

August, 2010

Dear Agility Judges:

You will find links that will take you to documents that will help you review the changes to the AKC Agility program that take effect both on September 1, 2010 and those that were approved to be implemented at later dates. You will be receiving new *Regulations for Agility Trials* and *AKC Agility Judges Guidelines* in September or October. They will be sent in 2 separate mailings as each booklet becomes available.

The following information has been provided for you:

- Summary chart of the changes made to the regulations that were not editorial or grammatical. A full list of Approved Changes to the Regulations may be found online at: http://www.akc.org/pdfs/events/agility/Approved_Changes_2010.pdf
- Excerpts from the updated guidelines explaining various judging procedure changes. A full list of changes using a line in-out format may be found online at: http://www.akc.org/pdfs/events/agility/judges_guidelines_2010.pdf
- Course Design Checklist changes. The full document may be found online at: http://www.akc.org/pdfs/events/agility/agility_course_design_checklist.pdf

Summary of Changes to AKC Agility Regulations

CHAPTER / SECTION	BASIC CHANGE INFO	EFFECTIVE DATE
Chapter 1, Section 2 Agility Trials Defined	Correction to clarify that single breed specialties that have been approved to share a location may run their events concurrently, sharing the same judge, equipment and trial site.	9/1/2010
Chapter 1, Section 2	Allows an AKC recognized specialty club to offer a single breed specialty agility trial in conjunction with another club's all-breed trial, sharing the same date, show site, equipment and judges. Specialty trial participants are excluded from competing in the adjoining all-breed trial. Each club is required to maintain separate event records.	9/1/2010
Chapter 1, Section 5 Making Application	All applicable rules found in <i>Rules Applying to Dog Shows</i> will govern the conduct of agility trial. <i>Rules Applying to Dog Shows</i> will apply to any person and dog entered, unless the <i>Regulations for Agility Trials</i> state otherwise.	9/1/2010
Chapter 1, Section 8 Stewards, Timers, Scribes	The host club needs to provide a minimum of one scorekeeper.	9/1/2010
Chapter 1, Section 9 Premium Lists	Change the premium list requirement to publish the event's trial hours instead of when judging commences.	9/1/2010

Chapter 1, Section 9 Premium Lists	Clubs must specify in their premium lists all situations in which a refund shall occur and any related fees being charged.	9/1/2010
Chapter 1, Section 9 Premium Lists	Premium lists maybe submitted to AKC electronically.	9/1/2010
Chapter 1, Section 16 Entry Acceptance Methods	Allow clubs, if they choose to do so, to fill cancellations after the closing date with entries on a wait-list until a date/time that is specified by the club with a minimum of 3 days before the start of the trial.	9/1/2010
Chapter 1, Section 18 Event Limit Options, Judge Assignment Changes and Load Balancing Entries	Adds the "Load Balancing" policy to the regulations.	9/1/2010
Chapter 1, Section 20 Move-ups	A day-to-day move-up may be accepted for any dog entered during the trial weekend if the move-up request is made in writing to the Trial Secretary at the trial site on the day preceding the day entered.	9/1/2010
Chapter 1, Section 22 Catalogs	A minimum of two (2) copies of an unmarked catalog must be printed after the closing date/time of pretrial move-ups unless the club has the ability to make copies on-site and/or has redundant computer equipment on-site, then the minimum is reduced to one (1) copy.	9/1/2010
Chapter 1, Section 22 Handling Dog Aggression	Adds the "Handling Dog Aggression" policy to the regulations.	9/1/2010
Chapter 2, Section 5 Jump Height Card	The judge of record is allowed to excuse a dog that cannot be measured due to aggressive behavior.	9/1/2010
Chapter 3, Section 3 Obstacles 1. A-Frame 2. Dog Walk 3. Seesaw	Clarifies (for all contacts) that the contact surface must be non-slip when either wet or dry.	9/1/2010
Chapter 3, Section 3 Obstacles 1. A-Frame 2. Dog Walk 3. Seesaw	Removes the contact requirement of "layers of sand and latex paint" on the contacts.	9/1/2010
Chapter 3, Section 3 Obstacles 1. A-Frame	Reduces the height of the A-Frame for 4" and 8" jump height classes from 5' 6" to 5' 0".	9/1/2010
Chapter 3, Section 3 Obstacles 2. Dog Walk	Removes the up contact on the dog -walk.	9/1/2010
Chapter 3, Section 3 Obstacles 3. Seesaw	Clubs must provide a 3 lb. weight and stopwatch to check the drop speed on the Seesaw. Judges are required to test the Seesaw's speed at the beginning of each trial weekend. The club must have on-hand the	9/1/2010

	materials to correct a slow-dropping Seesaw (example: Duct tape/fasteners, weights, etc.).	
Chapter 3, Section 3 Obstacles 4. Pause Table Chapter 5, Section 1 Maximum Score, Qualifying Score c. Pause Table Faults	Removes the sit or down requirement on the pause table.	9/1/2010
Chapter 3, Section 3 Obstacles 4. Pause Table	Requires the table top to be light in color; no dark colors allowed.	9/1/2010
Chapter 3, Section 3 Obstacles 6. Closed Tunnel	The bottom inside surface of the closed tunnel must have a non-slip surface. The non-slip surface must extend up the sidewalls to half the height of the barrel or entrance section of the obstacle. The measurement of the entrance does not include the cushioning.	9/1/2010
Chapter 3, Section 3 Obstacles 7. Weave Poles	This clarifies the definition for weave poles. The poles must be nominal pipe size of 3/4 inch PVC (1 inch approximate outside diameter +/- 1/16 th inch tolerance) and can be made from Schedule 40 or furniture grade PVC piping.	9/1/2010
Chapter 3, Section 3 Obstacles 8. Bar Jumps	Bar cups may be no longer than 1-1/2 inches.	9/1/2010
Chapter 3, Section 3 Obstacles 8. Bar Jumps	This clarifies the definition for jump bars. The bars must be nominal pipe size of 1 inch PVC (1-5/16 inches approximate outside diameter +/- 1/16 th inch tolerance) and can be made from Schedule 40 or furniture grade PVC piping.	9/1/2010
Chapter 3, Section 3 Obstacles 9. Panel Jump	Makes panel jumps an optional obstacle during windy conditions.	9/1/2010
Chapter 3, Section 3 Obstacles 12. Tire Jump	The tire jump will be set one jump height division lower than the Bar Jump height.	9/1/2010
Chapter 4, Section 5 Approach Angles	Allows for one 180 degree turn in Novice	9/1/2010
Chapter 4, Section 5 Approach Angles	Disallows use of a 180 degree turn from an open tunnel to the A-Frame.	9/1/2010
Chapter 4, Section 15 Training on Show Grounds	Allows training on the equipment up until midnight the day of the trial and minimum of one hour after the trial.	9/1/2010
Chapter 5, Section 5 Mandatory Elimination	Handler touching obstacle that aids in the performance of the dog will receive an "F"	9/1/2010

Chapter 5, Section 6 Mandatory Excusals	Four Paw Rule. Clarifies that if the dog re-engages the obstacle with one or more paws, the dog shall be excused.	9/1/2010
Chapter 5, Section 6 Mandatory Excusals	A dog that leaves the course area and/or discontinues working and/or is unresponsive and/or out of control.	9/1/2010
Chapter 5, Section 6 Mandatory Excusals	If the dog gets tangled up in the closed tunnel fabric, gets hung up going through the tire, or falls off on the ascent side of the dog walk, A-Frame or Seesaw, the handler has the choice to immediately reattempt the obstacle once and then leave the course. Alternatively, the handler has the choice not to retry the obstacle the dog had trouble with and continue running the course.	9/1/2010
Chapter 6, Sections 2,3,4,5 Chapter 7, Sections 2,3,4,5	Allows 8" dogs and 24" dogs to have more time to complete a course.	9/1/2012
Chapter 6, Section 5 Excellent B Agility Class	Changes the maximum number of times the open tunnel may be taken from 3 to 2.	9/1/2010
Chapter 7, Multiple Sections	Allows 8" dogs and 24" dogs to have more time to complete a course	9/1/2010
Chapter 7, Section 5 Excellent B Jumpers With Weaves Class	Changes the number of times the closed tunnel can be taken on the course from 2 to 1.	9/1/2010
Chapter 13, Section 7, 9, 12, 14	Change wording from Mini, Midi, and Maxi, to Small, Medium, and Large.	9/1/2010
Chapter 2, Section 2 Regular Agility Titles	Eliminates 1 st and 2 nd place MACH point multipliers.	7/1/2011
Chapter 2, Section 1 Classes Chapter 10 (entire chapter)	Adds a new optional class, Time 2 Beat (T2B), to the list of available classes.	1/1/2012
Chapter 3, Section 5 Open Tunnel	Standardizes rib spacing on tunnels to 4 inch.	1/1/2012
Chapter 3, Section 5 Open Tunnel	Metal tunnel holders shall not have a rigid upright that is capable of fitting between the ribs thus possibly projecting into the tunnel.	1/1/2012
Chapter 3, Section 5 Open Tunnel	No double lined tunnels shall be allowed on open tunnels.	1/1/2012
Chapter 3, Section 3 Obstacles 6. Closed Tunnel	Reduces the fabric chute length from 12 feet to 6 feet.	1/1/2012
Chapter 3, Section 3 Obstacles 7. Weave Poles	24" weave pole spacing becomes the standard.	1/1/2012

Chapter 3, Section 3 Obstacles 10. Double Bar Jump	Solid sides that do not allow viewing of all bars from both sides of the obstacle are not permitted.	1/1/2012
Chapter 3, Section 3 Obstacles 11. Triple Bar Jump	Solid sides that do not allow viewing of all bars from both sides of the obstacle are not permitted.	1/1/2012
Chapter 3, Section 3 Obstacles 15. Jump Wings	Establishes specifications for jump wings.	1/1/2012
Chapter 2, Section 3 Recognized Achievement Chapter 8, Section 6 Recognized Achievement Chapter 9, Section 8 Titles and Requirements	Adds Lifetime Achievement titles for Excellent B Standard, Jumpers With Weaves, and FAST.	7/1/2012
Chapter 8, Section 8 Preferred Agility Championship Title	Adds the Preferred Agility Championship Title (PACH).	1/1/2013

Judging Changes as of Sept 1, 2010

Below are excerpts from the Agility Judges Guidelines effective Sept 1, 2010

Judging Guidelines

Chapter 4

Section 1. Upon Arriving at the Site

Seesaw: Pivots properly using a 3lb weight, 12" from end of board to calibrate drop rate, returns to position .

Section 6. Standard Course Time (SCT) Tabulations

After completing the measurement of the course, the judge shall compute the Standard Course Time (SCT) for each jump height and the Maximum Course Time (MCT) for the class. The judge converts the wheeled footage on the course to yards by dividing by 3 and rounding up to the nearest whole number if it is 0.5 or higher and rounding down if it is 0.4 or lower. This number is divided by the rate of speed assigned to each height and class level to determine the SCT (refer to the Regulations for rate of speed required in each height and class level). If the resulting value is not a whole number, it shall be rounded to the nearest whole number, with fractions of 0.5 and higher rounded up.

Judging Guidelines

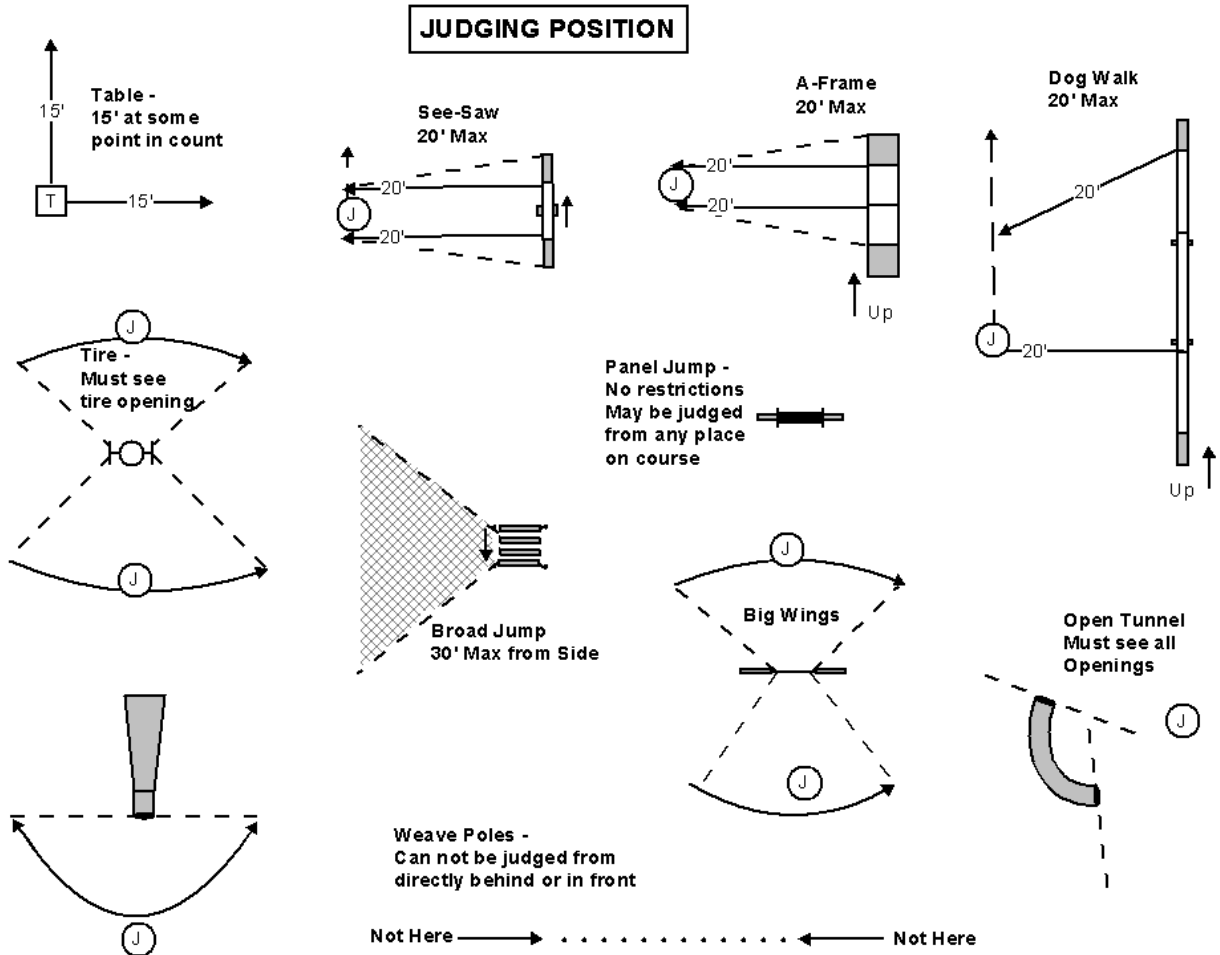
Chapter 5

Section 1. Judging Position

Required Judging Positions for Obstacles and Suggested Techniques

Remember: Your calls will hold much more weight if the exhibitors see that you are putting forth your best effort to be in the proper position to judge their dog's performance.

- **Contact obstacles (A-frame, Seesaw, Dog Walk):** The judge is required to be within 20 feet of each judged contact zone when the dog is performing the contact obstacle. The judge must see the approach to all contacts, including the A-frame and Dog Walk to determine refusals, and must be confident that they can see everything happening at those entry points. It is important to stay mobile and keep moving. You may think you are in the perfect position to judge the contact zone, but then the handler will make a movement that puts him or her in a position to block your view of the dog.
- **Pause Table:** The judge must be within 15 feet of the table at some point during the count of 5 seconds. The judge must look for contact between dog and handler and ensure that the dog has gotten completely on the table and stays on the table. The judge may be moving while counting; however, the judge must keep the dog in sight **at all times** and the handler must be able to hear the count. Judges should not be any closer than 5 feet to the table so that they do not distract the dog.
- **Panel Jump:** The requirement that the judge be on the approach side has been removed.



Section 3. Judging Specific Obstacles

Pause Table

A dog is not on the table until completely on it with all 4 paws (i.e. no paws on the ground) and has not exited the table until it has left the table and all 4 paws have touched the ground. Until a dog is completely on the table they are still subject to refusal and run out calls. The judge should immediately begin the table count once the dog is completely on the table.

- If the dog places one or more paws on the ground (the tail does not count), the count stops and restarts from the beginning once the dog is back on the table.

- If the dog completely exits the table with all four paws before the count is completed and before the judge says the word “GO”, a table fault (“T”) will be issued, and the count restarts from the beginning once the dog returns completely to the table.
- If the dog completely exits the table with all four paws during or before the end of the word “GO”, a table fault (“T”) will be issued for anticipating the count and the dog must continue on in the course. Thus, returning to the table after this fault will then constitute a wrong course.
- If a dog exits the table with one, two or three paws and is able to return completely to the table, no table fault is assessed and the count restarts from the beginning.
- If the dog leaves the table without completing the 5-second count and engages any obstacle, a table fault (“T”) shall first be given followed by “F”, then regular judging shall resume from that point. The judge may help the handler at this point by telling them to continue on in the course. If the dog returns to the table, this will be considered a wrong course.
- The dog may re-enter the table from any side, because refusals and run-outs are no longer faulted after the dog has successfully gotten on the table for the first time.

If a dog is on a wrong course when the next proper obstacle is the table, the new run-out line of the table will be the side furthest from the dog’s logical approach. (see diagram 5.4.2-C2)

Weave Poles

A refusal/run-out occurs in each of the following cases, when a dog:

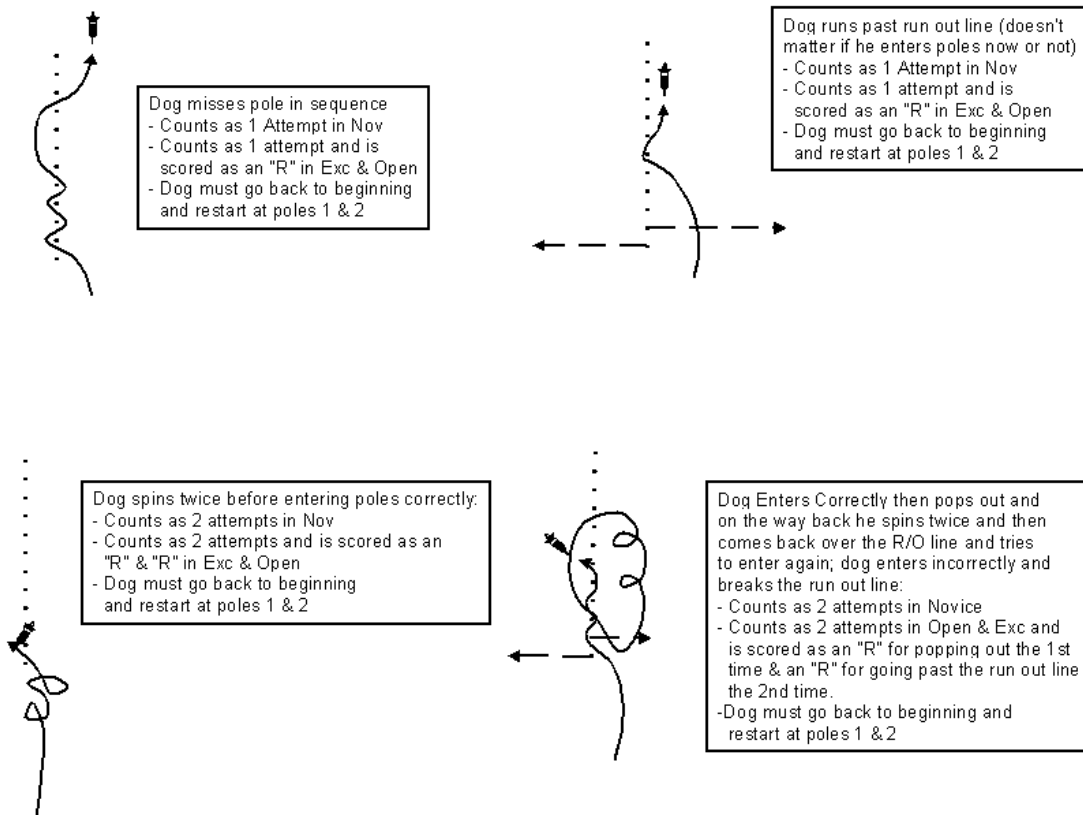
- Enters the weave poles incorrectly.
- Misses a pole in the sequence and has to make any backwards motion.
- Stops before having all 4 feet cross between the plane of poles #1 and #2. Once the dog has fully entered correctly, it shall not be faulted merely for stopping or sniffing in the poles.
- Runs by the entry to the weave poles without making any entry. Each refusal/run-out is faulted when it occurs. Missed poles must be corrected by restarting the weave poles over from the beginning. Only the first missed pole during an attempt of the weave poles is called as a refusal until they are reattempted.

- At the Excellent/Open level, any action that is scored as a runout or a refusal will count as one attempt.
- At the Novice level, any action that would normally be scored as a runout or a refusal at the Excellent/Open level, will count as one attempt. (See diagram 5.3.2)
- A subsequent attempt cannot be assessed until the dog has all 4 feet on the approach side of the runout lines of the weaves.

- If a dog re-enters the weaves after 3 attempts - DO NOT whistle the handler off the course for the dog re-entering, even if the handler told the dog to re-enter - just tell them to go on. They may have not heard or been able to react quickly enough to your directions. This is very different from the handler that ignores your repeated direction to go on. They may be whistled off for failure to follow the judge's instructions or training in the ring.

A wrong course occurs in each of the following cases, when a dog:

- Performs the weaves in the wrong direction (back-weaving) by consecutively crossing the plane of the weave poles three times.
- Crosses through the plane of the weave poles when it is not the correct obstacle in sequence.



Start and Finish Lines:

- Dogs that run past the first obstacle or the last obstacle will incur a runout fault.
- No runouts or refusals will be assessed **prior** to the dog crossing the runout line of the first obstacle; however, a wrong course will be assessed if the dog takes any obstacle on the course **prior** to crossing the runout line or starting the time normally by taking the first obstacle.

- When starting, handlers may set their dogs at any distance or angle from the approach side of the first obstacle; however, the dog must remain inside the ring. If the dog is not started from the approach side of the first/start obstacle, a runout fault will be assessed.
- Dogs that run past the last obstacle will not be faulted for failure to complete the course as long as they return and complete the last obstacle prior to the dog exiting the ring. The time will continue to run until the dog has completed the last obstacle. Handlers who choose not to return to properly finish shall be faulted for failure to complete and shall be given a “No Time”.
- Dogs that run past the last obstacle and commit a wrong course by taking it in the wrong direction will be assessed a runout and a wrong course fault. If using electronic timing, the timer will be tripped when the dog passes between the eyes during the wrong course, thus the Timer must hit the RESTART button as soon as this occurs so that the time will continue until the dog has completed the last obstacle in the proper direction.
- For E-timing, time must be started manually if the dog did not physically start the time by going through the electronic beam but continued on through the course; as soon as the dog has completed the third obstacle.

Chapter 5

Section 4. Course Faults

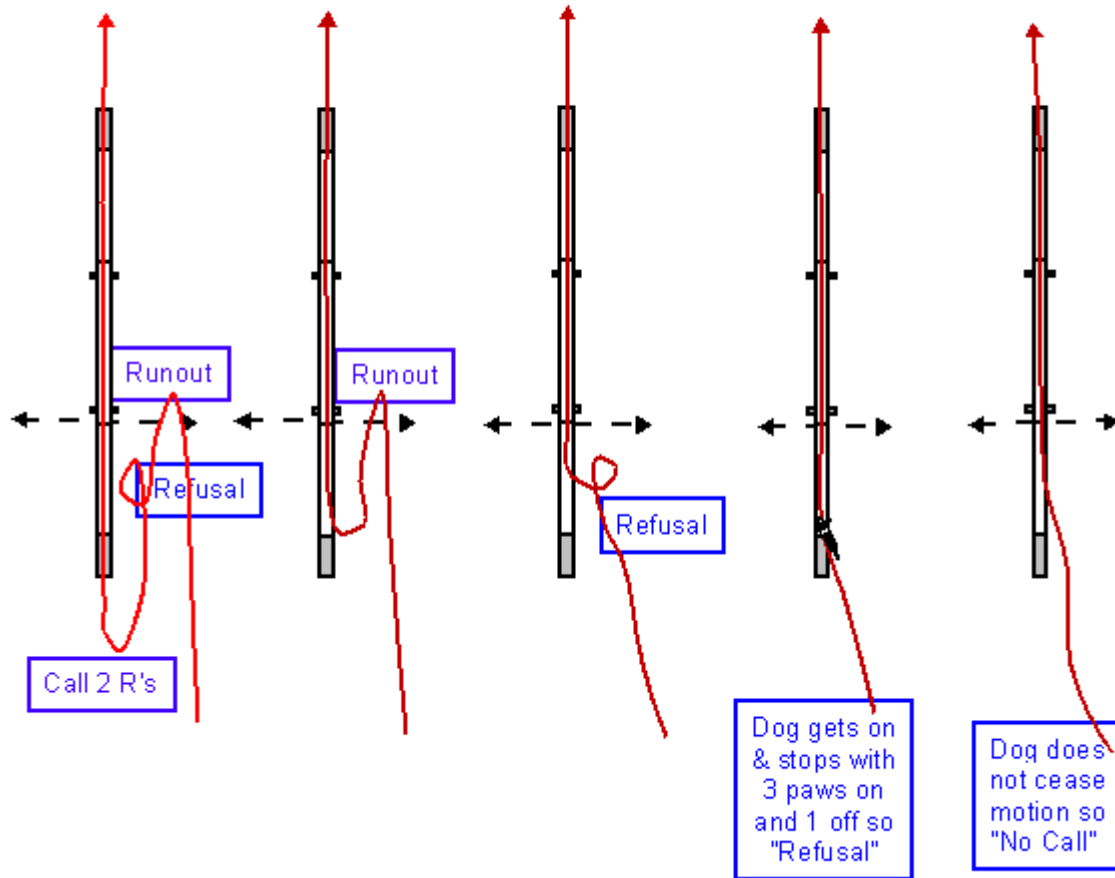
Run-outs (R):

A run-out is also a refusal. A run-out occurs each time the dog passes the run-out line of an obstacle without engaging that obstacle. Whether the dog was approaching that obstacle or has even seen it is of no consequence.

The run-out line is intended to mark the point at which a dog can no longer properly engage the obstacle without turning back on its path. It is defined as a line that passes across the front edge of all obstacles except the pause table, weave poles, and contact obstacles.

- On the weave poles, the run-out line is interpreted as passing to the left and perpendicular to course flow of the first pole and to the right and perpendicular to course flow of the second pole.
- On the pause table, the run-out line passes across the back of the table. The back is determined by the natural flow of the course. Thus, it is possible that dogs may jump on the table from three different sides (the front and the two sides) without incurring a run-out. To better define the run-out plane, the front face of the table should be square to the expected dog's path.
- On the dog walk, the run-out line passes through the junction where the ascent ramp and the horizontal, middle ramp meet.
- On the A-frame and Teeter, the run-out line passes through the back edge of the approach side of the contact zone.

Judging New Dog Walk Run-Out Line



Eliminations/Failures (F):

Failures are infractions on the course that prevent the dog from qualifying at any class level. However, the handler and dog are allowed to continue and complete the remainder of the course. Judges shall continue to judge the remainder of the run, signaling all faults as described above even after a failure has been signaled. The Regulations contain a list of infractions that result in a failure being assessed. The following are some additional guidelines for assessing failures:

- If a dog knocks a bar or panel down **while on a wrong course**, or the handler knocks a bar or panel down at any time, and the dog has yet to complete that obstacle on the course, the performance shall be faulted with an "F" for the knocked bar or panel (whether the bar is reset or not). The bar or panel being knocked down was a result of the dog or handler's action and the dog's score shall not be dependent on a ring steward's abilities in replacing the bar or panel. If the bar or plank is not to be taken in the remainder of the course then the dog would be faulted only for the wrong course and no fault would be assessed for the handler knocking it down.
- Displacing a tire from its frame, whether it falls to the ground or not, is a failure.

- Handlers who purposefully touch, jump over, or go under equipment shall be faulted with an “F.” If the action is extreme or dangerous, the judge should excuse the handler rather than signal the failure.
- If a handler steps on a ground support causing the equipment to fall over or the top bar or plank to displace while the dog is performing it, then an “F” must be assessed.
- Handler contact with the dog sometimes occurs on the course. Handlers may stand anywhere they wish in the course area to direct their dogs around the course (except for on the equipment). There are various reasons for contact, and not all should be faulted. The fundamental point in deciding whether or not to fault the contact is whether or not it aided the performance of the dog or whether the handler knowingly placed himself or herself in a position where contact was a possibility (e.g. in attempting to enhance the dogs performance).
- A handler who knocks over the free-standing wing of a jump is assessed an F.

Excusals (E):

Excusals are infractions that are fairly serious in nature and result in the immediate end of the run. The judge shall immediately blow the whistle and instruct the exhibitor to leave the ring. The judge may need to explain to the exhibitor the reason for the excusal if it is not apparent. The length of the explanation and the general tone shall be dictated by the nature of the offense. Exhibitors excused from the ring must immediately and politely stop working their dog and leave the ring with their dog. Judges should consider filing a Misconduct for handlers not following their verbal instructions to leave the ring with their dog.

The Regulations contain a list of infractions that result in an excusal. The following are some additional guidelines for assessing excusals:

- **Excessive handling:** A handler should be excused when it is evident that the dog is completely untrained on the obstacles to the point that the dog would not be able to perform the obstacles without extreme movements on the handler’s part. Some examples are a handler leaving the dog at one end of the tunnel and going to hands and knees at the other end to call the dog through, and a dog that needs (fake) baiting by the handler throughout the entire course.
- **Harsh commands:** Some handlers get so excited that they start shouting their commands in negative tones. They usually are not even aware that they are doing this. In general, this should not be faulted, although you may bring it to their attention when you get a chance. Sometimes handlers become very frustrated with their dogs, particularly if they think their dogs are intentionally disobeying. In these cases, you can hear a distinct edge in the handler’s voice. The best time to warn a handler that his or her commands are too harsh is when the dog is on the table, since it is usually under control at this time. Consider the extra time it takes to warn the handler as a penalty. If it is not convenient or if it is too late to warn the handler during the run, do not hesitate to excuse the handler. (see Responsibilities to Spectators in Chapter 1, Section 1 of these Guidelines).
- **Unsportsmanlike conduct:** Any instances of unsportsmanlike conduct should result in immediate excusal from the ring. In cases when the conduct is extremely severe,

such as dog abuse in the ring or verbal abuse, the infraction may also warrant a misconduct hearing.

- Dogs that leave the ring and/or discontinue working: Dogs that willfully leave the ring during their run should be excused. This is different from a dog whose momentum carries it out of the ring due to obstacle placement in close proximity to the ring barrier. In this case, the dog would not be faulted. A dog that willfully leaves the ring does so through his or her own volition. Sometimes this is an avoidance of the agility equipment or handler or just an opportunity to check out a toy or treat, another dog, or some other outside inducement. The type of ring barrier shall not be considered when assessing this penalty.

- Dogs that are unresponsive and/or out of control.

- Four paw rule: If a dog commits all four feet on any ascent portion of a contact obstacle and fails to negotiate the ascent side of that obstacle, the judge shall instruct the handler to move on to the next obstacle, or be excused.

- Fouling the ring: Dogs that foul the ring, including dogs throwing up, should be excused.

- Inappropriate collars: Discovery of an inappropriate collar on a dog after the run has started shall result in an excusal.

- Running the course with handling aids: Food, toys, and training devices are not allowed in the ring at any time. Articles of clothing such as glasses, keys, etc., if thrown for the dog to chase at the end of the round would also then be considered handling aids. Judges should not require exhibitors to remove keys, wallets, cell phones, pagers, etc., from their person, as just having them is not a training inducement. However, an exhibitor who uses one of these items as a training device, such as throwing it upon completing a run, or jingling keys in his or her pocket with a hand as an inducement for or punishment of the dog, should be excused.

- A handler who purposefully touches the dog (petting on a contact zone, picking up the dog to place it on the table or back on a contact zone), or the handler who uses negative touches, such as corrections, must be excused for training in the ring (see Chapter 7, Section 6 of these Guidelines).

- Training in the ring: See Chapter 7 of these Guidelines for examples.

- Aggression of the dog towards the handler, judge, or ring crew: If a dog bites at its handler and holds on to clothing or continually attempts to nip at its handler, such that the run is more about not getting bitten than it is about agility, the dog must be excused from the ring. (Refer to Chapter 1, Section 1; Responsibility to Spectators in these Guidelines). If a dog is aggressive to the judge or ring crew, the dog must be excused (or disqualified depending upon the circumstances) and a report filed with the judge's report.

- Failure to comply with the judge's verbal directions: Use this area of the regulations when there is confusion. If the exhibitor fails to comply with your verbal instructions, he or she should be excused from the ring. The following are examples of when you may need to say something:

- i. If a handler absolutely refuses to be on the line as directed, has been warned by the judge, and is still not on the line, causing delays, this would be failure to comply with the judge's verbal directions.

- ii. If there is confusion at the start line, and the handler has been told by the timer to go but does not go, the judge should say “go now.” If the handler fails to comply, he or she should be excused.
 - iii. If the dog just can’t figure out how to get into, on, through, or over an obstacle and the handler, after many attempts, continues to try, the judge should tell the handler to move on to the next obstacle. If the handler fails to comply, he or she should be excused. Judges should allow a minimum of four to five attempts on each obstacle.
 - iv. A handler who fails to heed the judge’s warning about harsh handling or the 4-paw rule is failing to comply with the judge’s verbal directions.
- Dogs that get tangled up in the closed tunnel fabric, hung up going through the tire, or falls off the ascent side of the a-frame, seesaw or the ascent or middle plank of the dog walk and the handler chooses to immediately reattempt the obstacle once, must then leave the course.
 - Veterinarian: The only situation that would require the judge to request the services of the show veterinarian would be when a dog in the ring requires immediate medical attention or when a judge needs the show veterinarian’s recommendation concerning the health of the dog in the ring. The judge must excuse a lame dog or any dog they deem as unfit to participate from competition (*refer to the Regulations for Agility Trials Chapter 1, Section 31.*).

CHAPTER 6.

FAST CLASS

Section 2. Judging *General Requirements*

Re-Run for Time

If the malfunction of the timing device is discovered after the run is over, the judge must check the scribe sheet to determine the following:

- If the Send Bonus was faulted, nothing further needs to be done and the run will be scored as a NQ.
- If the Send Bonus was awarded and the dog had obtained enough points to qualify, the dog will have to re-run for time, unless a video of the run is available to determine the time by clearly showing the start of the run, point accumulation, and the dog completing the finish obstacle.

During the re-run:

- The dog’s score will be set back to zero.
- The dog must complete the Send Bonus; however, the handler is allowed to enter the Send area with the dog and will not be faulted for doing so.
- The dog must complete each obstacle in the Send Bonus but will not be faulted for dropped bars, missed contacts, refusals or wrong courses.
- The dog is considered to have completed the obstacle when all four paws have passed through the uprights of a jump, passed the pivot point of the seesaw, the apex of the

a-frame or is on the descent ramp of the dog walk, and exits the obstacle with all four paws on the ground.

- The dog must complete the tunnel and the weave poles from start to finish.
- The body of the course will be scored as a new run.
- Dropped bars and missed contacts will not earn points in the body of the course.

If the malfunction of the timing device is discovered before the run is over, the timer shall blow the whistle or sound the timing horn to let the judge know there is a timing malfunction.

The judge must check the scribe sheet to determine the following:

- If the Send Bonus was faulted, nothing further needs to be done and the run will be scored as a NQ. The judge may excuse the dog from the ring unless the judge feels that there was substantial time left in the run, and may instruct the timer of the remaining time and allow the handler to continue the run; however the run will still be scored as an NQ.
- If the Send Bonus was never attempted before the timer indicated there was a malfunction, the run will simply begin again with a score of zero. Since the Send Bonus was never attempted, the handler must stay outside of the Send Zone when the dog is attempting the Send.
- If the send Bonus was awarded, the handler and dog must re-run according to the criteria listed above.

If the horn sounds after the dog has taken the finish obstacle, which indicates that the timer did not stop, the judge may offer the handler either standard course time or a re-run for time, as long as the Send Bonus was awarded and the dog had obtained enough points to qualify.

If the dog has taken the finish obstacle and the timer notices the time is still running, he/she may hit the STOP button. If this time is at or under the standard course time, the judge may offer the handler either standard course time or a re-run for time, as long as the Send Bonus was awarded and the dog had obtained enough points to qualify.

In both these cases, the judge should check with the timer to determine that the time was started correctly at the beginning of each run prior to offering this choice to the handler.

CHAPTER 7

WHAT-IFS WHILE JUDGING

Section 1. Starting Errors

Exhibitors Who Start Too Early: In most cases, an exhibitor or dog that starts before the ring crew and judge are ready probably has done so out of nervousness. The judge or timer should blow a whistle once it has been discovered that the dog has been started without the timer's direction. If the judge has decided that the handler has acted out of innocence, the dog should be restarted at the beginning of the course once the ring crew and judge are ready. The dog should not be repositioned in the run order, since the error was the handler's, and the handler cannot lead out from the dog.

- Any faults incurred would remain in place so long as the judge was in the proper judging position. Judging would, therefore, begin in the restarted course at the approach to the obstacle after the early start was discovered.
- If no faults were incurred prior to discovery of the early start, judging begins with the approach to obstacle #1.
- In cases where the judge was not in the proper judging position when an early start happened, judging shall begin at the approach to obstacle #1.

Section 3. Ring Steward Error

On occasion, a ring steward will set a piece of equipment, such as a bar, table, or tire incorrectly and the judge will not discover it until it is too late. The following are some guidelines as to what should be done to rectify the situation. Try never to fault or disadvantage a dog for your ring crew's error.

- A Piece of Equipment set too low: If the handler questions the height of an obstacle set too low while running, the judge should instruct the handler to go on and complete the course, finishing all obstacles. If the obstacle set too low was a single-bar, one-bar jump, or panel jump, no rerun is necessary. If the obstacle was a table, tire, double, triple or broad jump, and the dog has a qualifying score after finishing the course, the obstacle should be set correctly, and the handler should be instructed to have the dog reattempt the obstacle (with a one to three obstacle sequence leading in to it) to demonstrate that the dog can complete the obstacle correctly.
- A Piece of Equipment set too high: If no error has taken place, no further action is required. If the dog has displaced the top bar or plank of a single-bar, one-bar jump, or panel jump that is set too high, no faults should be assessed. No rerun is necessary, as the dog has demonstrated the ability to successfully complete single jumps elsewhere on the course. If the dog has displaced the top bar of the double or triple bar jump that is set too high, stepped on or visibly moved a broad jump board when the jump is set too wide, or knocked over the tire jump because it is set too high, or refused the table because it was set too high, the dog should finish the course and the handler should be instructed by the judge to do so. If the dog has a qualifying score after finishing the course, except for the incorrectly set obstacle, the obstacle should be set correctly, and the handler should be instructed to have the dog reattempt the obstacle (with a one to three obstacle sequence leading in to it) to demonstrate that the dog can complete the obstacle correctly. Similarly, if the dog refuses or runs out on an obstacle that is set incorrectly, the handler should be instructed to finish the course. If the dog has a qualifying score except for the incorrectly set obstacle, the obstacle should be set correctly and the handler should be instructed to reattempt the obstacle. If the handler stops (becomes lost or disoriented), losing significant time, the judge may offer a rerun, if the dog was qualifying to that point. The same criteria as listed under stopwatch/e-timer malfunction would be used. If the dog was not qualifying to the point where the malfunction happened, then the handler may finish the course but no rerun is allowed.

Section 5. Judge's Error

Judges are human and will make errors from time to time. If a judge wishes to change a call after it has been signaled, the judge should go to the scribe at the end of the dog's run and correct the scribe sheet together with the scribe. If a judge has a change of mind or realizes that an error was made in the proper score of a dog that had run previously, the judge may make a change, as long as he or she is certain that the correction is made on the right scribe sheet for the dog whose score needs to be corrected. The judge must initial any and all changes made on a scribe sheet.

Section 3. Responsibility to the AKC:

Scribe sheets must be kept by the judge of record for a period of one year from the date of the trial. This will ensure that exhibitors are credited with their qualifying scores in case there is a discrepancy or the marked AKC catalog is misplaced.

CHAPTER 8

JUDGE'S DUTIES AFTER JUDGING

Section 3. Responsibility to the AKC: Checking the Official AKC Catalog

It is the judge's responsibility to ensure that all scores are accurately recorded in the catalog that will be sent to the AKC. The judge, by his or her signature, is certifying that what is written in the official AKC catalog is correct. All the effort put into the course design, proper judging calls, signals, and everyone doing their job correctly is all for naught if the official catalog is incorrect and exhibitors do not receive the scores they earned. Sometimes host clubs get behind in keeping their catalog current as the trial progresses. This is why it is important to be checking scribe sheets against the official catalog after each class you judge and, in some cases, between jump heights if it is a large class with multiple walkthroughs. The following is a list of what must be reviewed to ensure that the catalog is correct:

- At the beginning of each class, the course yardage and standard course time for each jump height shall be recorded for each class level.
- Next to each dog there is listed "Qualified", "NQ", "Absent" or "ABS", "Excused", "Disqualified", "AIS" (in season) or "AJC" (judge change).
- If "Qualified", the dog's score and actual running time (to the 100th of a second) shall also be recorded. Additionally, if the dog places 1st through 4th in its height class, the placement shall be recorded and circled next to the dog's information in the left-hand column.
- If "NQ", "Absent" or "ABS", "Excused", "Disqualified", "AIS" (in season) or "AJC" (judge change), nothing else is recorded in the catalog. Any dog that has been excused or disqualified must be reported on the proper form (provided by the host club) to the AKC Records Department, and a full report shall be included in the judge's show report to the Director of Agility.
- You must certify the total number of dogs qualifying in classes that you judged, so it is best that the score table keep track qualifying dogs per class. When you count the qualifying dogs listed in the catalog and the qualifying scribe sheets, you can then compare the counts of these two with the trial secretary's count.

- Judges must initial the bottom of pages they are reviewing to ensure that these pages are the actual ones used in the official catalog, since with computer scoring each sheet is loose and needs to be bound at a later time.
- Judges must have their copy of the completed hard-copy catalog when they leave the show site. The club must not send it to them later. It is suggested the club mark three catalogs at the same time, with the AKC catalog being the most important.
- The AKC requires that a separate catalog be submitted for each day. The club's and judge's catalogs may have all days recorded in them.
- After each class or heights within a class, the judge shall check the scribe sheets to insure those qualifying scores are correct prior to the club awarding ribbons and awards.

Course Design Checklist Changes as of Sept 1, 2010

- No longer need to judge Panel from approach side
- Judge's path has changed for the Dog Walk (see Judging Position Diagram above)
- One Bar jumps may be used in Novice
- Triple Bar Jump may be used in Novice JWW
- Triple Bar may be used in Novice STD – the Broad Jump & Double Jump are still required in Novice STD
- Only 2 Open Tunnels may be used (dogs may be sent thru them only 2 times total on the course)
- Double Jump may be 1st obstacle on the course as long as it is 21' min from the ring barrier
- Finish obstacles must all be 20' min from Exit/Ring Barrier
- May have 1 – 180 degree turn on Novice Courses
- No 180 degree turn out of a tunnel and up the A-Frame
- The position of the Timer must be immediately adjacent to the Scribe which shall be closer to the Start obstacle than the Finish Obstacle
- Novice Challenges are now 2 min and a max of 5 (more than that will not be approved)
- Open Challenges are now 6 min and a max of 8 (more than that will not be approved)