

## List of the Major Changes to CKC Agility for 2014

### New Games:

#### 1. Points and Distance - PAD

This strategic titling game involves the accumulation of points within a specified time, and incorporates a distance challenge. Titles will be earned at all levels. (See Summary and Exhibitor Briefing on this website for further details)

#### 2. Steeplechase

A jumpers style titling game that involves the two most dynamic obstacles; weaves and A-Frame. Every dog runs the same course regardless of titles earned in other classes. (Summary for this game is also included on this website)

#### 3. International Class (non-titling class, offered as a match)

This unofficial class offers world class challenges for those wanting to try out for the FCI world team but also provides fun for everyone.

### New Designations:

#### **New Class designations:**

The A and B classes designations that some found confusing have been changed. Now there is simply **NOVICE** for all divisions. Excellent A is now simply **EXCELLENT** while Excellent B is now **MASTER EXCELLENT**. (Intermediate did not change). Requirements for titles remained the same.

#### **New Level designations:**

The owner may choose to enter the Selected Class in lieu of entering the Regular Class at any trial. The dog must be entered only in Selected Classes or in Regular Classes and may not move back and forth between the Selected Classes and the Regular Classes. ***Once a dog is entered in the Selected Classes, the dog may not go back to compete in the Regular Classes.*** Dogs moving into the Selected class ***move laterally***, and take any legs they have earned in the Regular classes with them. The Selected class shall be subject to the same rules and regulations as all Regular classes except for the Standard Course Time and jump heights.

#### **Clarification re Veterans:**

It is the handler's choice to enter a Veteran one or two jump heights lower than its Regular jump height, but must be entered in the same height for a set of trials.

**The Maximum Course Time** shall be the Standard Course Time for 8" Selected or Veteran multiplied by **1.5**. This shall be calculated prior to the table time being added.

## Exhibitor Briefing for PAD (Points and Distance)

The purpose of this game is to accumulate as many points as possible within the 35 seconds allowed. Points required to qualify are listed in the table below. You plan your own course except for the Distance Sequence (Bonus) which must be completed correctly within the 35 sec to qualify and earn the bonus points. Your score is the total points earned minus one point for each full second over time (35 seconds). Placements are determined first by points earned and then by fastest time.

Novice				Intermediate				Excellent/ Master Excellent			
Regular		Sel.&Vets.		Regular		Sel.&Vets.		Regular		Sel.&Vets.	
Jump Ht	Pts	Jump Ht	Pts	Jump Ht	Pts	Jump Ht	Pts	Jump Ht	Pts	Jump Ht	Pts
20&24"	53	20"	50	20&24"	56	20"	53	20&24"	60	20"	56
16&12"	50	16&12"	47	16&12"	53	16&12"	50	16&12"	56	16&12"	53
8"	47	8&4"	44	8"	50	8&4"	47	8"	53	8&4"	50

Refusals are only called during the Distance Sequence if they occur after the first obstacle has been taken. (There are No Refusals for the rest of the course). If an obstacle is repeated back-to-back or faulted, no points will be awarded

**Jumps** (6, Preferably Winged Jumps): Point value of 1. These may be taken in any direction. Each jump may be taken more than once, but not back-to back. Up to six points may be earned with these jumps. Additional 1 point jumps may be taken for flow on course, but they will not count for points. No dropped jump bars will be reset.

**Other Obstacles:** Other obstacles, including other jumps, are assigned point values of 2 through 10, as indicated. If the number appears at the centre of the obstacle, it is bi-directional and points may be earned in either direction. Otherwise, it is unidirectional and may only be taken for points in the direction indicated. Obstacles may be repeated for course flow but will not count for points more than once. If an obstacle is engaged with all four paws in the pointed direction, and it is faulted, it may only be reattempted for points if at least one obstacle is taken in between. The only exception is weave poles, which may be repeated immediately from the same end for points but *all poles* must be completed correctly to earn points. If a unidirectional obstacle is taken in its unpointed direction, it may only be repeated in the correct direction for points if another obstacle is engaged first.

**Dual pointed Obstacles:** One obstacle may be given a different point value in each direction and may be taken once for points in each direction but not back- to-back. Even if a fault occurs in either direction of such an obstacle, the obstacle may only be repeated for points if at least one other obstacle is engaged first. If the weave poles have dual values (one for each end) all poles must be completed correctly in the designated direction to earn the assigned points.

**Combination Obstacles:** Two or more obstacles may be grouped as a combination with one point value. If any part of this combination is faulted, another obstacle must be engaged before reattempting the combination for points.

**Distance Sequence (Bonus)** The Distance Sequence may be taken at any time during your run. Scoring begins as soon as the dog correctly completes the first obstacle in the Distance Sequence. You must complete all the distance obstacles correctly to earn the 20 point bonus. You also earn each obstacle's point value in addition to the bonus. Once the first obstacle of the Distance Sequence is completed, any faults will negate the 20 point bonus, but you may still earn points for each correctly completed obstacle in the Distance Sequence. If the Handler steps on or over the line while the dog is in the Distance Sequence, the bonus points will also be negated. The handler may step over the line once all four of the dog's paws have landed on the ground after the last obstacle of the Distance Sequence. The dog and handler may pass through the line of the Distance Sequence on the way to other obstacles, but as soon as the dog completes the first obstacle in the correct direction, a fault will be called if the handler is within the zone and no bonus points can be earned.

**To End the Run:** A horn or whistle will sound at 35 sec. but the time continues until the dog passes through the uprights of the finish jump or enters the finish tunnel to stop the time. Once the finish obstacle has been taken the run ends, even if this obstacle was taken unintentionally or before the send was attempted.

## **Obstacle and Judging Changes:**

**SCT** have been changed for some heights and classes. See table of times listed on this website for details.

### **Table:**

The dog must remain on the table for the judge's cumulative count of 5 seconds. The count is not dependent on the dog's position and begins as soon as 4 paws are on the table.

The table may be any place on course except the first four or last four obstacles.

**The Bar Jump** may have only one bar in any level. At least one jump with only one bar is still mandatory in the Excellent Level.

### **Weave Poles:**

Novice standard courses will contain six weave poles in order to provide novice dogs with reasonable and easier transition to Intermediate courses. The weave poles will not follow a fast jumping sequence nor will they have a difficult entry. Weave poles will not be faulted at the novice level unless taken in a backward fashion (back weaving).

Novice courses will continue to have an obstacle focus with little or no advanced handling requirements.

### **Tire:**

The height of the tire jump is 4" one jump height lower than the jump height for other jumps, except for the 4" height.

### **Tunnels:**

- a) An Open tunnel must be fully extended. If used, 10 foot tunnels must be straight.
- b) At the Novice Level, the tunnel must be straight or shaped as a loose L; "C" shaped tunnels are permitted at the Novice Level provided they do not present discriminations.
- c) At the Intermediate and Excellent Levels, tunnels may be any shape except an "S".
- d) The approach to the closed tunnel must be at an angle of 30 degrees or less when it follows a speed sequence.
- e) A sequence that would require a dog to ascend the A-frame directly from a tunnel under the frame is not permitted at any level

## Contact Equipment:

### A-Frame:

The height of the 9' A-frame is set to **5 foot 6 inches** for dogs who jump 24", 20" and 16" and at **5 feet** for dogs who jump 12" 8" or 4" .

The height of an A-frame with 8' panels is set at 4'11" for dogs that jump 24", 20" and 16" and at 4.5 feet for dogs that jump 12" 8" or 4" .

The height of A-Frame, must be set within 1" of the required heights. A-frames with 9-foot panels are recommended. There must be no gap at the top of the A-frame. A wooden bar or a PVC pipe secured in position may be used to fill this area. Contact obstacles should always provide a non-slip surface that provides good traction for the dogs without being so rough as to damage the dog's pads. Surfaces must be maintained on a regular basis so that dogs will not slip when performing these obstacles.

An A-frame with a rubberized surface is recommended. ***For this type of surface, slats are optional.***

### Dogwalk and Teeter:

Contact zones are designated on the lower 42" of both ramps with a ¼" tolerance. The contact area must offer an obvious contrast to other sections ***but may be divided into two colour zones, 36" and 42" to accommodate equipment being used by different organizations.*** Tape is not to be used on contact zones. Slats are optional on the dogwalk but no slats are used on the teeter.

### Mechanics of Designing Courses (for the judges):

Make the course interesting and fun for exhibitors and spectators.

To achieve this goal:

- a) Use a variety of challenges on your course rather than repeating a similar type of challenge. Vary the challenges on a set of courses used at the same trial or set of trials. The same types of challenges must not be over utilized.
- b) Always keep the safety of the dogs in mind.
- c) Follow the required course design elements that are listed in these rules for each level paying attention to the approach of dogwalk, A-frame, teeter, spread type jumps tire and collapsed tunnel.
- d) Provide opportunities for the handler to send the dog ahead while meeting up with the dog at another point on the course. This allows the handler to take advantage of the speed and training of the dog, rather than having the dog/handler team being limited by the handler's ability to run. It also allows handlers of all fitness levels to compete.
- e) Avoid long, straight sequences where the handler is forced to keep pace with the dog. Instead use curves so that the handler can opt to handle at a distance.

- f) Provide ample opportunity for dogs to see spread jumps and tire jump as they approach them.
- g) The course must be predominantly smooth - not choppy and contorted. The course path should flow smoothly from one obstacle to the next. U-turns, wraps (180 degree turns) are acceptable in Intermediate and Excellent but must not be used repeatedly because they detract from the flow.
- h) Courses must include places where the dog can be free of tight control, alternating with control points. For example, providing several jumps in a row, perhaps followed by a control point or two, and then followed by a moderately free area, etc. Control points are places where the dog is under tight handler control, such as places where the course takes a sharp change in direction, or where the dog has a choice of obstacles, etc.
- i) Use the ring size to advantage so that the course is not restricted to a small area.

### **Other Information Important to Clubs:**

At the club's discretion, electronically transmitted entry with "electronic payments" may be used. The exact details must appear in the premium list.

The closing date for entries is at the discretion of the host club providing that entries are not accepted once courses for the set of trials have been posted or distributed. Should the club use this provision, it must be stated in the premium list.

## ***POINTS & DISTANCE (PAD) CLASS***

### **Object of the Game**

PAD is a game of strategy involving distance handling and point accumulation. It is designed to test, skill, accuracy, speed, timing, and distance handling, and to demonstrate a dog's ability to work with its handler over a variety of agility obstacles

PAD class uses fifteen (15) point valued obstacles and/or obstacle combinations. The course will include a Distance handling element that will award a bonus of twenty (20) points if completed successfully, and is identified as the "Distance Bonus. The point value of the individual objects in the Distance Sequence is also counted for total points. " Six of the fifteen (15) point valued obstacles must be bar jumps (preferably winged) valued at one point each. Winged jumps are assumed to have a value of one point unless otherwise denoted by the judge. Nine (9) additional obstacles on the course will be assigned unique values from 2 through 10 by the judge.

There is a maximum of 80 possible PAD class points awarded at all levels, which is the sum of the fifteen point valued obstacles (60 points) plus a Distance sequence Bonus value of 20 points.

Teams must successfully complete the Distance Sequence, as well as earn a minimum number of required points defined at each class level, to achieve a qualifying score.

Teams will be assessed one (time) fault for every full second over time. This will be subtracted from the total points (obstacle & distance sequence total) accumulated on course to determine the final score. Order of placements will be determined by points first and fastest time second.

**Course Time** is 35 seconds for all levels and all divisions.

### **Required Points**

<b>Regular Novice</b>		<b>Selected / Veterans Novice</b>	
Jump Ht	Points	Jump Ht	Points
20 & 24"	53	20"	50
16" & 12"	50	16" & 12"	47
8"	47	8" & 4"	44
<b>Regular Intermediate</b>		<b>Selected / Veterans Intermediate</b>	
Jump Ht	Points	Jump Ht	Points
20 & 24"	56	20"	53
16" & 12"	53	16" & 12"	50
8"	50	8" & 4"	47
<b>Regular Ex /Ex Masters</b>		<b>Selected / Veterans Novice</b>	
Jump Ht	Points	Jump Ht	Points
20 & 24"	60	20"	56
16" & 12"	56	16" & 12"	53
8"	53	8" & 4"	50

The handler may direct the dog to the Distance Sequence of the course at any time but it must be completed within 35 seconds.

The judge will announce “BONUS” when the Distance Sequence has been completed successfully and will call “FAULT” if it is not successful.

### **Performance Requirements for All Levels**

Obstacles except the teeter, and triple jump, are bidirectional and may be taken in either direction to earn points unless otherwise directed by the judge. The judge may require any obstacle to be taken in only one direction for points. Points for obstacles, other than single point jumps, can only be earned one time. If repeated, no points are awarded.

Bi-directional obstacles, whether they have dual point values or not, may not be taken back-to-back for points. (repeating the obstacles immediately without doing another obstacle in-between)

Faulted contact obstacles may be repeated for an attempt to earn points, but may not be attempted in back-to-back fashion.

Weave poles may be reattempted immediately from either end if faulted, but if bi-directional must be restarted at the original entry and completed correctly from start to finish to earn points. If a judge has elected to post dual values on the weave poles, (one for each entry end), all poles must be completed correctly in the designated direction to earn the assigned points

Six, one point jumps are required on course. These may be taken in any order for a maximum of six points. These jumps may be taken more than once for points, however, the same jump may not be taken back-to-back. Any additional jumps taken will not be scored or penalized.

If an obstacle is repeated back-to-back or faulted, no points will be awarded but points may be accumulated elsewhere on the course without penalty.

Points may be earned for correctly performing a previously faulted obstacle. Any faulted Distance Sequence obstacle may be repeated but only to earn points for the individual obstacle. Bonus Points cannot be earned once a fault occurs in the Bonus Sequence. Bars that have been knocked down will not be reset so no points can be earned for these jumps.

Points may be awarded for two different pointed contact obstacles taken in succession.

Any obstacles completed after the whistle/horn/buzzer sounds cannot be faulted nor can additional points be earned.

Any handler contact with the dog that aids the dog’s performance will result in elimination (NQ).

The Distance sequence must be successfully completed, with the handler behind the judge-defined handler restriction line. The handler stepping on any part of the line before the dog has completed the last obstacle in the sequence will negate earning the Distance Sequence bonus points. ***Refusals are only called during the Distance Sequence if they occur after the first obstacle has been taken. (There are No Refusals for the rest of the course).***

A dog is considered to have completed the last obstacle of the Distance Sequence when all 4 feet have touched the ground.

A horn or whistle will sound when 35 seconds are reached.

At 35 seconds time, the point accumulation process will end. However, timing will continue until the dog passes through the uprights of the designated end jump or through the designated tunnel.

Time penalties at all levels are one (1) point for each full second over 35 second.

A single Finish obstacle defined by the judge, consisting of a jump or open tunnel is required. Timing stops when the dog passes through the uprights of the jump or enters the Finish end of the tunnel. Timing stops the first time the dog performs the Finish obstacle even if it is the first obstacle taken.

Additional obstacles may be on the course, but with no assigned value.

Judges may choose one bi-directional obstacle and assign a unique point value for each approach

### **Novice PAD Class**

- i) The Course requires **two** Distance Sequence point valued obstacles
- ii) Obstacles in the Distance Sequence must be between 5 and 10 feet from the handler's restriction line with at least one obstacle only 5' from the restriction line.
- iii) The Distance Sequence may include bar jumps, tunnels, and provided they are set no more than 5' from the restricted line, six (6) Weave Poles or any contact obstacle although dogwalk and teeter are not recommended at this level. The tire jump must not be used in the Distance Sequence.

### **Intermediate PAD Class**

- i) The Course requires **two or three** Distance Sequence point valued obstacles.
- ii) Obstacles in the Distance Sequence must be between 10 and 15 feet from the handler's restriction line with at least one obstacle only 10" from the restriction line.
- iii) There are no Distance Sequence obstacle restrictions except the tire jump and 12 weave poles must not be used.
- iv) Discriminations or a change of direction are allowed in the Distance Sequence

### **Excellent PAD Class**

- i) The Course requires **three** Distance Sequence point valued obstacles
- ii) Obstacles in the Distance Sequence must be between 15 and 20 feet from the handler's restriction line with at least one obstacle only 15' from the restriction line
- iii) There are no Distance Sequence obstacle restrictions, except the tire jump must not be used.
- iv) The Distance Sequence must include the minimum of one obstacle discrimination or one change of direction.



# Steeplechase

## Object of the game

- a) Steeplechase is a fast paced game designed to emphasize speed and control on a jumpers style course which contains the two most dynamic obstacles – the A frame and Weave Poles. Either the A-Frame or the Weave Poles must be taken twice. The course design requires constant flow and a design that encourages speed throughout the course, while testing the handler's control.
- b) A steeplechase course is designed to have spectator appeal.
- c) The class is not part of the Agility Master Championship titling program but offers stand-alone titles.

## Eligibility

- a) Steeplechase is open to any dog eligible to compete in any CKC agility class regardless of previous levels of achievement.

## Course Times

The following criteria is used to calculate SCT for all Dogs. (Note: There are no Levels in Steeplechase)

JUMP HEIGHT	YARDS PER SECOND
8" (20.3cm)	3.0
12" (30.5cm)	3.25
16" (40.6cm)	3.5
20" (50.8cm)	4.0
24" (61cm)	4.0

**\*\* To calculate SCT for Selected and Veteran dogs add 20%.**

## Qualifying Requirements

- a) To qualify the dog's time must be under SCT.
- b) Off courses will result in NQ runs and scored as Failure to Perform (F).
- c) Missed contacts and dropped bars will add 5 seconds each to the dog's time and will be signaled with a signal open hand and recorded as a "5" on the scribe sheet. (Time plus faults system is used for scoring meaning you can have 5 point fault and as long as you are over the SCT by at least 5 seconds, you can qualify. If your dog is extremely fast, you may even qualify with 2 X 5 faults as long as there is more than 10 seconds to spare under SCT!).
- d) Refusals are not faulted in Steeplechase.