

Dogs On Course in North America, LLC Competitive Events Course Design Philosophy

Dogs On Course in North America, LLC respects that today's agility enthusiasts are talented handlers that often train for and compete successfully in multiple venues and dog sports other than agility. As such we have attempted to take this into account in our course design philosophy, striving to incorporate many of the handling techniques and challenges available, including tight teamwork-oriented handling sequences, strategic games, distance, and speed.

DOCNA believes that courses for each level should be fair, yet have significant enough challenge such that they will prepare the handler and dog team for success at the next level once the current level has been completed.

Handling the Courses

Object: The team works as a cohesive unit, the handler giving verbal and/or visual directions in navigating the dog through a designated course. During this navigation, the dog must perform the obstacles required as described under the Obstacle Performance Section of these rules.

No toys, treats, training targets, or other training devices are to be within 10 feet of the ring.

DOCNA Judges – Qualifying

DOCNA holds its Judges in the highest esteem; we do not have mileage restrictions or number of months between requirements because they are professionals.

All Judges listed on the DOCNA Judge's List are eligible to Judge DOCNA Sanctioned trials. There are no restrictions on earning titles and qualifiers under a single judge. All Qualifying rounds obtained by any DOCNA Judge during a DOCNA sanctioned trial are eligible towards the competitor's results.

Standard Agility Event

Standard Courses should challenge the handler /dog team and have both work away sections and close proximity handling challenges without losing site of flow on course. The handler/dog team must demonstrate the ability of the team to perform a variety of obstacles on the course while working as a smooth functioning team. All obstacles must be performed without fault and the team must meet the Standard Course Time requirements of the division and level.

Beginner Level

- Perform the obstacles with safety while developing teamwork for the new handler and dog team.
- Courses will include 1 set of 5-6 weave poles, all contact equipment, jumps and may contain tunnels, tires and chutes.
- Courses will have approximately 14 to 17 obstacles.
- Handler and dog team will be required to do at least one side change
- Basic obstacle discrimination skills will be tested
- Weave poles entries may be either onside or offside
- For ALL divisions, beginner level courses may not contain spread jumps.
- For ALL divisions, beginner level courses must have 2 bars on all the jumps.

Intern Level

- Courses will include 1 set of 10-12 weave poles, all contact equipment, jumps and may contain tunnels, tires and chutes.
- Course SCT (yards per second) will be faster than beginner level
- Increased difficulty in close in proximity handling as well as work away sections
- Handler and dog team will be required to do multiple side changes
- Courses will have approximately 15 to 20 obstacles
- More refined obstacle discrimination skills will be tested

- **Competition Division:** Parallel and Ascending double jumps may be used at the Intern Level.
- **Select, Veterans, Grand Veterans and Jr. Handler Divisions:** the Standard Agility course may not contain double jumps. Should a double jump frame be used, only the front bars may be used.

Specialist Level

- Courses will include 1 set of 10-12 weave poles, all contact equipment, jumps and may contain tunnels, tires and chutes. In addition, courses may additionally include an extra set of 5-6 weave poles.
- Course SCT (yards per second) will be faster than intern level
- Increased difficulty in close in proximity handling as well as work away sections
- Handler and dog team will be required to do multiple side changes and additional challenges
- Courses will have approximately 17 to 22 obstacles
- Specialist level will have a number of obstacle discriminations throughout the course
- **Competition Division:** One Triple jump and Parallel and Ascending double jumps may be used at the Specialist Level.
- **Select, Veterans, Grand Veterans and Jr. Handler Divisions:** the Standard Agility course may not contain double jumps. Should a double jump frame be used, only the front bars may be used.

The handler/dog team may only enter one division and one level for each event.

See Yardage Table for Standard agility for Standard Course Time (SCT) calculations.

Adjustments to Course Time for Select, Veteran, Grand Veteran and Junior Handlers

- Select Division now receives 15% more time than Competition.
- Junior Handler Division now receives 20% more time than Competition Division.
- Veterans Division receives now 20% more time than Competition Division.
- Grand Veterans receive now 25% more time than Competition Division

Disabled/handicapped handlers will receive additional time for the purpose of qualifying as follows:

In all divisions Handicap handlers will receive 20% more time than non-handicap handlers in the same division.

NOTE: When entering as a disabled/handicapped handler, it is required that you enter all events with this distinction. There will be a place on the entry form to designate this category. Dogs entered with handlers in this category will still be placed with the dogs jump height. The best time/most points will always place higher. The extra time for disabled/handicapped handlers is for qualifying purposes only. DOCNA trusts that only exhibitors who have documented medical conditions will enter with this distinction.

Qualifying:

A Qualifying Round is defined by a no fault run that is under SCT.

Scoring:

Faults will be awarded as per the Dogs On Course in North America, LLC Fault Table

Placements: The standard agility class is scored by adding time plus any faults that occurred during the round. Qualifying Rounds are placed higher than faulted rounds.

Jumpers

Jumpers is an opportunity for the dog and handler team to maneuver through a course of jumps at a very fast pace. The only obstacles on a Jumpers Course are JUMPS. Jumpers Courses should challenge the handler /dog team and have both work away sections and close proximity handling challenges without losing site of flow on course.

Beginner Level

- Perform the obstacles with safety while developing teamwork for the new handler and dog team.
- Courses will be approximately 13 to 18 obstacles.
- Handler and dog team will be required to do a minimum of one or two side changes.
- For ALL divisions, beginner level courses may not contain spread jumps.
- For ALL divisions, beginner level courses must have 2 bars on all the jumps.

Intern Level

- Course SCT (yards per second) will be faster than beginner level.
- There will be increased difficulty in close in proximity handling as well as work away sections.
- Handler and dog team will be required to do multiple (two or more) side changes.
- Courses will have approximately 14 to 19 obstacles
- **Competition Division:** Parallel and Ascending double jumps may be used at the Intern Level.
- **Select, Veterans, Grand Veterans and Jr. Handler Divisions:** the Jumpers course may not contain Double Jumps. Should a double jump frame be used, only the front bars may be used.

Specialist level

- Course SCT (yards per second) will be faster than intern level
- There will be increased difficulty in close in proximity handling as well as work away sections
- Handler and dog team will be required to do multiple side changes (two or more) and the course should contain additional challenges.
- Courses will have approximately 15 to 22 obstacles
- **Competition Division:** One Triple jump and Parallel and Ascending double jumps may be used at the Specialist Level.
- **Select, Veterans, Grand Veterans and Jr. Handler Divisions:** the Jumpers course may not contain double jumps. Should a double jump frame be used, only the front bars may be used.

See Yardage Table for Jumpers for Standard Course Time (SCT) calculations.

Adjustments to Course Time for Select, Veteran, Grand Veteran and Junior Handlers

- Select Division now receives 15% more time than Competition.
- Junior Handler Division now receives 20% more time than Competition Division.
- Veterans Division receives now 20% more time than Competition Division.
- Grand Veterans receive now 25% more time than Competition Division

Disabled/handicapped handlers will receive additional time for the purpose of qualifying as follows:

In all divisions Handicap handlers will receive 20% more time than non-handicap handlers in the same division.

NOTE: When entering as a disabled/handicapped handler, it is required that you enter all events with this designation. There will be a place on the entry form to designate this category. The extra time for disabled/handicapped handlers is for qualifying purposes only. Dogs entered with handlers in this category will still be placed with the dogs jump height. The best time/most points will always place higher. DOCNA trusts that only exhibitors who have documented medical conditions will enter this category.

Qualifying:

A Qualifying Round is defined by a no fault run that is under SCT.

Scoring:

Faults will be awarded as per the Dogs On Course in North America, LLC Fault Table

Placements: The Jumpers class is scored by adding time plus any faults that occurred during the round. Qualifying Rounds are placed higher than faulted rounds.

Traditional Gamblers

Traditional Gamble is an event that allows the handler/dog team to plan their own course, obtaining points along the way for completing obstacles up to 2 times each successfully for the specified opening period of time. At the end of the point accumulation period, the dog must successfully complete a work away challenge (gamble) and then stop the clock for time. The handler/dog team must be successful in both parts of this event to qualify.

Weave poles performance in Gamblers

Should the team attempt to do weave poles in the gamble games, both Traditional Gamblers and Strategic Time Gamble require the weave poles to be completed from start to finish without mid-point corrections for points to be accumulated. In Gamblers the handler may attempt the weave poles as many times as they wish, or until they have successfully completed the weave poles 2 times for points.

Point accumulation period (Opening)

In the first part of this event, the goal is to collect at least the minimum number of points required for the set opening time of seconds. To make the game more interesting, a judge may also include a mini-gamble worth more points that the team may attempt during the opening point accumulation period. In addition, the handler plans a course to that allows them to be in the right place to efficiently start the second part of this event, the timed gamble.

Opening time - 30 seconds (all levels and divisions)

Points required – 15 Points -Beginner Level (all divisions)
- 17 Points – Intern (all divisions)
- 19 Points –Specialist Level (all divisions)

Obstacle Values

Teeter, A-Frame, Dog Walk – 5 Points

Set of 10 -12 Weaves – 7 points

Set of 5-6 Weaves – 5 points

Tunnels, Chutes, Tires – 3 points

Single Jumps - 1 point Double Jumps - 2 points Triple Jumps - 2 points

* Doubles and triples may only be used for appropriate levels

**** It is suggested doubles and triples only be used when there is limited equipment as they require many changes and use considerable trial time**

Mini Gamble (optional by Judge) – Value set by Judge up to Double Value of obstacles successfully completed in order.

Object – collect at least the minimum number of points required for the set opening time of 30 seconds (as above).

During the point accumulation period, the handler must continue to work the course, collecting points, Should the handler loiter by the gamble, and is clearly is not working to obtain points, the gamble portion of the course will be given an elimination.

A handler may complete any obstacle 2 times successfully for points. Back to back obstacle performance is allowed as are contact to contact and contact to weave.

During the opening, no two gamble obstacles may be taken consecutively, example (i.e. 1 to 2, 2 to 5, 4 to 1, etc). Back to back single gamble obstacles are allowed. The penalty for this is that the part 2 of this event, the gamble, is negated and the team cannot receive a qualifying score. The exception to this if there is a multiple choice gamble where there are more than one obstacles representing one number, for

example, a A-frame and tunnel each represents a choice of #2, then the competitor may take both #2's in a row in the opening (Judges will brief this situation).

The Gamble (Closing)

For the second part of this event, the handler strategically plans to be in place to attempt the Gamble when the whistle/horn/buzzer signals the end of the point accumulation period (opening). To complete the timed gamble, the handler must send the dog out to work an obstacle sequence at a distance. The dog is required to perform a timed distance gamble which consists of 3 to 5 obstacles and must be done in the designated order. **The successful gamble ends at the completion of the last obstacle UNDER THE ALLOTTED TIME.** To stop the clock, the dog must cross the finish line.

- There will be horn or whistle at 30 seconds to signal the start of the closing. The final time will be determined by the dog completing the last obstacle of the gamble.
- DOCNA gambles end at the last gamble obstacle.
- There is no second horn or whistle.
- Times for all Divisions and all Jumps Heights are posted on competitor course maps.

The Gamble is a Distance Gamble with each level from Beginner to Intern to Specialist being asked to perform the challenge at the required distance for their level in the time allotted by the judge; the higher the level the greater the distance required. The gamble consists of 3 to 5 obstacles. Each level will receive a gamble time in relation to the level of difficulty and level of competitor.

Any handler/dog team that has completed at least the minimum number of points required in the opening and has successfully completed the Gamble doubles their score obtained in the opening.

Gamble Distances

*Beginner Level: 8 – 12 feet - This level may not have weave poles or teeters in the gamble

*Intern Level: 12 – 17 feet – This level may not have 12 weave poles in the gamble

*Specialist Level: 17 – 22 feet

Judges Gamble Signal

The Judge will signal the scribe with a thumbs up for a successful gamble or a thumbs down for a failed gamble.

Calculation of Gamble Times

Opening Time - 30 seconds

Base Gamble Times – 4 obstacles

For gambles that do not have any of these obstacles: A-Frame, teeter, dog walk, wrap, weave poles

Specialist Level	24/20"	16"	12" / 8" / 4"
Competition Specialist	12 seconds	13 seconds	14 seconds
	16/20 "	12"	8"/4"
Select Specialist	13 seconds	14 seconds	15 seconds
Veteran/ Jr. Hander Specialist	14 seconds	15 seconds	16 seconds
	16"	12"	8"/4"
Grand Veteran Specialist	15 seconds	16 seconds	17 seconds

Intern Level	24/20"	16"	12" / 8" / 4"
Competition Intern	13 seconds	14 seconds	15 seconds
	16/20 "	12"	8"/4"
Select Intern	14 seconds	15 seconds	16 seconds
Veteran/ Jr. Hander Intern	15 seconds	16 seconds	17 seconds

	16"	12"	8"/4"
Grand Veteran Intern	16 seconds	17 seconds	18 seconds

Beginner Level	20/24	16"	12" / 8" /4"
Competition Beginner	14 seconds	15 seconds	16 seconds
	16/20 "	12"	8"/4"
Select Beginner	15 seconds	16 seconds	17 seconds
Veteran/ Jr. Hander Beginner	16 seconds	17 seconds	18 seconds
	16"	12"	8"/4"
Grand Veteran Beginner	17 seconds	18 seconds	19 seconds

- add 2 seconds to time below if gamble includes a 5th obstacle to time above
- Subtract 2 seconds to time above if gamble has only 3 obstacles.

Disabled/handicapped handlers will receive 2 seconds additional time in the gamble (closing) for the purpose of qualifying as above: It is suggested Manual timing be done for this, as electronic timers do not have this many fields.

Gamble formula for gambles that include one or more of the listed obstacles: A-Frame, teeter, dog walk, wrap, weave poles

Time to add to above base gamble time

- A - Frame or Teeter – Add 2 Seconds
- Dog Walk – 36 feet – Add 3 Seconds
- Dog Walk – 24 feet – Add 2 Seconds
- Set of 10 or 12 weave poles – Add 3 Seconds
- Set of 5 or 6 weave poles – Add 2 Seconds
- Wrap, Jump or sequence that forms a wrap – Add 2 seconds
- Obstacle performance or jump sequences that require additional time (Judges decision)–Add 1 sec.

Qualifying, Scoring and Placement

Qualifying:

To obtain a Qualifying Round in Traditional Gamblers, the minimum number of points must have been met in the point accumulation period (opening) without negating the distance gamble and the timed distance gamble must be completed successfully within the allotted time.

Scoring/Placement: Any handler/dog team that has completed at least the minimum number of points required in the opening and has successfully completed the Gamble, doubles their score obtained in the opening. The handler/dog team with the most points that has completed the timed Distance Gamble is the winner.

If no handler/dog team has completed the timed Distance Gamble, then the handler dog team with the most points is the winner.

In the event of a tie in Traditional Gamblers after regular scoring procedures have been used, the use of each dog's time to 1/100 of a second will be the guideline in determining placement.

NOTE: When entering as a disabled/handicapped handler, it is required that you enter all events with this designation. There will be a place on the entry form to designate this category. The extra time for disabled/handicapped handlers is for qualifying purposes only. Dogs entered with handlers in this category will still be placed with the dogs jump height. The best time/most points will always place higher. DOCNA trusts that only exhibitors who have documented medical conditions will enter this category.

Strategic Time Gamble

Strategic Time Gamble is an event that allows the handler/dog team to plan their own course, obtaining points (values indicted below) along the way for completing obstacles up to 2 times each successfully. There are two (2) parts to this event, a point accumulation period (opening) and a strategic gamble period (closing). The handler/dog team must be successful in both parts of this event in order to qualify. At all times during Strategic Time Gamble event, the handler must continue to work the course, collecting points, should the handler loiter by the finish line, and is clearly is not working to obtain points, the judge may give an elimination.

Weave poles performance in Gamblers

Should the team attempt to do weave poles in the gamble games, both Traditional Gamblers and Strategic Time Gamble require the weave poles to be completed from start to finish without mid-point corrections for points to be accumulated. In Gamblers the handler may attempt the weave poles as many times as they wish, or until they have successfully completed the weave poles 2 times for points.

Point accumulation period (Opening)

During the first part of this event, the point accumulation period, the goal is to collect at least the minimum number of point's required (15 for Beginner and 17 for Intern and 19 for Specialist level) for the set opening time (30 seconds). If 25 or more points are collected, the team will receive a time bonus that will add or subtract up to 1 second from the clock to the advantage of the team (a team may earn only 1 bonus time opportunity). Obstacles may be taken in any order and back to back obstacle performance is allowed. The first part of this event ends when the whistle/horn/buzzer sounds. The end of part one signals the start of part two.

Opening time - 30 seconds (all levels and divisions)

Points required in Opening – 15 Points -Beginner (all levels and divisions)

- 17 Points – Intern (all levels and divisions)

- 19 Points –Specialist Level (all levels and divisions)

*25 points will earn the team a time bonus that may add or subtract up to 1 second from the clock to the advantage of the team. (*a team may only earn one bonus, either (1) time bonus or closing bonus), Teams are welcome to try both, but for scoring, only one bonus will apply.

Obstacle Values – Opening and Closing

Teeter, A-Frame, Dog Walk - 5 Points

Set of 10-12 Weaves - 7 points

Set of 5-6 Weaves - 5 points

Tunnels, Chutes, Tires - 3 points

Single Jumps - 1 point Double Jumps - 2 points Triple Jumps - 2 points

* Doubles and triples may only be used for appropriate levels

****it is suggested doubles and triples only be used when there is limited equipment as they require many changes and use considerable trial time**

Bonus Obstacle - Offered in the closing only and is worth a 5 Point Bonus calculated by the score table (obstacle value not called out by the judge).

The Strategic Time Gamble (Closing)

During the second part of this event, the strategic gamble, the handler works against the clock while collecting points. The handler may do any obstacle up to two (2) times successfully, even those previously taken in the opening point accumulation period for points. Back to back obstacle performance is allowed. The goal is to collect as many points as possible and stop the clock by crossing the **designated final obstacle** as close as possible to, **but not over**, the allotted course time. **Taking the designated final obstacle in any direction during the opening or closing will stop the clock for the run.**

Obstacle point values are the same as in the opening. In addition, there is a bonus available that will

add or subtract up to 1 second from the clock to the advantage of the handler. Completing the bonus will also be worth an extra 5 points in the closing. **A horn/buzzer/whistle may sound after the time has reached 1 seconds past course time signifying overtime (no Q may be earned).**

Closing Time - The Strategic Time Gamble (closing time) will be determined by the judge and may vary from 12 seconds to 17 seconds.

Bonuses

There are two bonus options available to a team that will add or subtract up to 1 second from the clock to the advantage of the handler. **The handler may try for both, but only 1 bonus can be used to alter the final clock time.**

These Bonus opportunities are:

- During the opening period, if the team collects 25 or more points, there is a bonus available that will add or subtract up to 1 second from the clock to the advantage of the handler.
- During the strategic gamble period (closing), the judge will offer a bonus obstacle (briefed prior to start of walk thru). Any handler/dog team completing this bonus obstacle successfully, will receive up to 1 second plus or minus in their favor for the strategic time gamble. Additionally, completing the bonus will be worth an extra 5 points.

Qualifying, Scoring and Placement

Qualifying:

To obtain a full qualifying round, the dog must cross the designated final obstacle **with 2.5 seconds or less left on the clock** (including all bonus adjustments) in the strategic gamble (closing).

Examples - Opening Time 30 seconds and judge has set the closing time of 15 seconds for a total course time of 45 seconds.

- Dog's time is 42.50 and the dog has not either earned 25+ opening points or completed the bonus obstacle, the time says the same at 42.50 and a Q is awarded for the dog being within the 2.5 second allowance.
- Dog's time is 45:45, but the dog has either earned 25+ opening points or completed the bonus obstacle and may plus or minus up to 1 sec from their time, which now makes the time 45:00 (and under the course time) and a full Q.
- Dog's time is 42:39, but the dog has either earned 25+ opening points or completed the bonus obstacle and may plus or minus up to 1 sec from time which now makes the time 43.39 and a full Q.
- Dog's time is 46:89, but the dog has either earned 25+ opening points or completed the bonus obstacle and may plus or minus up to 1 sec from time which now makes the time 45.89 (**and OVER TIME) and no Q is awarded.**

Scoring/Placement: The handler/dog team with the closest time under the maximum time allowed (including all bonus adjustments) and having accumulated at least the minimum points in the opening is the winner. In the event of a tie in the times, the highest total point accumulation value determines the placements. If there is still a tie, the highest point accumulation in the opening determines the placement. The last tie-breaker is the highest point accumulation in the closing.

Snakes N' Ladders

Snakes N' Ladders is a strategic game that has tunnels, contact equipment and weaves. The weaves requirement at the beginner level includes 3 sets of 5- 6 weave poles. At the Intern and Specialist Level the competitor is required to perform 1 set of 10-12 weaves, and 2 sets of 5- 6 weave poles. The handler strategically plans their course, with the goal being to complete all the contact and weave obstacles and cross the finish line as quickly as possible.

Rules

- Can start with any obstacle
- No Contact to Contact or Weaves to Weaves or Contact to Weaves or Weaves to Contact doing any of these will result in elimination.
- Any number of tunnels may be done between choice of doing a contact or weave
- If your dog has completed one tunnel and enters a second tunnel and comes out the same entrance without having completed the obstacle, the handler may resend the dog into the same entrance, choose a different tunnel, use the other end of the same tunnel, or go on to a weave or contact obstacle.
- Weaves and Contacts may be done only once each.
- Missed contacts or failure to complete will result in course faults.
- Tunnels may be done any number of times.
- If your dog enters a tunnel and comes out the same entrance without having completed the obstacle, the handler may resend the dog into the same entrance, choose a different tunnel or use the other end of the same tunnel. Tunnels are not faulted, but must be completed for the obstacle to be considered successful.
- If your dog starts a contact or weave obstacle, that obstacle is now the obstacle of choice and you must finish that one (with or without faults) before moving on.
- If your dog starts a weave pole obstacle in one direction, that weave pole obstacle must be done in that direction. Should the dog back weave, the obstacle will be faulted according to the DOCNA fault table.
- Should the dog leave the contact obstacle prior to completion, the obstacle will be faulted according to the DOCNA fault table. The handler may choose to go on or use the training in the ring guidelines.
- Should the dog not complete the weaves, the handler may attempt them two more times and then must go on or choose to use the training in the ring guidelines.
- The finish line is NOT live until the completion of all Ladders.
- To **successfully** complete the course, all weaves and contacts must have been completed correctly and the finish line crossed to end time.
- Faults will be awarded as per Dogs on Course Fault Table

Elimination results when:

- Any weave or contact obstacle done consecutively.
- A weave or contact obstacle previous done is attempted again (this includes off course).

Qualifying, Scoring and Placement

Qualifying: Qualifying Round is defined by a no fault run that is under SCT

Scoring and Placement:

Snakes 'N Ladders is scored Time plus faults for placement with the fastest clean time being awarded the highest placement. No placement will be given for E or NT.

Standard Course Time (SCT) calculations are based on a minimum/maximum number of obstacles to complete the course.

Adjustments to Course Time for Select, Veteran, Grand Veteran and Junior Handlers

- Select Division now receives 15% more time than Competition.
- Junior Handler Division now receives 20% more time than Competition Division.
- Veterans Division receives now 20% more time than Competition Division.
- Grand Veterans receive now 25% more time than Competition Division

Disabled/handicapped handlers will receive additional time for the purpose of qualifying as follows:

In all divisions Handicap handlers will receive 20% more time than non-handicap handlers in the same division.

Trigility

Trigility is a team strategy game that tests the agility ability of the 3 members (3 different handlers/3 different dogs) of the team to complete in 3 types of agility on a regular agility course. The goal is to complete all 3 courses in the shortest amount of time and to have one team member successfully complete a mini gamble test. **Teams may consist of dogs from multiple divisions and heights.** All dogs on a team must come from the same level (i.e. Beginner) but different divisions can be mixed. It is suggested where possible each team should be made up of the dogs that jump the same jump height. **The following rules will apply for teams that consist of multiple dog heights; the highest height will be used for SCT calculation and team placement.**

- The first member of this team does a 7- 11 obstacle mini **Jumpers** course that weaves through other non-jumpers obstacles. In additions to jumps, this course may have tunnels. When the dog has cleared the last obstacle in their course and crossed the start/finish line, the second dog/handler team may start their course.
- The second member of the team will do a 7-11 obstacle mini **Standard Agility** course that may include jumps, tunnels, contact equipment, and weave poles. When the dog has cleared the last obstacle in their course and crossed the start/finish line, the third dog/handler team may start their course.
- The third member of team will complete a mini course of 7 – 11 obstacles that will include a mini **Traditional Gamble** test. Their course may include jumps, tunnels, contact equipment, and weave poles with the emphasis being to give the handler/ dog team the opportunity of a propulsion driven gamble. Once the dog has crossed or cleared the last obstacle in their course and crossed the start/finish line, the course is completed.

Rules

Teams may consist of dogs from multiple divisions and heights. It is suggested where possible each team should be made up of the dogs that jump the same jump height.

If team members are not available; dogs that are entered in the event will be asked to volunteer to run for teams without partners. During this volunteer run, qualification is only available to the members running for the first time (the volunteer dog is not eligible to qualify). No dog may volunteer for more than one (1) additional run above and beyond its actual qualifier run.

- SCT will be based on the Select Standard Course Time + Relay Exchange Time.
- **Should the team consist of multiple dog heights the highest height will be used for SCT calculation and team placement.**
- In this team event, there are no batons to pass. The next run starts as soon as the previous run has crossed the start/finish line (or other designated area).
- The penalty for letting the dog cross the start/finish line before the previous dog has completed their course is 10 faults. If the previous dog skips the last obstacle in their course, the next team may start when it is obvious that the previous team has decided to not work that last obstacle.
- All obstacles must be ATTEMPTED. Deliberately skipping an obstacle will result in elimination.
- **For the team to be successful, the gamble must be completed.**
- In the event a substitution is needed for a team member that is absent, the replacement team member may not run the same section of the course that they previously ran.
- Scoring will be done on a time plus faults basis. For any team that has completed the gamble and is under course time with any awarded course faults added to their course time, each member of the team will receive a Qualifying Round in Trigility
- Placement will be awarded on best score and successful completion of the mini gamble.
- Faults will be awarded as per DOCNA Fault Table
- Trigility will have 5 seconds added for qualifying purposes for each disabled/handicapped competitor on the team.
- You can run with the same team members multiple times and earn qualifying rounds.
- Gate stewards may adjust the running order to limit the amount of pole setting.

The following will be used to determine Standard Course Time (SCT) calculations for Trigility.

Team Course Times for Trigility use Select Division Base + the Relay Exchange (10 seconds) as the official course time for all teams.

Competition Division	Jump 4" (N/A in competition)	Jump 8"	Jump 12"	Jump 16"	Jump 20" or 24"
Beginner	2.15	2.15	2.15	2.40	2.65
Intern	2.60	2.60	2.65	2.90	3.15
Specialist	3.10	3.10	3.15	3:35	3.55
Select Division	15% more time than competition	15% more time than competition	15% more time than competition	15% more time than competition	15% more time than competition

Trigility Course Time Calculation

After each time has been calculated for each height (using table above), add the 15% Select division calculation. From this figure, add 10 seconds (Relay Exchange) to each height.

Example – 28 obstacles between the 3 team members

- With the distance for all contacts, weave poles, tunnels, etc added, the example course is 693 ft or 231 yds.
- Calculation for 231 yds divided by 3.55 (tallest dog 20/24 inch) = 65.07 (Competition Base) + 15% (Select) (9.8) = 74.87 seconds + 10 seconds (Relay Exchange) = 84.87 Course Time.

How this relates to the team example – Intern Level Team - tallest dog 16 inch

- Calculation for 231 yds divided by 2.90 yps (Intern Level) (tallest dog 16 inches) = 79.66 (Competition Base) + 15% (Select) (11.9) = 91.56 seconds + 10 seconds (Relay Exchange) = 101.56 Second Course Time.

Disabled/handicapped handlers will receive 5 seconds additional time for qualifying purposes for each disabled/handicapped competitor on the team.

Qualifying, Scoring and Placement

Qualifying

Any team that **has completed the gamble** and is under course time with any awarded course faults added to their course time; each member of the team will receive a Qualifying Round.

Scoring and Placement

Scoring will be a team's course time plus any accumulated faults. Not completing the gamble will result in a NQ.

The Trigility event placements will be calculated by adding time plus any faults that occurred during the round. The lowest score out of the teams that have successfully completed the gamble will have the highest placement.

Faults will be awarded as per DOCNA Fault Table

North America Challenge Event – Championship Qualifiers

The North America Challenge Event will be the standard for qualification into future championships. This is a special agility run that is scored under the same rules and SCT as Standard Agility with the exception that off courses will be judged as elimination. North America Challenge Events will be more technically challenging courses. Each course will include 1 set of 10-12 weaves and may include an additional set of 5-6 weaves for all levels. In addition, courses may include the performance of 4 contact obstacles, multiple side changes, and additional discriminations.

Divisions and Levels

Each division will have its own Challenge event, Competition North America Challenge, Select North America Challenge, Veteran North America Challenge, Grand Veteran North America Challenge and Junior Handler North America Challenge.

Each Division will have two levels for the Challenge event - Intern and Specialist. There will be no Beginner level in the North America Challenge, although beginner dogs are invited to enter either level.

2009 Championships Qualification Criteria

The 2009 Championships are planned for a location in the Eastern and Western United States in October of 2009. Current and future championship information and updates will be posted to <http://www.docna.com/Championships.aspx>.

In order to qualify for the 2009 DOCNA National Championships event, competitors will be required to earn one (1) North America Challenge qualifying round with a maximum of 12 faults (or less) between April 1, 2008 and August 3, 2009, and in addition they must have competed in a DOCNA Sanctioned Trial between Aug 1, 2008 and Aug 3, 2009.

- Off Courses will be judged as elimination, the handler may finish the course.
- The cutoff date for qualifying for the 2009 championships is August 3, 2009.

2010 Championships Qualification Criteria

The 2010 Championships are planned for a location in the Eastern and Western United States in October of 2010. Current and future championship information and updates will be posted to <http://www.docna.com/Championships.aspx>.

In order to qualify for the 2010 DOCNA National Championships event, competitors will be required to earn one (1) North America Challenge qualifying round with a maximum of 12 faults (or less) between June 1, 2009 and August 4, 2010, and in addition they must have competed in a DOCNA Sanctioned Trial between Aug 1, 2009 and Aug 4, 2010.

- Off Courses will be judged as elimination, the handler may finish the course.
- The cutoff date for qualifying for the 2010 championships is August 4, 2010.

Qualification criteria for future years will be reviewed and revised as needed by DOCNA.

Entry Eligibility

Competitors may enter the North America Challenge event in whatever division(s) they are eligible to enter. Competitors are required to enter the Challenge event in at least the highest level in which they have qualified in Standard Agility. It is acceptable to enter a higher level if so desired.

Entry Eligibility

Competitors may enter the North America Challenge event in whatever division(s) they are eligible to enter. Competitors are required to enter the Challenge event in at least the highest level in which they have qualified in Standard Agility. It is acceptable to enter at a higher level if so desired.

Adjustments to Course Time for Select, Veteran, Grand Veteran and Junior Handlers

- Select Division receives 15% more time than Competition (was 10%).
- Junior Handler Division receives 20% more time than Competition Division (was 15%).

- Veterans Division receives 20% more time than Competition Division (was 15%).
- Grand Veterans receive 25% more time than Competition Division (was 20%).

Disabled/handicapped handlers will receive additional time for the purpose of qualifying as follows:

In all divisions Handicap handlers will receive 20% more time than non-handicap handlers in the same division.

2009 Championships Qualification Criteria

The 2009 Championships are planned for a location in the Eastern and Western United States in October of 2009. Current and future championship information and updates will be posted to <http://www.docna.com/Championships.aspx>.

In order to qualify for the 2009 DOCNA National Championships event, competitors will be required to earn one (1) North America Challenge qualifying round with a maximum of 12 faults (or less) between April 1, 2008 and August 3, 2009, and in addition they must have competed in a DOCNA Sanctioned Trial between Aug 1, 2008 and Aug 3, 2009.

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