be documented in the Judge's Show Report.

### **Distribution of Course Maps**

Judges shall not send copies of their course maps to the Affiliate Club prior to the trial. The only exception is sending the course map for the first class (without numbers) so the club may set the equipment prior to the judge's arrival. If Affiliate Clubs wish to provide electronic versions of course maps, a judge may send the course maps to the trial secretary and/or website/app host the evening before the trial with the stipulation that the course maps will be held for distribution no earlier than 6 a.m. the day of the trial.

### **Judge's Show Report**

Judges are required to email the Judge's Show Report to the ASCA Business Office within 2 weeks of their assignment. Failure to do so may lead to loss of future judging privileges and/or removal from the ASCA Approved Judges List. At the end of the trial, judges shall submit the Yardage and Course Times Record and copies of course maps to the Trial Secretary to include with the trial paperwork sent to the ASCA Business Office. Judges may combine up to six course maps per page, one side only, for the Trial Secretary to include in the trial paperwork.

### **Apprentice/Apprentice Supervisor Judge**

At trials where an Apprentice and/or Apprentice Supervisor are judging, the Apprentice Judge will be responsible for submitting the Judge's Trial Report to the Business Office. The Apprentice shall review the report with the Apprentice Supervisor and/or Supervisor Judge.

## **ASCA Agility Judges' Discussion Group**

Upon approval as an ASCA Agility Judge, the judge must join the ASCA Agility Judges' discussion group. The purpose of this group is to share information among judges and Agility Committee members. In addition, it is a forum for judges to ask questions.

## **Protests and Complaints**

### **Rule Infractions at Trials**

Exhibitors witnessing rule infractions or violations of the Judges Code of Ethics shall notify the Trial Chairperson or Trial Committee of any violations. The Trial Chairperson will be responsible for discreetly and tactfully discussing the complaint/rule infraction with the judge in a timely manner to avoid any further rule infractions during the remainder of the trial. Any judge refusing to comply with the rules after being notified by Trial Chair/Committee shall be reported on the club's Judges' Conduct Evaluation Form and the incident will be investigated by the Agility Committee.

### **Trial Reports**

General comments and impressions of judges can be submitted by the Host Club using the Judges' Conduct Evaluation Form. The Business Office will forward comments on a judge's performance to the Agility Committee for review. Multiple negative comments may be forwarded to the Board of Directors for possible suspension of judging privileges.

### **Timely Submission of Courses and/or Trial Reports**

Judges who fail to comply with the timelines for course review and trial reports will be sent warnings of the infraction(s) via email by the ASCA Agility Committee Chair. Repeated (more than two or three incidents) failure to comply with the guidelines will be reported (with documentation included) to the ASCA Board of Directors for possible suspension of judging privileges.

### **Rule Infractions Post-Trials**

Incidents of rule infractions should always be brought to the judge's attention at the trial by the Trial Chair or Trial Committee. Incidents of rule infractions/violations after the trial has ended may be submitted to the Business Office or the Agility Committee. Critical rule violations will be investigated, and the judge will be contacted to discuss the incident by the Agility Committee Chair. Repeated (two or more incidents at subsequent trials) violation of rules by the Judge will be reported to the Board of Directors for possible suspension of judging privileges.

### **Formal Complaints**

Exhibitors may file a formal complaint of any rule violations made by an Agility Judge to the Board of Directors for investigation. Complaints shall be submitted to the Executive Secretary, pursuant to the ASCA Conflict Resolution Protocol. If the complaint is valid, the judge may be reprimanded, suspended, or have judging privileges revoked by the Board of Directors.

## **Discipline**

### **Suspension During Investigation**

An ASCA Agility Judge may be temporarily denied judging privileges and/or prevented from accepting new assignments from clubs for 60 days by the Board of Directors while it investigates any infractions, violations of the Judges Code of Ethics or ASCA rules and procedures.

### **Suspension and Reinstatement**

A judge may be suspended from judging assignments by the Board of Directors. Reinstatement guidelines shall be determined by the Board of Directors, who may solicit advice from the Agility Committee.

## **Judge's Education**

### **ASCA Agility Judge's Groups.io**

All ASCA approved judges and apprentice judges are required to maintain membership on the ASCA Agility Judges Groups.io. Group membership will be maintained by the Agility Committee Chairperson.

### **Rule Changes**

The ASCA Agility Committee Chairperson will be responsible for alerting the ASCA Agility Judges (via the Judge's Groups.io) of any upcoming rule changes at least 30 days prior to the effective rule change date.

### **Monthly Informational Posts**

Within the first week of each month, a member of the Agility Committee will post a short informational email (Did you know?) or video to the Judge's Groups.io. Topics will range from the discussion of existing rules or subjects brought to the Agility Committee's attention.



## **Judge's Exam**

All ASCA Agility Judges will be required to take an open book test administered by the Business Office on behalf of the Agility Committee every 2 years. All questions must be answered correctly. The test may be retaken until all questions are answered correctly. The exam will be sent by the Business Office to all ASCA Agility Judges. The exam must be returned to the Business Office within 30 days of the distribution date. The Business Office will contact any judges who have not returned their exams to assure that the exam was received. Judges not returning the completed exam will be suspended from accepting any further assignments until the exam is successfully completed and returned to the Business Office.

## **Agility Committee Exam Subcommittee**

A subcommittee of at least three committee members will be selected to formulate and review the exam questions and prepare the bi-yearly judges' exam. The subcommittee will choose a chair/liaison to be the contact person for any communication with the judges during the question gathering process. The subcommittee chair will keep track of suggested topics for questions, maintain the final version of the exam, including the answers, and be the liaison for any communication with the Business Office.

## **Formulation of Exam Questions**

On every even calendar year the exam subcommittee will review the latest version of the rule book and will prepare a judge's exam. The exam subcommittee will discuss various topics brought to the attention of the ASCA Agility Committee, issues raised by the ASCA Agility Course Reviewers, and may request topics of interest from the ASCA Agility judges, including apprentice judges. Upon completion of the exam, it is suggested that the exam be reviewed thoroughly by the ASCA Agility Committee members for accuracy before being forwarded to the Business Office for distribution.

Areas from the rule book to use for test questions:

- Course Design Requirements
- Obstacle requirements
- Obstacle Performance & Faults
- Handling Faults
- Qualification Requirements

Questions can incorporate the use of a course map submitted in Course Designer 'CD' format. Questions can be designed as multiple choice or yes or no.

## **Final Exam**

After the 30-day exam question submission period has expired the exam subcommittee will review all questions and supporting answers and choose thirty to forty questions that will cover a range of topics.

Upon review of the exam questions and answers, the subcommittee will have 45 days to develop the final judge exam.

The Agility Committee deadline for submitting the final version of the exam and its answers to the Business Office is September 30th.

The ASCA Agility Coordinator at the Business Office will distribute the exam to all ASCA Agility Judges. Any judge with concerns or who seeks clarification on any question(s) may contact the exam subcommittee chair, who will respond promptly and constructively. If necessary, the subcommittee chair may consult the exam subcommittee and/or the ASCA Agility Committee for clarification on the matter. Judges will have 30 days to complete the exam and submit their final answers. All questions must be answered correctly and all judges must take the exam and return the completed exam to remain on the ASCA Agility Judges list in good standing.

## **Seminars and Lectures**

The Agility Committee will attempt (time and availability permitting) to host a judge's seminar each year at Nationals. The seminar will be open to any interested exhibitors and judges. Portions of the seminar may be videotaped for posting to the Judge's Groups.io.

## **ASCA Agility Judging Clinic**

### **Hosting an ASCA Agility Judging Clinic**

An ASCA Affiliate in good standing may apply to host an ASCA Agility Judging Clinic. The judging clinic shall either take place the day(s) before an ASCA sanctioned agility trial, or before agility run throughs where the participants can gain judging experience.

### **Seminar Leader**

Judging clinics must be led by a current approved ASCA Supervisor Agility Judge.

### **Seminar at ASCA Sanctioned Agility Trial**

If the Judging Clinic occurs in conjunction with an ASCA sanctioned agility trial, the clinic attendees shall judge the runs; however, the Supervisor judge shall be the judge of record. The available titling runs shall be divided equally between the clinic attendees. The clinic attendees shall judge one at a time. The Supervisor shall be outside the ring in a position where they can accurately evaluate the attendees' performance. If the Supervising Judge feels a call made by the attendee needs to be modified, the Supervising Judge may modify the call and any associated faults at their discretion.

### **Rules**

All Supervision and Apprentice rules shall apply to clinic attendees when judging an ASCA sanctioned agility trial.

### **Expenses and Fees**

The expenses and fees of the Judging Clinic shall be negotiated between the Host Club and the Supervising Judge.

### **Supervisor's Report**

Upon completion of the Judging Clinic, the Supervising Judge shall fill out a supervisor's report for each attendee. The supervisor will review the report with each attendee prior to the conclusion of the clinic. The attendees shall receive a copy and the Supervisor will forward the report to the ASCA Business Office for filing.

### **Clinic Attendees**

Clinic attendees are not required to be Apprentice Judges. Anyone in good standing with ASCA may attend an Agility Judges Clinic for educational purposes. If the attendee chooses to apply to be an Apprentice Judge, any recommendations earned from a clinic may be kept for future use if the attendee is approved as an Apprentice Judge.

### **Attendance Requirement**

Apprentice Judges are not required to attend a clinic; however, a recommendation may be earned from a clinic if the number of runs available to judge at the associated trial or run throughs meet the minimum requirements for a recommendation.

## **Periodic Review of Agility Judges**

### **Negative Comments**

Negative comments received on the Conduct Evaluation of Judges form concerning all judges' general conduct, adherence to, and application of ASCA agility rules received from the Host Club shall be forwarded from the Business Office to the Agility Committee for review.

### **Recommendation for Supervision**

If a judge receives comments on the Conduct Evaluation of Judges form from three different Host Clubs indicating that the judge needs additional mentoring; OR if two official ASCA complaints are filed against the judge for rule violations and are found valid; the Agility Committee may recommend to the ASCA Board of Directors that the judge be placed under supervision. The Agility Committee shall also recommend to the ASCA Board of Directors the number of recommendations required for release from supervision.

### **Official Complaint**

If an official complaint is filed against an ASCA Agility Judge, the Agility Committee shall advise the ASCA Board of Directors as needed.

### **Supervision and Release**

If a judge is placed under supervision by the ASCA Board of Directors, the judge will be considered an Apprentice Judge and must earn the number of recommendations required by the Board of Directors for release from supervision.

## APPENDIX D: Judge's Addendum

This document is intended to be a guide for judges. It is not a replacement for the ASCA Agility Rulebook. The ASCA Agility Rulebook is the governing document for all ASCA sanctioned agility trials.

When a judge contracts with an Affiliate for a judging assignment, they should clearly specify all expenses and any arrangements that will be required to fulfill their judging assignment. This should be done when the club first contacts the judge to avoid any misunderstandings.

The Host Club should electronically send the judge a list of available equipment and ring size(s) for the judge to use to design courses. The judge should not include obstacles in the course design that the club does not have. The judge is responsible for designing courses for all classes they have agreed to judge. In extraordinary circumstances a judge may ask the Course Review Committee to provide a full set of courses. See below for guidelines.

Each course that is submitted to the ASCA Course Review Committee must have the Class, Level, Affiliate Club's name, trial date and judge's name marked on it. Other than posting a copy, judges are not required to bring copies of course maps for competitors. However, if they choose to do so, they cannot send the course maps in advance for the Affiliate Club to make copies. If judges choose to make copies, they will bring the copies with them for distribution the morning of the trial. Only the courses used that day will have course maps distributed that morning and course maps must be posted at least 30 minutes before the start of the trial. Course maps for the next day will not be distributed until the next morning.

Judges must take at least three sets of course maps to be used at the trial. There should be one course per page for the course builders and an additional set to post for competitors. Judges will also need to provide a complete set of course maps for the Trial Secretary to include with the trial paperwork. Judges may combine up to six course maps per page, one side only, for submission with the trial paperwork.

Judges are required to submit their 'Judge's Trial Report' to the ASCA Business Office within 2 weeks following a trial.

While judging, Judges shall use the following hand signals to indicate faults received by a dog:

1. One hand raised: 5 faults (knocked bar, handler intentionally blocking, etc.)
2. Two hands raised: 10 faults (missed contact, off course, etc.)
3. Two hands lowered crossed in front of body: 20 faults (failure to perform)
4. Elimination signal: Elimination (Can vary depending on judge. Most judges make a hand motion across their throat or blow a whistle.)

The safety of the handlers and their dogs is of utmost importance. In the event of inclement weather, the judge shall evaluate the course conditions and equipment and adjust to ensure the safety of the participants. In fairness to competitors, any adjustments and changes shall be made after a class is completed, not in the middle of any class. Any changes or alterations made to the course(s) or Standard Course Time (SCT) must be recorded in the Judge's Trial Report.

Accuracy in the calculations of the Standard Course Time (SCT) is imperative. The judge must follow the guidelines for establishing Standard Course Time (SCT) in [Chapter 5](#), [Chapter 6](#), and [Chapter 7](#). In the event of inclement weather and poor (but not dangerous) running conditions, a judge may assign additional course time. Depending upon the course conditions, additional time of 5 percent to 10 percent may be added. At no time will a judge amend the SCT after the class has started, except for the provisions listed in [Section 5.5](#) and [Section 6.5](#).

### Course Design Guidelines

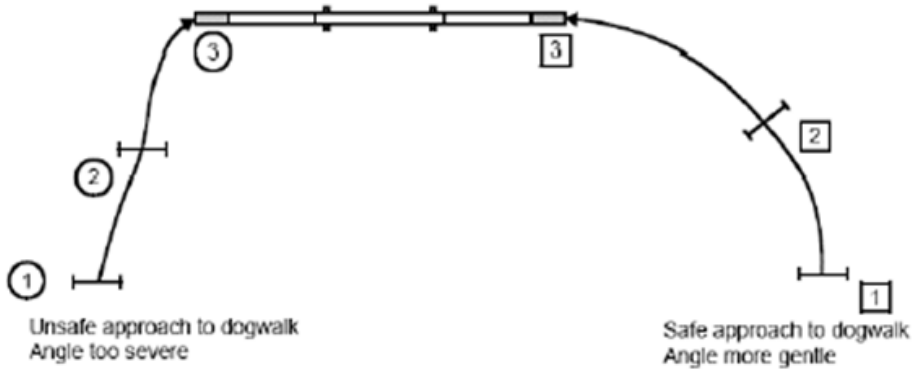
Judges should try to follow the course layouts as approved. However, safety and flow are very important. The judge should always balance following the exact layout with safety and flow. If a course needs to be modified to maintain safety and/or flow, then the judge should modify appropriately. Any modifications to the course layout should be clearly identified on the course copies submitted to ASCA.

The judge should set courses appropriate for the level of the class. The course design should focus on safety and flow. The judge should design courses that meet the criteria in each level. In addition, the judge should keep the following criteria in mind for all courses.

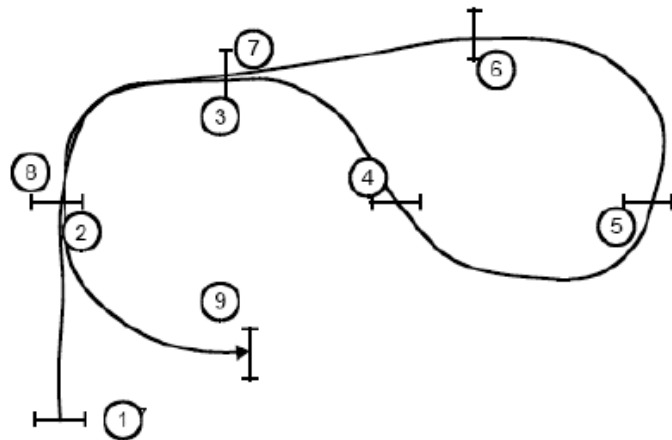
1. The course should be composed of the appropriate number of obstacles for the level of the class.
2. The judge should only use ASCA approved obstacles and only use the obstacles that the club has specified are available for the trial.
3. The challenges of the course should be appropriate for the level of the class.
4. The approach to all obstacles should be safe (see examples of safe approaches).
5. There should be ample space for the start and finish lines.
6. There should be a handler path on all sides of the obstacles with no obstructions or safety hazards.
7. The judge's path should not interfere with the handler or dog's logical path.

8. The start and finish lines should be easily visible to the timer with minimal movement.
9. For safety reasons, the Start and Finish obstacles must be different obstacles with a minimum distance between them on the course of 30 to 40 feet (9.1 to 12.2 m) for Elite and Open and 40 to 50 feet (12.2 to 15.2 m) for Novice; with 50 feet (15.2 m) or more at all levels being preferred. This will allow ample room for one dog to set up to run while the other dog completes the course.
10. The distribution of the course obstacles should be spread evenly across the ring area.
11. Obstacles should not be placed within 6 feet (1.8 m) of the ring barriers.
12. The course layout shall allow the judge to view the entire course with efficient movement. The contact obstacles shall be laid out so that the judge can view all the down contacts from beside the obstacle or at an angle laterally from the obstacle within 30 feet (9.1 m).

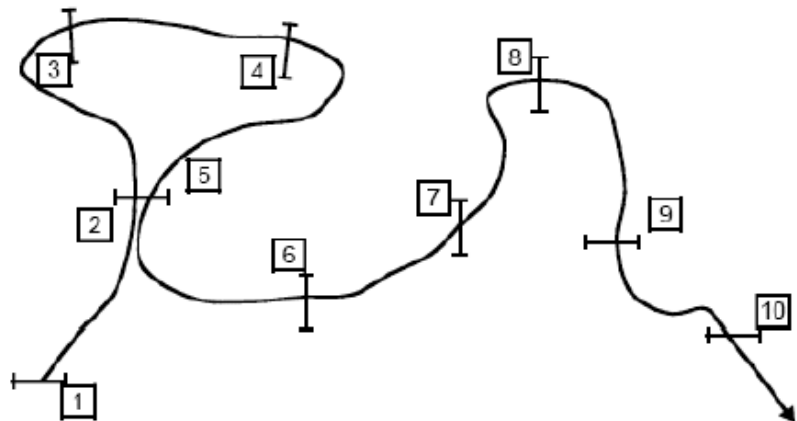
Below are examples of safe and unsafe approaches to a contact obstacle:



To the right is an example of good course flow. Note the distance between the obstacles as well as the natural arc the dog's path will take. The natural arc is what makes an ASCA course fun, fast and flowing.



To the right is an example of poor course flow. This course will require a lot of intervention by the handler and the next obstacle is not always obvious to the dog. The course does not have many sections that follow a natural arc. This course could be considered more 'technical' than the ASCA philosophy embraces.



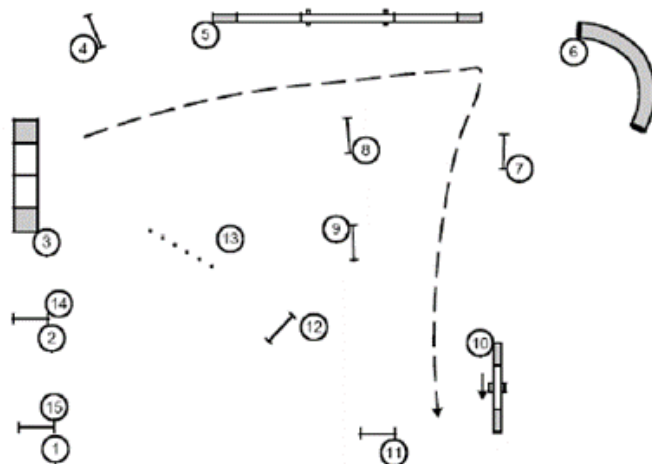
## Judges' Path

The course layout shall allow the judge to have a clear view of all obstacles on the course with efficient movement and minimal impact to the dog and handler. However, the judge will still need to move around the course to accurately evaluate the performance of all dogs.

In the Regular class, contacts shall be judged from within 30 feet (9.1 m) of the contact zone being performed. Contact obstacles shall not be judged directly behind or in front of the obstacle due to the possibility of the judge's view being blocked by the obstacle itself and/or the dog's body. In the Gamblers class, the contacts shall be judged as the Regular class, except in the case where the judge's position may interfere with the dog's performance of the gamble obstacles and/or handler path. In the Gamblers class, the judge shall make their best effort to be within 30 feet (9.1 m) of the contact obstacle being judged and shall judge the contact from beside the obstacle or at an angle laterally from the obstacle.

The judge's path shall consider tunnels under contact obstacles. The judge must position themselves and move as needed to clearly see a contact/tunnel discrimination sequence. The judge must be able to clearly see the opening of a tunnel to evaluate if all four paws have been placed in the tunnel. The judge shall not rely on whether the dog emerges from the other end of the tunnel to make their determination if an off course has occurred. The entrance and exits of tunnels must be visible.

For example, in the diagram to the right, depicting a poor judge's path, the judge may not stand by the #7 jump to judge the entire course. The judge will be too far away from the A-frame and once the teeter rotates, the judge's view will be blocked by the teeter board.



If the judge chooses to follow the judge's path illustrated above (dashed line), the judge will have to do a lot of walking to see all the contact zones properly. In addition, it will be difficult to see the teeter contact zone since the judge is approaching it from the rear of the teeter. With a fast dog, the judge will really have to hustle to get to the teeter. The start/finish obstacles are the same jump. This is not desirable because it does not allow the next dog to be on the line and ready when the previous dog finishes. This will make for a very long trial. On the other hand, this course does have good flow as well as safe approaches to contact obstacles. This would be appropriate difficulty for a novice course.

To the right is an example of better course design to achieve a more efficient judge's path. After judging the dog walk, the judge only needs to move a little bit to be in position to judge the teeter. The placement of the weave poles allows the judge some extra time to get into position. The flow is good in this course and the start/finish obstacles are now separate obstacles. This is ideal for safety and keeping the trial running.

