AUSTRALIAN NATIONAL KENNEL COUNCIL

AGILITY TRIALS

Rules for the conduct of

Agility Games

(Effective from 1st January 2006)

Approved by the Australian
National Kennel Council 1987

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Snooker:

This game is performed under the ANKC rules for the conduct of Agility and Jumping Trials.

1. Introduction:

1.1. Snooker is a two-part game of strategy and teamwork.
1.2. Each part is played and scored on a different basis. The parts are described below.
1.3. The judge will establish a time limit for Snooker. Refer to 'The Guidelines to Judges'.
1.4. Points can only be earned within the allotted time.
1.5. When the timekeeper signals, the handler must direct the dog to the designated finish to stop the time.
1.6. The judge/timekeeper may signal verbally or use a whistle or similar device to signal.

2. Opening sequence:

2.1. The game begins with an opportunity for the dog-and-handler team to earn points by successfully performing red obstacles, which are always single hurdles, valued at 1 point each. A successfully performed red obstacle earns the team the right to attempt one of the coloured (non-red) obstacles on the course, valued at 2 to 7 points. The team earns those points if the dog successfully performs the selected coloured obstacle.

2.2. The number of red obstacles included in the course is determined in Table 3 Red obstacles.

2.3. If the dog faults a red obstacle by knocking down the bar, it cannot attempt a coloured obstacle. Instead, the dog must perform another red correctly. If a dog faults all but one (1) of the available red obstacles it will consequently only be eligible to perform a single coloured obstacle before attempting the closing sequence.

2.4. A dog that faults all reds will not receive any points for the opening sequence and will go directly to the closing sequence.

2.5. The handler decides the order in which the red obstacles are performed and which of the coloured obstacles is performed after each red obstacle.

2.6. The handler can choose to take the same coloured obstacle after each successful red.

2.7. Each red may be taken only once.

2.8. The opening sequence ends when the team has performed or attempted the number of reds specified for the course and has performed or attempted a corresponding coloured obstacle after each successfully performed red.

2.9. Refusals are not faulted at all in the game of Snooker. However, if the dog commits to an obstacle, it must perform that obstacle, not another before continuing.

2.10. A dog that faults a contact obstacle or a ‘combination obstacle’ by missing the approach colour or faulting an obstacle comprising part of a ‘combination obstacle’, will gain no points for that obstacle but must complete the obstacle/’combination obstacle’ before attempting another. The dog should continue the opening sequence by performing another red. If the faulted coloured obstacle is the last obstacle in the opening sequence, the dog should start the closing sequence.

3. Combination obstacle: (not permitted in Novice Class)

3.1. At the judge’s discretion, up to two (2) obstacles in Excellent and up to four (4) obstacles in Master can be combined to become one single coloured obstacle. This is called a combination obstacle. The combination obstacle must be performed in the order and direction specified by the judge. Once a dog has committed to a combination obstacle, all the obstacles in the combination must be performed, regardless of any fault earned on any of the obstacles.

4. Cease of Scoring in opening sequences:

During the opening, scoring will cease if any if the following occurs:

4.1. The dog commits to a coloured obstacle without first successfully performing a red.

4.2. The dog performs a red immediately after successfully performing another red.

4.3. The dog performs a red that has already been performed.

4.4. The dog faults a coloured obstacle and then attempts to perform the same or another coloured obstacle.

4.5. The dog fails to complete a combination obstacle or contact obstacle.

4.6. The dog fails to complete an obstacle to which it has been committed

4.7. Cease of scoring will be signalled by the judge (using a whistle or similar) indicating the Handler should immediately attempt the closing sequence and finish.

5. Closing sequence:

5.1. After the opening sequence, the team will perform all coloured obstacles in the numerical sequence indicated by their point value (#2, then #3, and so forth, through #7). The dog-and-handler team will earn the value assigned to each of these obstacles as long as the obstacle is not faulted.

5.2. If the #2 obstacle was chosen as a coloured obstacle for the last red/colour combination in the opening sequence, the #2 must be repeated to begin the closing sequence. This is the only instance where an obstacle can be taken twice in succession.

5.3. At the close of the scoring period, the dog must be directed to the finish line to stop the clock.

6. Cease of scoring in closing sequence:

During the closing sequence, scoring will cease when any of the following occurs:

6.1. An obstacle is faulted

6.2. An obstacle is taken out of numerical sequence

6.3. The #7 obstacle is performed

6.4. The allotted course time expires

7. Scoring:

7.1. Placings will be determined by ranking qualifying scores above non-qualifying scores.

7.2. The dog with the highest points will be ranked first

7.3. The dog with the next highest score will be ranked second etc.

7.4. The dog with the faster time will be ranked higher where dogs achieve equal point scores.

7.5. The judge will call out the point value of each obstacle correctly performed during the ‘Opening sequence’ and the ‘closing sequence’.

7.6. The dog must have reached the contact zone of contact obstacles within the allotted time to gain the points for that obstacle.

8. Equipment:

8.1. Equipment for the event will be selected from the following equipment;

8.1.1. Single hurdles

8.1.2. A Frame

8.1.3. Dog walk

8.1.4. Seesaw (Not to be used in novice)

8.1.5. Spread Hurdle

8.1.6. Broad Jump

8.1.7. Flexible tunnel

8.1.8. Collapsible tunnel - optional

8.1.9. Weave poles

8.1.10. Hoop

9. The course:

9.1. The dog must cross a defined line/s to start and finish.

9.2. The judge may specify that an obstacle can be taken in either direction.

9.3. Each obstacle is assigned a sequence number and corresponding value. A course will have at least three red jumps and may contain more.

9.4. Each number on course corresponds to a traditional colour (usually indicated on a flag/marker) for that number: 1 - red, 2 - yellow, 3 - green, 4 - brown, 5 - blue, 6 - pink, and 7 - black.

9.5. The judge assigns obstacles a colour and number based on the difficulty of performance or the distance from a certain point on the course. Any obstacle, except the table, can be used.

9.6. All reds must be single hurdles.

10. Timing:

10.1. Time starts when the dog crosses the start line.

10.2. The timekeeper signals the end of the allotted scoring time.

10.3. Time does not stop until the dog crosses the finish line.

10.4. Any obstacles performed after the allotted time expires are not counted.

10.5. The dog keeps all points earned before the signal to end the scoring time.

10.6. If the dog fails to cross the finish line it will have failed to complete the course and will be disqualified.

11. Table 1 Qualification requirements for Snooker

Snooker		
Level	Opening Sequence points	Closing Sequence points
Novice	10	27
Excellent	15	27
Masters	20	27

12. Table 2 Qualifications for snooker

Qualifications required to gain certification			
Level	**No of qualifications required**	**Number different judges**	**Title**
Novice	3	2	Snooker Dog (SD)
Excellent	5	2	Snooker Dog Excellent (SDX)
Masters	7	3	Snooker Dog Master (SDM)

13. Table 3 Red obstacles

Number of Red obstacle to be included in the course		**Maximum number of Red obstacles to be performed**
Novice, Excellent and Masters	Minimum 3 Maximum 4	3

SNOOKER JUDGES SCORE SHEET

CLUB: _____DATE: _____

JUDGE: _____ CLASS: _____ S.C.T.: _____

Cat. No.	Course Time	Opening Sequence	Closing Sequence	0-10	11-20	21-30	31-40	41-50	51+	Qualify	Placing

Judges Signature _____ Date _____

Gamblers:

This game is performed under the ANKC rules for the conduct of Agility and Jumping Trials.

1. Introduction:

1.1. The gamblers game specifically showcases a dog's willingness and skills to work at an appreciable distance from the handler.

1.2. Gamblers is a two (2) part game consisting of two (2) periods: A 'Point Accumulation Period' and a 'Gamble Period'.

1.3. The objective of Gamblers is for the dog and handler team to accumulate as many points as possible in the 'Point Accumulation Period', then to perform a designated Gamble, within the 'Gamble Period'. The Gamble consists of sequence of obstacles that requires the dog to work at a distance apart from the handler.

1.4. **'Point Accumulation Period':** The length of the 'Point Accumulation Period' is determined from the scoring table. The time begins when the dog performs the start as designated by the Judge. The handler is allowed to lead out. The dog earns points for each obstacle successfully performed. An obstacle can be negotiated any number of times but will only score points for two (2) correct negotiations.

1.4.1. The judge will call out the point value for each obstacle after it has been successfully completed. Scoring for the 'Point Accumulation Period' ends when the timekeeper signals. This signal announces the beginning of the 'Gamble Period'.

1.5. **'Gamble Period':** The 'Gamble Period' begins on the signal which indicates the completion of the 'Point Accumulation Period'. During the 'Gamble Period' the dog is required to perform a series of obstacles, 'The Gamble', in a certain amount of time and in the direction and sequence indicated by the judge. The handler is required to remain behind the Gamble line. A further signal from the timekeeper indicates the end of the 'Gamble Period'. The time is stopped when the dog crosses the finish line or performs the finish obstacle.

1.6. **Starting:** The Judge may nominate a line, or an obstacle in the course, where the Handler will position the dog to start. i.e. The start may be when the dog crosses a line, leaves the table or crosses the plane of an obstacle.

1.7. **Finishing:**
The Judge may define the finish as a line across which a dog must pass or an obstacle which a dog must negotiate to finish. If a Table is used, there is no requirement for a dog to have all four feet or for any length of time on the Table.

2. Qualifications:

2.1. To achieve a Gamblers qualification, the dog must achieve the minimum appropriate score within the 'Point Accumulation Period' and perform the Gamble without fault and within the ‘Gamble Period’.

Qualifications Level	No of qualifications required	Number different judges	Title
Novice	3	2	Gamblers Dog (GD)
Excellent	5	2	Gamblers Dog Excellent (GDX)
Masters	7	3	Gamblers Dog Master (GDM)

3. Scoring:

3.1. The dog must cross the finish line or negotiate the finish obstacle to receive a time and complete the course.

3.2. On the judge’s signal that a Gamble fault has been committed, or other fault as described causing scoring to cease. The dog should be directed to the finishing line/obstacle as quickly as possible to complete the course and record a time. The dog will retain all points scored up to that time.

3.3. Placings will be determined ranking qualifying scores above non-qualifying scores.

3.4. The dog with the highest points will be ranked first

3.5. The dog with the next highest score will be ranked second etc.

3.6. The dog with the faster time will be ranked higher where dogs achieve equal points scores.

3.7. The judge will call the point value of each obstacle correctly performed during the 'Point Accumulation Period' and the ‘Gamble Period’.

3.8. Point values for obstacles are listed in the ‘Obstacle Point Values’ table.

Obstacle Point Values Active during the 'Point Accumulation Period'.	
Obstacles	**Points**
Hurdles/jumps – single	1
Tunnels – Flexible and Collapsible Hoop, broad jump, 4 weave poles, spread hurdle	2
Contact obstacle – dog walk, A-Frame, See Saw, 8 weave poles.	3
12 weave poles	4

4. The Gamble:

4.1 Obstacle Points:

4.1.1. Obstacle points during ‘Gamble Period’ begins with the first obstacle valued at two (2) points. Each subsequent obstacle increases in value by two (2) points. I.E. The first obstacle is valued at two (2) points, the second obstacle at four (4) points, the third obstacle at six (6) points etc. to the end of the Gamble sequence. A Gamble with 4 obstacles will be worth 2 + 4 + 6 + 8 = 20 Points.

4.1.2.

Scoring Table						
Accumulation Period			Gamble			
Level	**Time allowed for 'Point Accumulation Period' (sec)**	**Points to be gained in 'Point Accumulation Period'**	**Gamble distance (metres)**	**Number of obstacles required**	**Obstacle permitted in gamble.**	**'Gamble Period' (sec)**
Novice	45	20	3	4	Single Hurdles, Flexi Tunnel (1), Collapsible Tunnel (1), 4 weave poles (1), Broad Jump (1), Table (1).	20
Excellent	45	25	5	4 to 5	Single Hurdles, Flexi Tunnel (1), Collapsible Tunnel (1), 8 weave poles (1), Hoop (1), Spread Hurdle (1), Contact Obstacle (1) selected from A-Frame or Dog Walk, Broad Jump (1), Table (1).	18
Masters	45	30	7	5 to 7	Single Hurdles, Flexi Tunnel (1), Collapsible Tunnel (1), 12 weave poles (1), Hoop (1), Spread Hurdle (1), Contact Obstacle (1) selected from A-Frame, Dog Walk or See Saw, Broad Jump (1), Table (1).	15

4.2 Gamble Faults:

4.2.1 There are no refusal faults in Gamblers

4.2.2 A Gamble fault will be incurred if:

4.2.2.1 The dog exceeds the 'Gamble Period'.

4.2.2.2 The dog faults an obstacle in the Gamble sequence.

4.2.2.3 The dog negotiates an obstacle out of order.

4.2.2.4 The dog negotiates an obstacle in the wrong direction.

4.2.2.5 The handler steps on or over the Gamble line.

Note: When a fault occurs in the Gamble Sequence, scoring will cease however the dog will retain all points scored up to that point.

4.2.3 No points for the Gamble will be awarded if:

4.2.3.1 The handler loiters near the start of the gamble whilst time remains in the 'Point Accumulation Period'.

4.2.3.2 The dog performs any two (2) obstacles of the gamble sequence in any order during the 'Point Accumulation Period'.

4.2.3.3 The dog or handler dislodges or interferes with an obstacle in the Gamble sequence during the 'Point Accumulation Period', making the correct performance of the obstacle during the 'Gamble Period' impossible.

5. General rules:

5.1. The dog and handler will be disqualified if the judge considers any performance during the game is unsafe.

5.2. Back-to-back performance of obstacles is permitted during the 'Point Accumulation Period'.

5.3. The Seesaw must only be negotiated in the correct direction.

5.4. The dog must have reached the contact zone of a contact obstacle when the 'Point Accumulation Period' expires to gain points for that obstacle.

6. Timing:

6.1. Time starts when the dog performs the start as designated by the Judge.
6.2. The timekeeper will signal when the 'Point Accumulation Period' expires.
6.3. The signal indicating the expiration of the 'Point Accumulation Period' starts the beginning of the 'Gamble Period'.
6.4. The timekeeper will signal the expiry of the 'Gamble Period' unless the gamble has been successfully completed prior to this time.
6.5. The timekeeper will stop the time when the dog finishes the course as designated by the Judge.

7. Equipment:

7.1. Equipment for the event will include the following as indicated;

7.1.1. Single hurdles
7.1.2. A Frame
7.1.3. Dog walk
7.1.4. Seesaw (not to be used in Novice)
7.1.5. Spread Hurdle
7.1.6. Broad Jump
7.1.7. Flexible tunnel
7.1.8. Collapsible tunnel – Optional
7.1.9. Table – Optional (Only to be used as starting/finishing obstacle).
7.1.10. Weave poles
7.1.11. Hoop

8. The Course:

8.1. The judge may specify that an obstacle can be taken in either direction.
8.2. The course should not be flowing in design.
8.3. High scoring obstacles should be well separated to remove the opportunity to perform them sequentially.
8.4. The order of the obstacles in the gamble is decided by the judge.

GAMBLERS JUDGES SCORE SHEET

CLUB: _____DATE: _____

JUDGE: _____CLASS: _____ Gamble Total: _____

Cat. No.	Course Time	P.A.P Points	Gamble Points	0-39	40-49	50-59	60-69	70-79	80+	Qualify	Placing

Judges Signature _____ Date _____

Strategic Pairs

This game is performed under the ANKC rules for the conduct of Agility and Jumping Trials.

1. Introduction:

1.1. Strategic Pairs is a pair's relay; two dog-and-handler teams are on the course at the same time.
1.2. It is conducted on a single course with 20 to 25 sequentially numbered obstacles.
1.3. Dogs may compete in the next height above their classification.
1.4. One team is considered the active team at any one time. The other team is free to move anywhere on course.
1.5. The inactive team is not judged, but may cause disqualification of both teams if the judge considers a performance to be unsafe or the team incurs the appropriate penalty.
1.6. The teams can exchange as many times as is necessary or is strategically planned.
1.7. A whistle or similar device will be used to signal faults or maximum course time.

2. Competition Classes:

2.1. The judge will ensure that only obstacles used in the equivalent Agility class will be used.
2.2. The judge may alter the sequence of the obstacles and the SCT to ensure the competition level is appropriate for the class.
2.3. The SCT is to be derived by measuring each of the course sections, without allowing for dog transitions between sections and applying the recommended 'Agility Rates of Travel' for each class/height category.

3. Performance:

3.1. The course must be completed in numerical order by either team.
3.2. The course must be completed within the Maximum Course time.
3.3. Exchange is simply undertaken by one team taking over the active role on the course from the other.
3.4. If the active team faults an obstacle, the judge will signal the fault either verbally or by using a whistle or similar device.
3.5. The inactive team becomes active and must attempt to perform that obstacle before the course can be resumed.
3.6. If both teams fault the same obstacle, they must continue alternately attempting the obstacle until it is correctly performed before resuming the course. Only after the obstacle has been successfully performed can the course be resumed and no penalty will be recorded.
3.7. If one team drops a bar, the other team must perform that obstacle even if the performance is simply to send the dog through the jump uprights. The bar does not need to be reset and no penalty will be recorded.
3.8. Handlers may talk to each other during the run.
3.9. Communications between handlers on the course must be by natural voice using no devices.

4. Penalties:

4.1. There are no:
- 4.1.1. Off-course penalties, or
- 4.1.2. Refusal penalties.

4.2. A penalty will not be recorded if the active team correctly performs the obstacle.

4.3. Both teams will be disqualified if:
- 4.3.1. The judge considers any performance on the course is unsafe.
- 4.3.2. The rules are breached warranting a disqualification.
- 4.3.3. A team completes the course without successfully performing an obstacle.
- 4.3.4. The Maximum Course time is exceeded.
- 4.3.5. The handlers use any method other than natural voice to communicate with each other during the competition.

5. Scoring:

5.1. Strategic Pairs is scored by time.

5.2. A qualifying score is achieved by the team/teams successfully completing the course within the Standard Course Time.

5.3. The team with the fastest time wins. The nature of the game penalizes the teams with time spent exchanging.

6. Equipment:

6.1. Equipment for the event will include the following as indicated;

- 6.1.1. Single hurdles
- 6.1.2. A Frame
- 6.1.3. Dog walk
- 6.1.4. Seesaw (not to be used in Novice)
- 6.1.5. Spread Hurdle
- 6.1.6. Broad Jump
- 6.1.7. Flexible tunnel
- 6.1.8. Collapsible tunnel – Optional
- 6.1.9. Table – Optional
- 6.1.10. Weave poles
- 6.1.11. Hoop

7. The Course:

7.1. The order of the obstacles is decided by the judge.

7.2. The judge may specify that an obstacle can be taken in either direction so long as it is taken in the designated sequence.

7.3. The course should not be flowing in design. It should be somewhat disjointed with 180^0 turns and variable distances - some of them very long - between obstacles. However, the course should not be so disjointed that it completely dictates the transitions between the teams. A lot should be left to strategy of the competitors.

8. Timing:

8.1. After the handlers have taken their positions on the course and the order has been given to start, timing starts as the active team crosses the Start line.

8.2. Timing will finish when the active team crosses the finish line.

8.3. Timing will also finish if the Maximum Course time has been exceeded.

9. Qualifying:

9.1. Both teams must participate.
9.2. There must be a minimum of two (2) strategic exchanges.
9.3. Both teams must run at least one segment of the course.
9.4. All obstacles must be performed correctly within the SCT.
9.5. Fallen bars are not to be reset, but the alternate team's dog must run between the uprights.
9.6. No disqualification penalties have been incurred.
9.7. No penalties have been incurred for Misbehaviour and/or reprimands.

10. Maximum Course Time:

10.1. Maximum course time is obtained by multiplying the Standard course Time by Two (2).

11. Titles:

11.1. When a team qualifies, a qualification certificate shall be awarded to each member of the team as an individual thus enabling them to compete in trials with different partners to obtain titles.

11.2. To achieve a Title in Strategic pairs the following achievements must be gained.

11.2.1. Table 4 'Title Qualification Table'

Qualifications			
Class	No of qualifications required	Number different judges	Title
Novice	3	2	Strategic Pairs Dog (SPD)
Excellent	5	2	Strategic Pairs Dog Excellent (SPDX)
Masters	7	3	Strategic Pairs Dog Master (SPDM)

STRATEGIC PAIRS JUDGES SCORE SHEET

CLUB: _____DATE: _____

JUDGE: _____CLASS: _____S.C.T.: _____

Cat. No.	Course Time	Qualify	Placing		Cat. No.	Course Time	Qualify	Placing

Judges Signature _____ Date _____