

General Briefing applicable to all classes and all levels

The area around the ring will be congested. Please watch your dog at all times, especially when in line to enter the ring. It is your responsibility to protect your dog from other dogs, being bumped or stepped on, and from spectators that are unfamiliar with agility trials.

LEASHES AND COLLARS

Dogs MUST enter the ring wearing a leash and MUST exit the ring wearing a leash including dogs being carried. Once inside the ring, handlers may remove the leash (and collar if desired) and either drop it or carry folded in a pocket or tied around handler's body. If the dog runs in a collar, that collar must be a plain, buckle or snap collar. Stitching on the collar is allowed; any other attachments are not allowed. Dogs may not enter the ring wearing a collar that is not approved on AKC show grounds.

DOG PERFORMANCE

Dogs must complete all obstacles in order to be eligible for a qualifying score. If the next correct obstacle is a contact obstacle, and if the dog exits that obstacle without being on the descent of that obstacle, the handler may immediately ask the dog to reattempt that obstacle. An "R" fault will be recorded.

TABLE COUNT

"Five, Four, Three, Two, One, GO". All dogs MUST remain on the table until the word "GO" is completed. If the dog leaves the table during the count, the handler should put the dog immediately back on the table and the count is repeated from the start. If the dog leaves the table after "One" but before "GO" is completed, the handler should not put the dog on the table but rather continue on to the next obstacle. In both instances, the dog incurs a "T" fault.

FIX and GO ON (FNG)

Handlers may take advantage of the new Fix 'N Go option ***ONE*** time during their run. This option allows handlers to repeat any obstacle or sequence on course. Handlers may also opt to go back 2-3 obstacles on their approach to the "fixed" obstacle. Handlers may touch the dog and/or the equipment while "fixing" the obstacle. Handlers may use a 4th attempt at the weave poles as their "fix". Handlers may opt to do a second lead-out at the start line as their "fix". Using the Fix 'N Go option results in a non-qualifying performance. Once the handler has used their Fix 'N Go option, the max course time horn will sound at 45 seconds for a Jumpers course and 60 seconds for a Standard course at which time the team must leave the ring.

- Judge signals a fix with X-crossed arms.
- You may fix a startline-the second lead out past jump results in a timer manually starting your time.
- You may gently lead your dog over/onto an obstacle (as long as the dog does not look distressed or is resisting)
- You may pick up your dog and place it on obstacle or reset it by lifting it as long as it is done in a kind and gentle manner.
- No food or toys in the ring or in pockets for Fix N Go



FOR EXHIBITION ONLY (FEO)

Handlers may use FEO option in running a FAST or Time 2 Beat course. Handlers wishing to use this option MUST declare so before beginning their run. Handlers running FEO may bring a toy into the ring as long as the toy does not leave the handlers possession at any time. Toys on extremely long ropes or sticks are not allowed. Toys that make noise are not allowed. Always keep in mind the next dog on the line or the dog running in the other ring and how your run may be affecting theirs. At no time are treats allowed in the ring, including handler's pockets. This includes walk throughs.

Handlers may touch the dog or equipment. You may pick up your dog and place it on an obstacle or reset it by lifting as long as it is done in a kind and gentle manner. You may train a piece of equipment as many times as you want. No harsh corrective actions/voices are allowed. You may run at a different height but must have entered that height with a separate entry form completed for lower height FEO classes.

BE RESPECTFUL OF OTHER EXHIBITORS.

MOVE IMMEDIATELY AND QUICKLY TO THE FINISH WHEN THE FIRST HORN SOUNDS.

FAST BRIEFING

- 1) Once the horn sounds, make your way to the finish as quickly and efficiently as possible. Do not ask the dog to take any obstacles along the way to the finish unless the dog chooses to take an obstacle directly in their path.
- 2) The finish is an obstacle that is bi-directional and live from "go"- always.
- 3) The start may be an imaginary line or a single obstacle. That obstacle may be bi-directional or uni-directional and will be marked on your map. If an obstacle is the start, your dog must take it before taking another obstacle – otherwise, the send is faulted.
- 4) Do not lead out until the timer sounds the "go" button. Time starts once the dog crosses the start line or obstacle. Time ends when the dog takes the finish obstacle.
- 5) Once the dog commits to the first obstacle in the send bonus, the handler must be outside the send area and must not cross the send line until the dog completes the final obstacle. 'Completion' means all four of the dog's feet have touched the ground after performing the last obstacle in the bonus.
- 6) A failed bonus may not be repeated for a qualifying score.

COURSE TIMES

Time2Beat: 4-12 = 60 seconds; 16 = 55 seconds; 20/24= 50 seconds

FAST: Regular height course time: 8 =38 seconds, 12/16 =35 seconds, 20/24/24C = 32 seconds;
Preferred height course time:: 4=41 seconds, 8/12= 38 seconds, 16/20 =35 seconds

NOVICE EXHIBITORS

NOVICE STANDARD:

- Minimum allowable score required to qualify = 85
- Additional non-qualifying faults (beyond those listed in Chapter 5, Sections 5 and 6). – More than 2 Refusal/Run-outs – More than 1 Wrong Course – More than 2 Table Faults
 - Time Penalties = 1 fault for every full second over Standard Course Time
- Refusals and Run-outs during the performance of the Weave Poles will not be faulted.

NOVICE JWW:

- Minimum allowable score required to qualify = 85
- Additional non-qualifying faults (beyond those listed in Chapter 5, Sections 5 and 6). – More than 2 Refusals – Any Wrong Course
 - Refusals and Run-outs will not be faulted regarding the performance of the Weave Poles in this class.
- Time Penalties = 1 fault for every full second over Standard Course Time

OPEN EXHIBITORS

OPEN STANDARD:

- Minimum allowable score required to qualify = 85
- Additional non-qualifying faults (beyond those listed in Chapter 5, Sections 5 and 6). – More than 1 Refusal/Run-out – More than 1 Wrong Course – More than 1 Table Fault
- Time Penalties = 2 faults for every full second over Standard Course Time

OPEN JWW:

- Minimum allowable score required to qualify = 85
- Additional non-qualifying faults (beyond those listed in Chapter 5, Sections 5 and 6). – More than 1 Refusal – Any Wrong Course
- Time Penalties = 2 faults for every full second over Standard Course Time

NON QUALIFYING IN ALL STANDARD/JWW CLASSES

1. Handler or dog knocking down any obstacle or jump that is either presently being performed or will be performed. Handler jumps over, goes under, or steps on top of any obstacle. (If excessive the judge may excuse the handler for their own safety.)
2. Displaces the top bar(s) or panel of a jump or breaking apart the tire jump.
3. Failure to clear the span of the Broad Jump.
4. Missing a contact zone (except missing the upside of the A-Frame or Dog Walk is not faulted).
5. Seesaw fly-offs.
6. Failure to complete all obstacles that are part of the course as described in Chapter 3.
7. Running the wrong course and not correcting the run before crossing the finish line.
8. Handler touching any obstacle prior to completion of the course.
9. Contact between the handler and the dog that aids the performance of the dog.
10. Any contact of dog and handler at the Pause Table, Weave Poles, and contact obstacles.
11. Exceeding the refusal maximum for a given class.
12. Exceeding the wrong course maximum for a given class.