

Dogs On Course in North America, LLC Obstacle Performance Requirements

General Fault Guidelines

- Any part of the dog touching a obstacle will deem that obstacle as the obstacle of choice or a off course
- Fault signals and value of faults available under FAULTS, ELIMINATIONS
- Unsafe execution of any obstacle will result in course faults. Examples of unsafe may be, but is not limited to, the list below (applies to all events):
 - dogs entering the upside of the contact at a dangerous angle, clawing their way up the upside
 - crashing weave poles which cause anchor's to be dislodged
 - crossing over Jump standards or Wings of Jumps
 - fly-off teeters
 - jumping off contact equipment from high heights
 - Crashing the tire hoop or stand and/or dislodging the stand.

Obstacle Performance Guidelines

Contact Obstacles:

Any part of the dog touching a contact obstacle will be deemed committed to that obstacle as the obstacle of choice or an off course if it is not in sequence of the course. If the dog leaves the contact obstacle prior to completion, after contact has been attempted, this will be classified as a failure to perform and the handler must go on to the next obstacle in sequence. Should the dog by handler's choice or by dogs' choice attempt the contact obstacle again, the team will receive an E. The handler may at that time continue on and complete the course or use training in the ring guidelines. (The guidelines above apply to Standard Agility, Snakes 'N Ladders and Trigility Events).

Unsafe execution of any contact will result in course faults. Examples of unsafe may be, but is not limited to, the list below. (Applies to all events)

- dogs entering the upside of the contact at a dangerous angle, clawing their way up the upside
- fly-off teeters
- jumping off contact equipment from high heights

A-Frame: During the performance of the A-Frame, the dog must safely execute the correct upside of this contact obstacle; there is no contact zone on the upside. On the descent, the dog must touch the contact zone with any part of one paw while not having left the contact. During this descent, should the dog jump from the descending ramp above the contact zone and land with front paws on the ground and then any portion of the back paws touches the contact zone after the landing of the front paws, it will be considered a missed contact (incidental contact).

Dog Walk: During the performance of the Dog Walk, the dog must safely execute the correct upside plank of this contact obstacle; there is no contact zone on the upside. On the descent, the dog must touch the contact zone with any part of one paw while not having left the contact. During this descent, should the dog jump from the descending ramp above the contact zone and land with front paws on the ground and then any portion of the back paws touches the contact zone after the landing of the front paws, it will be considered a missed contact (incidental contact).

Teeter-Totter: In the performance of this contact obstacle, the dog must safely execute entering the up side of the teeter plank. There is no up side contact zone. The dog must travel along the plank and cause it to tip; on the descent the dog must touch the contact zone with any part of one paw while not having left the contact. During this descent, should the dog jump from the descending ramp above the contact zone and land with front paws on the ground and then any portion of the back paws touches the contact zone after the landing of the front paws, it will be considered a missed contact (incidental contact). Prior to the teeter tipping, if the dog leaves the teeter any time, it will be deemed a failure to perform. After the dog has tipped the teeter and is descending, any failure to touch the contact zone as described above will result is a missed contact zone.

Rational Teeter calls: The performance of the teeter will be judged under the guidelines of did the dog safety execute the teeter? During the tipping, was the dog in control? Did the dog touch the yellow contact zone with any part of one paw? Then the teeter was successfully performed. The judges' decision is final (see unsafe execution of an obstacle).

Chute/Closed Tunnel: The dog must pass through the opening and continue to the end of the fabric and emerge for it to be a successful chute/closed tunnel execution. Should for any reason the dog perform the chute/closed tunnel fabric side first due to wind gust; the following performance standard would apply. Any part of the dog touching an obstacle will deem that obstacle as the obstacle of choice or an off course.

Open Tunnel: In Standard Agility, Trigrility and during Traditional Gamblers timed gamble sequence, the course may dictate a particular end of a tunnel that has to be taken. If the dog in this case performs the tunnel by entering the end not assigned, it will be deemed an off course. The handler may send the dog into the correct end and continue on course. The tunnel might be assigned a bi-directional entrance; in this case the dog may take either entrance without fault. If the dog enters the correct entrance(s) and comes back out, the handler may direct the dog back in the correct entrance without being assessed a fault.

Tire Jump: In Standard Agility and during Traditional Gamblers timed gamble sequence, the course may dictate a particular side of round diameter circle/hoop/tire that has to be taken. If the dog in this case performs the round diameter circle/hoop/tire by entering the end not assigned, it will be deemed an off course and would be assessed an off course fault. The handler may correctly direct the dog through the circle/hoop/tire and continue on course. In the execution of the tire, the dog is not faulted for traveling safely below or between the tire stand in the direction that the tire/hoop/circle is to be taken. And off course will be assessed should a dog travel below or between the tire stand in the off course direction.

APPROVED SPREAD TIRE Performance

Spread Tires will not be faulted unless they are unsafely executed.

- In the performance of the spreadable tire, dogs may cause the tire to slightly split apart as they travel through the hole without being faulted; this would be considered normal tire performance, similar to when a regular tire moves in its frame.
- Dogs that land at the split of the spreadable tire and fall through when performing it will be given an unsafe performance fault.
- DOCNA believes the whole purpose of this new tire is to prevent injuries, not create a huge amount of faults that currently do not happen with a standard rigid tire. Judges will use common sense, if the dog on a regular tire would have bounced its way through, it's a good tire.

DOCNA clubs or groups are not required to use the new spreadable tire, however DOCNA will be offering clubs a trial incentive to help with the purchase of this new spreadable tire.

The tire tested came from Smith Training Equipment out of Canada and this design has been in testing in other venues. If you would like more information, please contact us at info@docna.com.

Jumps - Single bar, Double bar, Wingless, Wing, wingless, Double or Spread Jump:

In Standard Agility, Jumpers, Trigrility, and during Traditional Gamblers timed gamble sequence, the course may dictate a particular side of the jump that has to be taken. If the dog in this case performs a jump by jumping the obstacle from the incorrect side, (side not assigned by course), it will be deemed an off course. The handler may send the dog over the bar and continue on course. For a correct execution, the dog must pass between the standards while jump over the top bar.

Faults are given for displaced top bars only. Bottom bars are not faulted.

Dropped bars should not reset during a run, if the jump is repeated again later, the handler will only receive the original fault.

There may be occasions where jump stanchions that don't always sit "nicely" on a natural grass or dirt surface. In the event that the top (height) bar is appropriately and fairly seated in the cups/supports, if

the half-height bar cannot fairly seat in the supports, it will be acceptable to angle the bar from the support directly under the "height" bar to the ground

Double Jumps and Triple Jumps may only be taken in one direction. Any bars displaced during the execution of the jump will be faulted.

Unsafe execution of any jump obstacle will result in course faults. Examples of unsafe may be, but is not limited to; the list below (applies to all events). The judge's decision is final.

- Crossing over Jump standards or Wings of Jumps
- Crashing the wing or jump standard, or dislodging a wing.
- Crashing the jump bar

Weave poles: For a successful weave performance, the dog must enter the weave poles correctly (enter the first pole at the dogs left shoulder), and continue alternating weave poles in one continuous motion in the direction the course indicates. The dog must perform the complete set of weave poles without missing a pole or passing by a pole.

Weave poles in Standard Agility Event, Snakes 'N Ladders, Trigility and during Traditional Gamblers timed gamble sequence must be completed from start to finish, mid-point corrections are not allowed.

However, the handler may restart the weaves up to a maximum of 3 times in Standard Agility Event, Snakes 'N Ladders, and Trigility.

At the Beginner and Intern level, an attempt shall be any entry at any pole, whether it is a correct entry or not. Passing the poles without crossing through (i.e. run by the poles) shall not be considered an attempt at this level. At the Specialist level, an attempt shall be when the dog passes the plane of the first pole (runs by), or enters at any pole.

Should the handler not be successful after the 3rd attempt, at that time the judge will signal a failure to perform and the handler will be expected to continue on with the course or continue with the weaves by using the guidelines of Training in the Ring.

Back weaving (dogs forms an "S" in its motion, usually weaving 3 or more poles) constitutes a 10 point off course fault. If the dog cuts through the middle of the weaves to get to the correct obstacle this is also considered an off course. If a handler cuts through the middle of the weaves, this is considered a contact with equipment and is faulted.

See Traditional Gamblers and Strategic Gamblers for weave pole requirements in these events.

First Obstacle Performance

When electronic timing equipment is used, should the dog pass the plain of the first obstacle without taking that obstacle, a 5 second time penalty will be added to the run time. The team may still qualify if their run time is under standard course time after this adjustment.

Last Obstacle Performance:

The last obstacle on a course, typically a jump, tire or tunnel, is considered live until the dog successfully executes it. It is judged as complete when the handler/dog team has either taken this obstacle or abandoned the opportunity and incurred a failure to perform fault. **No failure to perform faults are incurred if the dog runs by the last obstacle as long as the handler brings the dog back and successfully executes it.**

Faults and Eliminations Guidelines - Judge's Signals

5 Course Faults	One arm raised and hand extended open
10 Course Faults	Two arms raised, both hands extended open
Elimination	Hand crossing in front of neck
No Time	Judge signals by forming a T with both hands (one hand flat, the other pointing to the middle of the flat hand forming a T)

Off Course or Performance of a contact (see Obstacle Performance for a complete list)

Any part of the dog touching an obstacle shall deem that obstacle as either the obstacle of choice or an off course.

Weave poles: Weave poles in Standard Event, Snakes 'N Ladders and Triglity must be completed from start to finish, mid-point corrections are not allowed. However, the handler may restart the weaves up to a maximum of 3 times in Standard Agility Event, Snakes 'N Ladders, and Triglity.

At the Beginner and Intern level, an attempt shall be any entry at any pole, whether it is a correct entry or not. Passing the poles without crossing through (i.e. run by the poles) shall not be considered an attempt at this level. At the Specialist level, an attempt shall be when the dog passes the plane of the first pole (runs by), or enters at any pole.

Should the handler not be successful after the 3rd attempt, at that time the judge will signal a failure to perform and the handler will be expected to continue on with the course or continue with the weaves by using the guidelines of Training in the Ring. Both Traditional Gamblers and Strategic Time Gamble require the completion from start to finish with out mid-point corrections for points to be accumulated. In Gamblers the handler may attempt the weave poles obstacle as many times as they wish, or until they have successfully completed the weave poles 2 times for points.

Dogs On Course in North America, LLC Standard Fault Table

5 Faults	<ul style="list-style-type: none"> • Bar down (top bar) • A-Frame, Dog Walk or Teeter-Totter - missed contact zone • Excessive delay at start line • Dog excessively nipping at Handler; but without making contact. • Deliberately touching the dog (depending on severity – may result in elimination) • Handler accidentally knocking down jump, stepping over a contact, cutting through weaves
10 Faults	<ul style="list-style-type: none"> • Off Course (Performance of a obstacle) • Unsafe performance of any obstacle (includes Fly-off of Teeter-Totter) • Failure to perform any obstacle • Poor Sportsmanship, excessive handling, outside ring assistance • Deliberately touching the dog (depends on severity – may result in elimination) • Back weaving • Contact with the dog that causes the dog to veer from an off course • Early start in Triglity
Elimination	<ul style="list-style-type: none"> • Outside ring assistance • Skipping an obstacle in Triglity • Training in the Ring (see training in the ring guidelines) • Poor Sportsmanship, aggression towards Judge excessive handling, • Handler carrying leash on person during run • Food or toys brought into the ring or within 10 feet of ring • Using squeaky toys/balls/toys that distract the dog in the ring • During the walk through - deliberately moving any obstacle that is on the course

	<p>without the Judge's permission.</p> <ul style="list-style-type: none"> • Dog making bite/nip contact with their handler or handler's clothing. • Dog making bite/nip contact with the judge/ring crew/spectators/judge, ring crew or spectator's clothing/another dog. A report <u>MUST</u> be filed with DOCNA. • Dog fouling anywhere in the ring area (this includes the practice jump area) before, during or after completion of a run • Use of training devices • Deliberately touching the dog • Sportsmanship for your Fellow Competitor (toys/etc affecting dog on course's run) (judges discretion based on severity) • Abusive action towards own dog or any other dog • The judge may require or the handler may ask for excusal in a positive manner • If their dog has quit working or the dog is not meeting the standards required for completing an obstacle and the handler feels it's in their best interest not to continue with the course. • The dog has left the course and the handler cannot recall the dog • Dog is out of control and has ceased to work • Maximum Course Faults (optional by Judge) • Maximum Course Time Exceeded • Deliberately Skipping an obstacle North America Challenge (contacts/weaves – major object) use common sense • Off Course in North America Challenge
No Time	<ul style="list-style-type: none"> • In Gamblers, the handler touches the dog deliberately before crossing the finish line • If a dog cleanly and efficiently completes a course and the timer has malfunctioned, the judge may offer the dog/handler team a Q with no time, the handler may also choose to run for time.

Dogs On Course in North America, LLC Training in the Ring

Dogs On Course in North America, LLC believes training in the ring to be a privilege for the handler and at no time should this privilege be abused. The opportunity to correct an obstacle, assist with the understanding of the down sides of contacts, or rework a sequence is a privilege given to the handler in the FLOW of the course.

DOCNA allows Training in the Ring when

- Used to correct a specific problem that occurred during the run
- Done in a positive, sportsmanlike manner
- the flow of the course is maintained (see below guidelines for repeating obstacles/obstacle sequences)

Reason for Training in the Ring

- The dog does not perform an obstacle/obstacle sequence to the standard required by the handler

General Guidelines for Training in the Ring

- The handler may use positive physical assistance on contacts and start line.
- If at any time the judge feels that the handler is not trying to successfully continue in the flow of the course with the intent being to complete the course, but is instead working on particular obstacles or types of obstacles for the purposes of training only, the judge may ask the handler to leave the course. At all times the judges decision is final.
- Training in the Ring results in elimination for a score.

Obstacle and sequence training guidelines:

- The handler may repeat the obstacle/obstacle sequence/start line one (1) time only or correct a

down side of a contact (example A- frame/dog walk/teeter) or do a repeat of an obstacle sequence (example pinwheel) and continue with the flow of the course.

Result – the handler may continue on course (this may be done up to 3 times on 3 different obstacles/obstacle sequences during the flow of the course as long as course time has not been reached).

- The handler may repeat the obstacle/obstacle sequence more than 1 time and up to 3 times.
Result – the handler has trained that obstacle and must leave the course immediately.
- In Standard Agility, Snakes 'N Ladders and Trigility, the weave poles must be completed from start to finish, mid-point corrections are not allowed. The handler may restart the weaves up to a maximum of 3 times (see weave pole obstacle performance guidelines). Should the handler not be successful after the 3rd attempt, at that time the judge will signal a failure to perform and the handler will be expected to continue on with the course. The handler may continue to try the weaves, but it will be considered training in the ring. **Result** – The handler may attempt the weaves and if successful may continue on with the flow of the course. Should the handler attempt the weaves more than 1 additional time and up to 3 times, whether successful or not, the handler has trained that obstacle and must leave the course immediately.

Start Line training guidelines:

- Once the handler has crossed the start line, the course is live. If a dog misses the first obstacle the handler may return and in continuous flow direct the dog to complete the obstacle.
Result – loss of time
- Once the handler has crossed the start line, the course is live. If the handler comes back over the line to reset the dog it is considered training in the ring and the run is judged as elimination.
Result - guidelines for training obstacle/obstacle sequences apply

Dogs On Course in North America, LLC Sportsmanship

- At no time should a competitor or visiting friends of a competitor use toys, balls, squeaky toys, clickers, or any training device close enough to the ring for a dog running on course to be affected visually or by sound.
- Competitors should be aware that when it is their dog's turn to run the course, it is not the job of the Gate Steward to find you. If you have a conflict, work with the gate stewards to ensure they know you are away and can move you up or down on the list.
- Be friendly and courteous to all the volunteers.
- Responsible dog owners and in the spirit of sportsmanship, pick up after their dogs! As exhibitors, we want to be able to continue to use the show sites and keep motels dog friendly. Failure to pick up after your dog may result in the exhibitor being asked to leave the trial site.
- Please be considerate at hotels and motels. Pick up after your dog(s), cover the furniture, and never leave a dog unattended in your room. By observing these basic courtesies, you can help the trial committee assure the availability of the hotel for future trials.

Dogs On Course in North America, LLC Standard Course Times

General Timing Criteria

For Standard, Jumpers, Strategic Time Gamble, Trigility, and Snakes 'N ladders, the use of 1/100 of a second of time will be the guideline in determining placement. Qualifying Rounds will be placed before non-qualifying rounds. No placement will be given for Elimination or a run that results in No Time (NT). In the event of a tie in Traditional Gamblers, after regular scoring procedures have been used, the use of 1/100 of a second will be the guideline in determining placement.

In all events, qualifying rounds will be placed before non-qualifying rounds.

Standard Agility Course Time (SCT) Table – Yards Per Second (YPS)

When computing SCT's, the **actual** jumping height of the dog is used in determining the time. It is always based on the **Competition Division equivalent jump height** and the actual division, level, and jump height the dog enters to jump at.

Competition Division height SCT + XX% (Division) = time

Some Examples:

- SCT for a 22" and under dog entering the Select Division at the 16" jump height = Competition 20/24" time + 15%
- SCT for an 18" and under dog entering the Veterans Division at the 8" jump height = Competition 16" time + 20%
- SCT for an 18" and under dog entering the Veterans Division at the 12" jump height (handler choice) = Competition 16" time + 20%.
- SCT for an 18" and under dog entering the Grand Veterans Division at the 8" or 4" jump height = Competition 16" time + 2 5%
- SCT for a 22" and under dog entering the Select Division at the 20" jump height = Competition 20/24" time + 15%
- SCT for a dog entering 16" Select Division jumping the dog at 16" = Competition 20/24" time + 15%

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
Veterans Division	20 % more time than competition	20 % more time than competition	20 % more time than competition	20 % more time than competition	20 % more time than competition
Grand Veterans Division	25 % more time than competition	25 % more time than competition	25 % more time than competition	25 % more time than competition	25 % more time than competition
Jr. Handler Division Up to Age 16	20 % more time than competition	20 % more time than competition	20 % more time than competition	20 % more time than competition	20 % more time than competition

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.

Weather or surface may create unique circumstances that warrant the judge to vary the preset SCT times above. These circumstances may include thick sand, intense heat, excessive rain, slippery conditions, and muddy conditions. The judge may add up to 20% to course time depending on severity.

Jumpers Standard Course Time (SCT) Table – Yards Per Second (YPS)

Competition Division	Jump 4" (N/A in competition)	Jump 8"	Jump 12"	Jump 16"	Jump 20" or 24"
Beginner	3.00	3.00	3.30	3.50	3.70
Intern	3.40	3.40	3.70	3.90	4.10
Specialist	3.80	3.80	4.10	4.30	4.50
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
Veterans Division	20 % more time than competition	20 % more time than competition	20 % more time than competition	20 % more time than competition	20 % more time than competition
Grand Veterans Division	25 % more time than competition	25 % more time than competition	25 % more time than competition	25 % more time than competition	25 % more time than competition
Jr. Handler Division Up to Age 16	20 % more time than competition	20 % more time than competition	20 % more time than competition	20 % more time than competition	20 % more time than competition

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