



RULES
IFCS Agility Competitions
V3.1 - Revised 11 December 2013

Part I. GENERAL

Chapter 1. General Requirements on Holding Agility Events

1.1. These Rules are applied on all international competitions and agility championships held by IFCS and its members under IFCS aegis. The word “competitions” in these rules is concerning all IFCS agility competitions, listed above.

1.2. The number of the team members in a team event, scoring, type of competition (individual, team or both individual and team) and specific details of the event are to be specified in the event regulations of the competition.

1.3. There should be nothing on the dog when in the ring (during the performance of the course), including no collar, muzzle, clothes and so on. The safety of the dog is paramount and ensuring nothing can catch on equipment during the round. The exception is dogs with long and shaggy hair over the eyes, in which case a rubber/elastic hairband may be used to keep the hair away from the dog’s eyes.

1.4. The term sportsman throughout this document refers to both men and women. The sportsman is to wear sporting attire (clothing) that is appropriate for the climate and conditions of the competition and must wear closed shoes that are correct for the ground conditions (for example, non-slip for damp or wet grass). The sportsman may wear their event identification number/tag when in the ring.

1.5. It is forbidden for sportsmen to run in the ring and have anything in their hands (the exception is a “baton” during relay events). The sportsmen should not take with them into the ring anything that could help to direct their dogs (for example, whistle, waist-bags, leash around waist, food in the pocket, toy etc.).

1.6. Any protests relating to a competition, and/or a Judges call are to be submitted in accordance with event regulations for that specific event. It is usual for a form/document to be available and for protests to be submitted in a written format. Replay of any video footage may be used as stated in the specific event regulations and in such case, may be any video replay or only official IFCS/event video reply, as per the event regulations.

1.7. The judge should make all attempt to not hinder the sportsman when judging a class, yet must maintain a consistent judges lines, which is generally the same for all sportsman. The judge must also do their job and ensure they can see the up and down contact zone for contact equipment.

1.8. Agility competitions can be held in different age groups: children, junior, adults. For some competitions there can be a senior group for the sportsmen. If there is no age division, competitions are considered as for adults.

1.8.1. If there is an age division, some sportsmen who are juniors or children by their age can enter an adult group if they are considered mature enough and competent to do so. Specific event regulations and individual organisations should have a policy on juniors and the maximum age limit before no longer considered a junior and can no longer enter a junior class.

1.8.2. If there is an age division, a sportsman can only run any one class with the same dog once, and so can enter only one age group. event regulations may stipulate a Handler can only enter a height class once.

1.8.3. Age limits of every group are established by special decision of the IFCS Council, and if used are listed in IFCS event regulations and may change from time to time as set by the IFCS.



1.9. Agility competitions are held in following height classes:

Class	Dog's Height at Withers	Hurdle Jump Height	Spread Hurdles		Table (not used at WAC)	Long Jump
			Parallel	Ascending		
Toy	Up to and including 30cm (300mm)	30cm (300mm)	No parallel	Width between 25-30cm	30cm	50cm
Mini	Up to and including 40cm (400mm)	40cm (400mm)			40cm	90cm
Midi (Medium)	Up to and including 50cm (500mm)	55cm (550mm)	Width between 30-40cm	Width between 40-60cm	60cm	120cm
Maxi	No restriction in height – any height dog can enter	65cm (650mm)				130-150cm

Note 1: *The measurement system of the IFCS is metric.*

Note 2: *There is no need to measure dogs at a championship event entered in Maxi Class.*

1.10. Programs of performance will normally be offered in every height class and as listed within the event regulations and schedule. In effect, each height class is its own competition with its own winners and place getters. It is normal to use one course design for all height classes, but not a mandatory and the event regulations and event schedule may allow a different course for each height class, or it may use one course for Toy and Mini height class and a different course for Midi and Maxi dogs. The event schedule, usually for championship classes may stipulate that a handler may only run one dog per height class.

1.11. If the event regulations and schedule of the competition establish mixed composition of team (from different groups and/or height classes), the sportsmen of these groups and/or height classes do have identical courses and the dog will always be required to jump the correct hurdle height for its height class.

1.12. There is only one judge per class. A competition may use one or more judges as required for the number of rings. A competition may have more than one class and more than one ring and in such case each ring will have its own judge.

1.12.1. If there is one Judge for all classes on the day, he (she) is the Chief Judge of the competition.

1.12.2. If there are several judges for different classes, a Chief Judge may be nominated. The Chief Judge may actually judge a class on the day or not. The duty of the Chief Judge is normally to deal with protests and to ensure all judges on the day are aware of agility rules and event regulations.

1.13. The Chief Judge will also be responsible for any measurement of dogs to ensure they are entered in the correct height class. The Chief Judge may be responsible, but may delegate the actual task of measuring dogs to other event officials. The requirement, if any to measure dogs will be specified in the event regulations and must be carried out before the start of the competition. There is usually no need and no requirement to measure dogs entered in Maxi class.

1.13.1. The Judge can postpone the start of a class if any one dog's height is more than the top limit for the class entered. If a Chief Judge has been appointed, then the Chief Judge can manage the situation and the controlled measuring of the dog in question.

1.13.2. If after the controlled measuring of the dog in question, the dog is deemed to be higher than the maximum height cut-off (measured at the wither), then the dog cannot enter the incorrect class and must be moved to the correct height class for its measurement at the wither.

1.14. Any dog that is ill or exhausted and pregnant bitches cannot take part in the running of a class at a competition. The IFCS council on a case by case basis may allow bitches in heat to enter a class and compete, and this will be clearly stated in the event regulations. If the event regulations (on approval from IFCS) do allow bitches in heat to compete, such dogs will always run last in the running order and may be required to be kennelled in a separate area to avoid potential disturbances.

1.15. If an event has an appointed Veterinary doctor at the competition, then the Veterinary doctor can exclude the dog from entering a class at the competition if participating will damage the dog's health or life.

1.16. Any one dog may participate and run any one course only once at a competition.

1.17. It is forbidden to use doping (prohibited by IOC methods and substances) for dogs and sportsmen.



Chapter 2. Agility Obstacles

2.1. The following obstacles are used at Agility competitions:

2.1.1. Obstacles with contact zones:

- Dog-walk;
- See-saw and;
- A-Frame.

2.1.2. Obstacles without contact zones:

- hurdle;
- viaduct/wall;
- open/pipe tunnel;
- closed/cloth (chute) tunnel;
- tire jump;
- long jump;
- weave poles;
- table (not used at WAC and major IFCS events).

2.2. The color of the obstacles is not defined, other than to be light and bright.

2.2.1. Obstacles with contact zones (A-frame, See-saw and Dog-walk) should be colored with two different colors and there should be a distinct and clear difference between the colour of the contact zone in difference to the colour of the rest of the plank.

2.2.2. The two colours used should contrast with each other to help to define clearly if the dog has touched the contact zone or not.

2.3. Contact zone obstacles.

2.3.1. Dog-walk. Min. height 120 cm (48"), max. 137 cm (54"); min. width 28 cm (11"), max. 30 cm (12"); length of ramps and horizontal bar min. 360 cm (11'10"), max. 420 cm (13'10"). Ramps have diametrical slats (about 1-2 cm (2/5"-4/5") in thickness and 2-3,8 cm (4/5"-1-1/2") in width) on every 20-38 cm (8"-15"). Contact zone of dog walk — 90 cm (36"), it should be colored in contrast color (both upper and side parts). There should be no slat on the top of contact zone, first slat should be min. 10 cm (4") far from the top of contact zone.

2.3.2. See-Saw. This should be of the same width as dog walk; length of the obstacle: min. 360 cm (11'10"), max. 425 cm (14'); height of the central axis — about 1/6 of the obstacle's length. Size and coloring of the contact zone is the same as that of the dog walk.

2.3.3. A-Frame. It consists of two boards that form an approximate right-angled shape at the top which are either 98° (about 180cm {71"} at the apex) for Midi/Maxi dogs jumping 55cm and 65cm respectively and 104° (about 170cm {67"} at the apex) for Toy/Mini dogs jumping 30cm and 40cm respectively. Minimum width of ramps — 90 cm (3'). It is desired that for greater stability, the A-frame be built with the width at the top/apex being 90 cm (3') and the width at the base being 120 cm (4').

Anti-slip slats are made in the same manner and of the same size as on dog walk. Contact zone is colored in contrast color (should be colored both upper and side parts), its size — 106 cm (42"). There should be no slat on the top of contact zone, first slat should be min. 10 cm (4") far from the top of contact zone. The gap at the top/apex of A-Frame should be safe for the dog.

2.3.4. Table. Minimum square of the table — 90 x 90 cm (36" x 36"), maximum — 120 x 120 cm (48" x 48"). It should be steady. Table is not used in agility and jumping tests at IFCS events such as World Agility Championships (WAC) and Continental Championships.

2.3.5. Surfaces of the contact zone obstacles should not be slippery. Rubber is the preferred surface to make a non-slip surface that is kind on the paws of the dog's feet. To avoid carpet burn on the dog's paws, carpet cannot be used. The surface used should not hurt the dog's pads.

2.3.6. Contact zone obstacles are not used in the jumping tests.

2.4. Obstacles without contact zones.

2.4.1. Hurdles.

2.4.1.1.1. Hurdles consist of 2 uprights with a minimum. Height of 1 meter {39"} for each upright. Each hurdle upright will have cups (fixed or adjustable) to meet the jump heights required for each height class. Hurdle bars may be plastic or wood (metal is forbidden). Hurdle bars are usually between 4cm (40mm) and 5cm (50mm) in diameter. Hurdles bars to be either 120 cm (48") or 150 cm (60") long.



The judge may set one or two bars per hurdle at their discretion. The top bar will be no higher than that required for the height class. The judge may vary the course by having some hurdles set with one or two bars below the top bar.

2.4.1.1.2. Elements between poles:

- horizontal bars;
- two crossed bars (set below the top bar);
- shield without holes;
- shield with various holes;
- “brush”.

2.4.1.2. Spread hurdles. These may be purpose built spread hurdles or the combination of two standard hurdles, positioned to form a single spread hurdle as one jump. Only hurdles with horizontal bars can be used. Spread hurdles can be:

Parallel: bars of all hurdles on maximum height of height class jump;

Ascending: bar of the first hurdle is min.10 cm lower, than that of the second one.

Distance between hurdles is measured on the ground in the center of horizontal bar.

2.4.1.3. All hurdles except ‘brush’ should have a horizontal and easy displaceable bar at the top (which is correct for the height class) which falls if a dog touches it.

2.4.2. “Viaduct”/“wall”. It is a barrier 18-21 cm (7”-8”) thick and no less than 120 cm (48”) wide. A “Wall” jump has no holes. The “viaduct” jump has one or two arch-shaped holes. There should be easy displaceable half-round elements on the top (they are included into the total height of the obstacle for each height class). On both sides of “viaduct”/“wall” there are two vertical posts 30 x 30 x 100 cm (16” x 16” x 39”).

2.4.3. Open (pipe) tunnel. Inner diameter — 60 cm (24”), length — 305-610 cm (10’-20’). The tunnel should be flexible enough to make a u-shape turn.

2.4.4. Closed/cloth (chute) tunnel. It’s a fabric chute about 240-365 cm (94”-144”) long. The chute should be at least 60 cm (24”) in diameter where one side of a chute is attached to the rigid element, which allows the dog to get into the fabric chute. It should increase in diameter over the length of the fabric chute to allow the dog to get out of the fabric chute without getting entangled. Length of rigid element — 75-90 cm (30”-36”), width and height — about 60 cm (24”), min.45 cm (18”), it has half-round top.

2.4.5. Weave poles. The obstacle consists of vertical poles, round in section with 10-12 poles that must be used for all agility and jumping tests. 5-12 poles are possible on other courses at the judge’s discretion. Poles are erected in a straight line at every 55 cm (550mm/21.65”) or 60 cm (600mm/23.62”) from each other and are measured from centre to centre). The distance between poles that are to be used should be mentioned in the event regulations for IFCS world championships and continental championships. The minimum height of poles is 90 cm (36”), their tops should be safe for the dog and sportsman.

2.4.6. Tire jump. Consists of the framework and a tire 43-50 cm (17”-20”) in diameter, which is attached so that it “floats” within the framework. It is forbidden to attach the tire within the framework so that it is rigid. The framework should be large enough to fix the tire so that it can be adjusted for each height class. The obstacle should not fall when the dog jumps through it. Magnetic tires that are safe for the dog may be used. It is normal practice with magnetic tires (that break open when hit) to peg the frame.

2.4.7. Long jump. Consists of 2-5 horizontally sloped planks with the number of planks used being proportional to the spread for the height class. Length of the elements (planks) — 90-150 cm (36”-60”). The lowest is minimum of 5 cm (2”) high, the highest is maximum of 26 cm (10”). Width of the top surface is about 12.5-25 cm (5”-10”), it has a slight inclination (horizontal slope). The long jump is marked with four poles located in each corner. Height of the poles is about 120 cm (48”), their tops should be safe for the dog and the sportsman.

2.5. Before the start of a class the judge should check all obstacles and distance between obstacles for safety and ensure correct height setting for hurdles, tire and A-frame.

2.6. All obstacles at all times should be safe for dogs.



Chapter 3. Course Size and Dimensions

- 3.1.** Minimum size of the course area is 20 x 30 meters (66' x 98'). Preference is for 30m x 40m or 35m x 35m.
- 3.2.** Course area is generally rectangular or square.
- 3.3.** The boundary of a ring area is normally marked, for example with a ribbon or ribbon with flags.
- 3.3.1.** There should normally be a separate entrance and exit for each ring.
- 3.3.2.** Ideally, the entrance and exit of the ring should not be far from the start and finish obstacles.
- 3.3.** Surface of the course area should be flat and not slippery. A natural non-slip surface is desired.
- 3.4.** For Games including those Games like Gamblers, the surface of the ring maybe marked (lines drawn) as required by the Judge and the rules of the Game.

Chapter 4. Correct Performance of the Obstacles

- 4.1.** The Weave Poles are performed in the following way: the first pole should be on the left of the dog, the next pole should be on the right, the next one, on the left, and so on. The dog should round every pole on the required side and should not miss any poles.
- 4.2.** On the A-Frame the dog should run up the ascend ramp (with a touch of the up contact zone with at least one paw), cross over the top of A-Frame and then run down the descend ramp with all four legs and touch the down contact zone (with at least one paw).
- 4.3.** On the dog walk the dog runs up on the ascend ramp (with a touch with at least one paw of the up contact zone), runs along on the horizontal plank and then runs down the descend ramp with all four legs and touches the down contact zone with at least one paw.
- 4.4.** On the saw-saw the dog runs up on the ascend ramp (with a touch with at least one paw of the up contact zone), continues along the length of the plank until it begins to tip downward, waits until the other end of the plank touches the ground, and then runs down the descend ramp with all four legs and touches the down contact zone with at least one paw.
- 4.5.** The tire, the dog performs with a free jump through the center of the tire. Banking the tire is not faulted, unless it is a magnetic tire, in which case any break will be a Course Fault.
- 4.6.** The pipe (open/flex) tunnel, the dog runs through pipe (open/flex) tunnel from the required side and leaves it from the opposite end.
- 4.7.** The cloth (chute/closed) tunnel, the dog gets through the rigid element and leaves it from the fabric/cloth chute.
- 4.8.** The long jump, the dog performs with the free jump across elements without touching the elements and ground between them. The dog has to jump between both pairs of marking poles (located in each corner).
- 4.9.** The “wall”/ “viaduct” and hurdles, the dog jumps with a free jump, without knocking down the displaceable elements.
- 4.10.** If an element of any obstacle falls/fails without fault of the dog, or the fabric/cloth of the cloth (chute/closed) tunnel is tangled, or malfunctions, the judge at their discretion may allow a re-run.

Chapter 5. General Requirements for the Running of an Agility Competition

- 5.1.** The course is designed by the Judge. The course design should be varied and different from competition to competition. The course design should be kept hidden from competitors until the day of the competition. The same course design maybe used (or varied) for each height class within a competition.
- 5.2.** The Judge must design the course so that the ring rope/ribbon/boundary is not too close to the obstacles and does not present a safety issue or provoke the dog to leave the ring.
- 5.3.** The Judge should normally provide a copy of the course to the competition organizers within 30 minutes before start. There should be people provided to assist the Judge with the building of the course.
- 5.4.** If it is possible, there should be a “warm-up” area with 2-3 hurdles for warming up the dogs. An appointed official should be responsible for it, according to the program and event regulations of the competition. The obstacles may not be moved by competitors and are to be set by officials and be the same for all sportsman.



5.5. The dogs should not be allowed to practice the course design before the performance around the course in a competition. However, the sportsmen should be acquainted with it (without dogs) within a designated time (course walking) as set by the Judge or officials. As a guide, 8 minutes to 10 minutes per 60 competitors can be used.

5.6. On the call of gate officials a sportsman should be in the starting zone. If he/she is absent for 2 minutes (or as advertised in the event regulations), he/she may be disqualified from competing in that Class.

5.7. When the Judge is ready, the sportsman may start. The clock is started when front of dog's body crosses the start. It is permitted to the sportsman to enter the ring (lead-out) without the dog and start from there (an exception is start of the second and next sportsmen in a Relay – in which rules set by the Judge will prevail).

5.8. The dog starts from the ground. It is forbidden to use a helper or a restraint to hold the dog at the start line.

5.9. When running around a course the sportsman can use any verbal and visual commands and movements to impel the dog to run fast and to direct the dog without being faulted. However, foul language and gestures are forbidden and will be faulted up to penalty of Dismissal.

5.10. When running around a course it is forbidden for the sportsman to touch the dog or the obstacles intentionally, or to perform obstacles. The sportsman may not go under the A-frame or Dog-walk.

5.11. It is forbidden to argue with the judge and sportsman must obey the direction of the judge and leave the ring when asked to do so. The sportsman must show good sportsmanship at all times.

5.12. Time stops when the first part of the dog crosses the finish line.

Part 2. RULES FOR AGILITY/JUMPING TESTS AND GAMES

Chapter 1. Agility (Standard) Tests

Agility Tests (also known as Standard Agility) use contact equipment (Dog-walk, A-frame and See-saw). The sportsmen's goal is to perform a set course, (designed by the judge), and to direct the dog around the course, following the set sequence and direction, with the quickest time, and without course or time faults.

1.1. Course Design

1.1.2. Agility courses can be designed using obstacles named in articles 2.1.1. and 2.1.2 of these rules.

1.1.3. The number of obstacles in an Agility Test is between 16 and 20 obstacles (judges choice). Lower level classes may have 16 or 17 obstacles as required by the Judge and for higher level and Championship classes, usually 18-20 obstacles are used. There is no restriction on the number of obstacles for Games.

1.1.4. Contact zone obstacles and the weave poles cannot be first or last on the course.

1.1.5 The long jump, spread hurdle and tire jump should be situated in a way which allows the sportsman to provide a relatively straight approach that does not have the dog slice the obstacle at a sharp angle and create a safety risk.

1.1.6. The course design should be designed in a way in which the next obstacle is as a general rule situated between 5-7 meters from the previous obstacle. Absolute minimum is 4 meters. There is no maximum (but the general rule of 5 to 7 meters should apply for most of the course). More than 4 meters should be considered after the long jump and the spread hurdle.

1.1.7. During designing of an Agility Test, there cannot be any obstacle that is performed back to back in sequence.

1.1.8. When designing a course, the Judge should take into consideration time which is needed to rebuild a fallen obstacle if the dog should jump it several times during the running of the course. The judge's brief may advise a sportsman to direct the dog between the uprights of the hurdle if the bar has been knocked the first time and the hurdle is used twice on course. Using two bars for Hurdles used twice is acceptable.

1.1.9. The sequence and direction of the course for Agility Tests must be marked/shown by the use of small numbers located beside each obstacle.

1.1.10. For start and finish, it is best to use two separate hurdles with at least 5 meters between them to make for easier exit of out-going dog and easy entry of the next dog.

1.1.11. The judge is required to measure the course to obtain a course length and then record the length and calculate a standard course time (SCT).



1.2. Standard Course Time (SCT)

1.2.1. Standard course time (SCT) is determined by division of the course length by the listed/approved rate of travel (ROT), which is established by the Judge according to the following table:

Height Class	Rate of Travel (ROT) – Agility/Standard	
	meter/sec	yards/sec
Toy	2.60-2.80 m/sec	2.85-3.10 yds/sec
Mini	2.75-2.95 m/sec	3.00-3.25 yds/sec
Midi	3.20-3.40 m/sec	3.50-3.75 yds/sec
Maxi	3.20-3.40 m/sec	3.50-3.75 yds/sec

Note: Metric is the measurement system of the IFCS. The above reference to yards/sec is for reference only.

1.2.2. Penalty points to 100th parts of a second are scored (added to total time) for exceeding standard course time (SCT).

1.2.3. Standard course time (SCT) is set for Agility/Jumping Tests, including Biathlon (Agility+Jumping) competitions that are held at World Agility Championships and Continental Championships.

1.2.4. Maximum course time (MCT) when used, is set at one and a half of standard course time (SCT).

1.3. Performing the course.

1.3.1. Before starting a class the judge should provide judges brief and inform competitors about the standard course time (SCT), any maximum course time (MCT), length of the course, and any specific information they need to know.

1.3.2. Obstacles should be performed only in the established sequence and direction set by the judge, which are the same for all sportsmen in the height class. It is forbidden that the sportsman can change the sequence or direction of the obstacles.

1.4. Scoring.

1.4.1. Violations committed during running of a course may be qualified as:

1.4.1.1. Fault;

1.4.1.2. Refusal;

1.4.1.3. Violations which cause Disqualification.

1.4.2. For every “Fault” or “Refusal” a sportsman will be penalized 5 penalty points/faults.

1.4.3. For Disqualification, if it is a championship class at a World Agility Championship or Continental Championship or other major event, in which the accumulation of point’s over multiple rounds is in play, then the competitor is usually given 100 penalty points for Disqualification (as per event regulations).

1.4.4. Faults:

1.4.4.1. Deliberate touching of the dog or obstacle.

1.4.4.2. Fall of the obstacle/element of the obstacle at the moment the dog is attempting the obstacle or immediately after attempting, as a result of touching it by the dog (the touch itself by the dog does not entail penalty).

1.4.4.3. Long jump:

1.4.4.3.1 Knocking down a corner pole on the long jump. If the corner pole moves but does not fall over then no fault is given.

1.4.4.3.2 A dog that knocks down or steps on and/or between any part of the obstacle with one or more paws.

1.4.4.3.3 A dog that causes a long jump board to move from its set position.

1.4.4.3.4 A dog that makes an attempt to jump/clear the spread of the long jump and lands on the last board (even if it does not topple or move from position) will receive one course fault.

1.4.4.3.5 A dog that lands on the last board is not the same as a dog that “clips” the last board. Clipping the last board, if it does not topple over or move from its position is not faulted.

1.4.4.3.6 A dog clipping any of the long jump boards with its feet/nails is not considered a fault (as long as the board does not topple over or move from its position).

1.4.4.4. The dog does not step into the contact zone — on the descent or ascent ramp of contact obstacles.



1.4.4.5. Jumping off the see-saw before its descent ramp touches the ground (even if the dog touches contact zone – also called a fly-off).

1.4.4.6. Missing a gap in the weave pole (once the dog has entered correctly).

1.4.5. If the dog commits a fault, it cannot perform the obstacle again to improve the situation (except weave poles — see 6.8.).

1.4.6. Refusals:

1.4.6.1. The dog stops in front of the obstacle (if it stops on the obstacle or on the judges request, it is not penalized). The stop is classified as when all four legs of the dog are on the ground simultaneously during a visible period of time.

1.4.6.2. Evasion (turning away) from the performance of the obstacle and when the dog crosses the imaginary front line of an obstacle – also known as a “run-out”;

1.4.6.3. When the dog runs under the bar of a hurdle;

1.4.6.4. When the dog jumps between tire and framework;

1.4.6.5. Long jump:

1.4.6.5.1 A dog that “walks” through the long jump with no attempt to clear or jump the spread and is running on or between the boards of the long jump,

1.4.6.5.2 A dog that jumps the obstacle crossways (including entering correctly and exiting incorrectly) or going past the front poles of the obstacle will be considered a refusal.

1.4.6.6. Placing their head or paw back out of the entrance of a tunnel or exiting completing out of the entrance.

1.4.6.7. Jumping from the ground to the up plank of the Dog-walk or A-Frame and back to the ground before touching the decent ramp.

1.4.6.8. Jumping off the horizontal top plank of the dog walk before touching the down plank;

1.4.6.9. Jumping off the A-Frame before the dog touches the descend ramp;

1.4.6.10. Jumping off the See-saw before it starts to incline, jumping on the See-saw on the descend ramp without touching the ascend one;

1.4.6.11. Incorrectly entering the weave poles (first pole on the dogs left).

1.4.7. In case of a refusal the sportsman is required to bring the dog back and direct the dog to perform the obstacle.

1.4.8. Scoring on the weave poles is as follows:

1.4.8.1. Maximum penalty points of the weave poles – 5 points maximum for all faults while performing weave poles after correct entry is achieved.

1.4.8.2. All violations which are not qualified as a refusal are considered a fault. But after every fault the sportsman has to return the dog to the place of mistake or to the beginning of weave poles (sportsman choice) and correct the error and ensure the weave poles have been completed correctly.

1.4.8.3. The stop of the dog once entered and while performing the weave poles is not penalized (time wasting only)

1.4.8.4. Once a dog has entered the weave poles correctly, if it has to come back to the start to fix an error (sportsman choice), it cannot receive a Refusal (as already entered correctly the first time), but before continuing to the next obstacle, must ensure correct entry and complete all poles/gaps correctly under penalty disqualification

1.4.8.5. If the dog has not performed the weave poles correctly (including correct entry) and then crosses the line or plane of the next obstacle or performs the next obstacle, it is to be disqualified.

1.4.9. With regards to championship classes at a World Agility Championship or Continental Championship or other major event, in which the accumulation of points over multiple rounds is important, for the violations which cause disqualification the sportsman can be:

— disqualified only on the specific course in question (allowed to still gain points for the other course), or

— disqualified from the competition (with annulment of all points).

1.4.10. Disqualification on the course is caused by:

1.4.10.1. Exceeding the maximum course time (MCT);

1.4.10.2. Three refusals in total;

1.4.10.3. Performing (or attempt of performing) an obstacle in the wrong sequence;



1.4.10.4. Performing (or attempt of performing) the obstacle in opposite direction (including back-jumping);

1.4.10.5. Performing (or attempt to perform) the next obstacle, if there was a refusal or a fault (for example weave poles) that the dog had to correct on the previous obstacle and the correction was not completed.

1.4.10.6. Intentional touch of a dog or an obstacle by the sportsman;

1.4.10.7. Destruction of an obstacle by the dog or the sportsman before its performance;

1.4.10.8. Passing through two or more gaps in the weave poles one by one in the wrong direction (back-weaving);

1.4.10.9. Loss of control of the dog for more than 10 seconds;

1.4.10.10. Leaving the ring by the dog as a result of losing control of the dog.

1.4.10.11. Fouling the ring.

1.4.10.12. Absence of the sportsman on the start within 2 minutes from the call of a gate official.

1.4.10.13. Violation of rule 1.3 or 1.5. in Part 1 of these rules;

1.4.10.14. Dog starts not from the ground or additional help is used to hold the dog at the start.

1.4.10.15. Performing of the obstacle by the sportsman;

1.4.10.16. The dog practicing the course set by the judge or significant sequence of the course before their performance/competition run.

1.4.11. *Violations, which cause disqualification on the competitions with annulling of all points:*

1.4.11.1. The dog biting the Judge and/or event Officials.

1.4.11.2. Dog's aggression in the ring or starting zone towards officials, sportsmen or dogs;

1.4.11.3. Hindering the performance of other participants;

1.4.11.4. Poor sportsmanship (foul language and gestures, arguing with the judge and so on);

1.4.11.5. Rude or cruel treatment of the dog.

1.4.12. After disqualification the participant should leave the ring immediately (except cases when it is permitted by competition regulations). If the competitor continues running after being asked to leave the ring by the judge, they may be disqualified for other classed entered during the competition.

1.4.13. In case of grave violation the competitor may be disqualified for other classed entered during the competition. Such deliberation should go to Chief Judge on the day and any dispute committee that may have been set up to deal with such deliberation, as per event regulations.

1.4.14. The Judge indicates faults, refusals and disqualification in a visual manner as per the following:

1.4.14.1. Fault — arm in the air with an open palm;

1.4.14.2. Refusal — arm in the air with a fist;

1.4.14.3. Disqualification — crossed arms in front of the chest and/or whistle.

1.5. Winners determination.

1.5.1. Winners of individual Agility Tests are determined by the least sum of total faults received. Total faults are a combination of course faults (including refusals) and time faults. Time faults are given for any time and part thereof over the standard course time (SCT).

1.5.2. The best among sportsmen without penalty (i.e., without time penalties and faults/refusals) is a sportsman with the least total faults.

1.5.3. The event regulations may specify the use of "Time + Faults" system of scoring (course time plus any course faults and refusals). This method is often used for events with multiple rounds and accumulations of points for each round/course. It also often used for Team competitions.



Chapter 2. Jumping Tests

Jumping Tests are run similar to Agility Tests, but have no contact obstacles or use of a table in the course. As with Agility Tests, the sportsmen's goal is to perform a set course, (designed by the judge), and to direct the dog around the course, following the set sequence and direction, with the quickest time, and without course faults or time faults.

2.1. Jumping Tests must be designed without the inclusion of contact obstacles zones and the table.

2.2. Number of obstacles in a Jumping Test is between 16 and 20 obstacles (judges choice). Lower level classes may have 16 or 17 obstacles as required by the Judge and for higher level and Championship classes, usually 18-20 obstacles are used.

2.3. Requirements for the design of a Jumping Test, distance between obstacles, performance and judging of obstacles are identical to that used with Agility Tests (with the exception there are no contact obstacles or table).

2.4. Standard course time (SCT) for jumping is set according to the table:

Height Class	Rate of Travel (ROT) – Jumping Tests	
	m/sec	Yards/sec
Toy	3.20-3.65 m/sec	3.50-4.00 yds/sec
Mini	3.50-4.00 m/sec	3.80-4.40 yds/sec
Midi	4.00-4.50 m/sec	4.40-4.95 yds/sec
Maxi	4.00-4.50 m/sec	4.40-4.95 yds/sec

Note: Metric is the measurement system of the IFCS. The above reference to yards/sec is for reference only.

2.5. Maximum course time (MCT) is the same as for Agility Tests and as a rule, is set as a one and a half of Standard course time (SCT).

2.6. Penalty points to 100th parts of a second are scored (added to Total Time) for exceeding standard course time (SCT).

2.7. Winners and placing are determined in same manner as in Agility Tests.

Chapter 3. Pairs and Team Relay

Pairs and/or Team events are performed by a pair of sportsmen (Pairs) or a team of 3 or 4 sportsman (Team). The goal of the sportsmen within the pair/team is to perform the relay course (as set by the judge) one by one in sequence and as fast as possible without fault, with one competitor at a time, and for each following team member to do the same until the last member has completed the course set by the judge. Pairs and Team relay courses are usually Agility courses (with contact equipment), but could be a Jumping course (with no contact equipment). It is normal for a baton exchange to be performed in a Relay course. The judge may decide if the active sportsman on course runs with baton in hand, or if non-active sportsman in exchange area holds the baton.

3.1. Obstacles used to design a course may be performed by all dogs when a competition requires all dogs on a team to be of the same height class. Alternatively, when a Team or Pairs event includes dogs from two height classes, a course may be designed which includes two mini-courses within the course area for each of the two height classes. Team and/or Pairs events should consist of a course design with at least 15 obstacles, with each dog required to run no less than 9 obstacles to complete their section on course.

3.2. Requirements to the running and judging of Relay and Pairs events are, in general, the same as that used for Agility (standard) and Jumping Tests. The Table is not used. It is not necessary to use all contact obstacles.

3.3. In a Pairs relay one of the sportsmen runs first section, and the other runs second.

3.4. For a Team relay a team may consist of dogs from one or two height classes as required by the event regulations.

3.5. In the Team relay where dogs on a team may be from two height classes, sportsmen with dogs from one height class are classified as odd numbers and from other height class as even numbers.



3.6. Sportsmen with odd numbers run one section that has hurdle bar height correct for their dog, while sportsmen with even numbers run the other section that also has hurdle bar height correct for their dog. The assignment of sections of the course shall be at the discretion of the judge.

3.7. Before start of the first dog, all pair/team members with dogs have to be in the exchange area as marked by the judge (exchange area should be marked to provide good opportunity for start and finish).

3.8. All dogs must run with the collar removed in the normal manner. The event regulations and rules set by the judge must make clear the rule for non-active dogs waiting in the baton exchange area. The judge and event regulations may or may not allow a non-active dog that is waiting for its turn to wear a collar and lead while waiting (but only if stationary in exchange area). If a sportsman holds an inactive dog in the exchange area it must be done so with care.

3.9. Once a team member has run their section of the course in a Pairs or Team relay, it will be the judges rule as per the event regulations and judges brief that will decided if they may leave the ring or the exchange area or must stay inside the exchange area until the last member finishes their section of the course.

3.10. A sportsman can hold the relay baton in any way, but threatening the dog with the baton is not acceptable behavior and cause for penalty and disqualification.

3.11. The method of baton exchange and penalties applied is at the discretion of the judge, the exchange should be carried out within the exchange area and should not be thrown, but passed from hand to hand.

3.12. Judging obstacles and faults/refusals for a Team/Pairs Relay is the same as for Agility/Jumping Tests.

3.13. Additional penalties:

3.13.1. Baton exchange out of exchange area, throwing the baton from one sportsman to another – 20 course faults.

3.13.2. Dropping the baton on course – 10 course faults.

3.13.3. The dog taking the baton in its mouth – 10 course faults.

3.14. For default of appearance of one of the team members, making a hindrance for the performance of another team and dog aggression within the course area and all the team will be disqualified.

3.15. If a dog commits a violation, which causes disqualification on the course (for example, it performed an obstacle in the wrong direction), the judge will signal disqualification, and the sportsman should take the quickest route back to the exchange area. 120 penalty points are scored to this participant.

3.16. The clock starts when the first dog jumps the first obstacle and stops when the last dog jumps the last obstacles.

3.17. Team and Pairs relay is usually scored on the system of “Time + Faults” (total time + faults of all pair/team members).

3.18. The best is a team with the least time and least faults.

3.19. The assistance of a trainer or somebody else in the exchange area is not allowed.

Chapter 4. Gamblers

Gamblers is a game of strategy that tests the sportsman’s ability to work their dog at a distance. The sportsman’s task in Gamblers is to accumulate points for successfully performing a sequence of obstacles (sportsman choice) during the “opening” period/sequence and fulfillment of the judge’s requirements to work the dog at a distance during the “closing/gamble” period/sequence without fault. The sportsman’s should try to accumulate maximum points within the time set by judge during the opening sequence, and then have the dog in the right place at the start of the closing/gamble sequence, so as to best allow the dog to complete the closing/gamble sequence (at a distance) within the set time and without fault.

4.1. Gamblers uses contact equipment, but not every piece of contact equipment must be used. The table is not used.

4.2. Gamblers consist of an opening sequence/period for point’s accumulation and a closing sequence/period called the Gamble.

4.3. The Judge must work out two times, one for the opening sequence and another for the closing/gamble sequence. The total time is used for scoring and running the event. A horn or whistle must sound to signify the end of the opening sequence and the start of the closing/gamble sequence. A second horn or whistle then sounds to show the end of the round for that dog.



4.4. It is forbidden for sportsmen to use any devices during the actual running of the course for timing, making a sound and/or vibration or other signals that will help them with timing while running around the course. A judge can disqualify a sportsman taking part in the competition for any attempt by themselves or from an outside help or influence to assist the performance around the course or to help assist the sportsman with time management. If a trainer or coach/manager of a team (or another team) is involved, the whole team should be disqualified, even if the trainer/manager/coach is not officially named on the entry form.

4.5. Start and finish are usually two different hurdles/jumps.

4.6. No less than 15 obstacles should be used in the opening sequence and between 3 and 6 obstacles in the closing/gamble sequence.

4.7. The obstacles in the closing/gamble sequence are to be marked with numbers to show correct sequence and direction of the gamble.

4.8. Opening sequence.

4.8.1. The clock starts when the dog crosses the start line or jumps the first obstacle.

4.8.2. A sportsman's task is to accumulate points for successfully performed obstacles that are chosen in any sequence at their own choice and within time set by the judge for the opening sequence.

4.8.3. Time allowed for the opening period/sequence should be from 30 to 50 seconds, based on the layout and number of obstacles. There will usually be a time for Toy/Mini dogs and another shorter time for Midi/Maxi dogs.

4.8.4. Every successfully performed obstacle is given points as set for that obstacle (see 4.8.8.).

4.8.5. Successfully performed obstacles are ones that are performed without fault. Faults are not penalized, but no points are earned.

4.8.6. Refusals and runs-outs are not judged in the opening sequence.

4.8.7. In the opening sequence points can be earned only twice for every successfully performed obstacle. If a dog performs an obstacle for a third or fourth time during opening period, points are not awarded.

4.8.8. Judges and event regulations may use one of the following systems of points at their discretion.

Obstacles	1-3-5-7 system	1-2-3-5 system
Hurdles and Jumps	1	1
Tunnels and Tire	3	2
Contact obstacles and Weave Poles	5	3
Weave Poles and Dog Walk	7	5

4.8.9. Judges at their discretion may add to the value of any one obstacle or combination of obstacles if their placement or combination creates additional challenge worthy of extra reward. This is called a "Joker". The "joker" may allow a mini distance challenge at discretion of the judge. The "joker" is in fact a bonus that can be achieved within the opening sequence.

4.8.10. When allocating points for a "Joker", the judge should take into consideration placement of obstacles and their difficulty and if any distance challenge was set. One method often used for a "Joker" is double the points of the obstacles involved if the "Joker" is successful. It is normal to allow "Joker" points to only be achieved once. If a "Joker" is used in the opening sequence it is not mandatory or required to achieve the Gamble points.

4.8.11. The Opening sequence ends with the signal of a horn or whistle from the time-keeper, but time continues to run.

4.8.12. If a dog is on an obstacle when whistle/horn sounds, points are awarded if it is certain that no fault can occur while completing it (for example, dog is already on the down contact zone or in last gap of the weave poles).

4.8.13. Hurdles, displaced by a dog, are not rebuilt and stay down until the end of the round.

4.8.14. During the opening sequence a sportsman cannot use two or more obstacles in a row (from either direction) that are a part of the closing sequence (Gamble) without a non-Gamble obstacle being placed in between. Under penalty of disqualification.



4.9. Closing/Gamble sequence.

4.9.1. The time for the closing/gamble sequence is set by the judge and should be between 10 to 20 seconds (based on the number of obstacles, length of the closing/gamble sequence and difficulty). There will usually be a time for Toy/Mini dogs and another shorter time for Midi/Maxi dogs.

4.9.2. The gamble/closing sequence is a defined and set sequence of obstacles that includes a line marked or drawn on the ground or defined by obstacles (known as the gamble line) and a distance challenge in which the dog is required to work away from the sportsman for not more than 5 meters. The gamble cannot be achieved if the sportsman crosses over the gamble line.

4.9.3. Hurdles, displaced by a dog, are not rebuilt and stay down until the end of the round.

4.9.4. A sportsman may use obstacles that were already used twice during opening period, again.

4.9.5. A judge may set additional rules or special handling requirements for the closing sequence (Gamble).

4.9.6. The closing sequence/period (Gamble) shall consist of no less than 3 obstacles and no more than 6 obstacles (including the last/finish obstacle).

4.9.7. The time for the closing sequence (Gamble) starts once the horn or whistle sounds to signify the end of the opening sequence.

4.9.8. The closing sequence (Gamble) requires the sportsman to control and direct the dog from behind the gamble line (marked on the ground, or marked by a line of equipment, ie, hurdles).

4.9.9. At the judge's discretion, the closing sequence (Gamble) may also include a discrimination challenge.

4.9.10. If hurdle bar of a hurdle that is part of the closing sequence (Gamble) has been displaced, either during the opening or closing sequence, then the sportsman cannot receive the points for a successful Gamble (they will keep points achieved in the opening sequence).

4.9.11. The judge has the discretion to decide that:

4.9.11.1. The points accumulated during the opening period are doubled in case of successful performance of the closing sequence (Gamble).

4.9.11.2. Refusals are or are not judged during the closing sequence (Gamble).

4.9.11.3. Other decisions, corresponding to the essence of the game, can be made.

4.9.12. Time stops when the dog crosses the finish line or finish jump with the front part of its body. Gamblers is very much a spectator game in which the sportsman is trying to beat the clock and beat the horn and as such it is recommend that electronic timing be used with a start and finish hurdle and a horn linked to the electronic timing. If a digital display is used to show the time, it should be turned off or not facing the sportsman during each run.

4.9.13. If time is expired before the dog crosses the finish line/jump of the closing sequence (Gamble), then the whistle or horn should sound to signal the end of round and failure to successfully complete the closing sequence (Gamble). In this case points achieved during the opening sequence are kept but no points are awarded for the closing sequence (Gamble).

4.10. It is forbidden during the opening period for the sportsman to stand without action near the start of the closing sequence (Gamble) or to perform obstacles close to the start of the closing sequence (Gamble), which are not giving points, with the purpose of wasting time and waiting for the horn or whistle to signify the end of the opening period and the start of the closing sequence (Gamble). Penalty will be disqualification.

4.11. All decisions concerning the rules and regulations for Gamblers should be printed and clear to all competitors and released well before the walking off the course and the judge's brief.

4.12. The winner is a sportsman with the largest sum of points, accumulated within the time set. In the case of sportsman with the same points, time will be the decider and the fastest dog (lowest time) will place higher.

4.13. During a Gamblers class the judge announces points earned for each obstacle loudly so that the scribe can hear and record the points.



Chapter 5. Snooker

Snooker is a game of risk-strategy in which the sportsman needs to understand their own speed, weakness and strengths, and those of their dog, and decide to try for higher point obstacles or not. The sportsman's task in Snooker is to accumulate points for successfully performing obstacles set within two separate sections called the opening sequence and the closing sequence and to accumulate the maximum points possible for their own speed, skill and experience, within the time set by the Judge.

Using standard Snooker rules with three (3) red hurdles required in the opening sequence, there is a maximum of 21 points available in the opening sequence and a maximum of 27 points for completing the closing sequence. This gives a maximum possible score of 51 points.

The risk-strategy of the game is that the sportsman is not sure if the judge has provided enough time to allow for the maximum of 51 points, or if has only given enough time to achieve 48, or 49 or 50 points?

5.1. The same obstacles used for Agility/Jumping Tests are used for Snooker. The table is not used. The contact obstacles are normally used, but it does not have to be all three used.

5.2. Snooker consists of an opening period in which a sequence is performed with some discretion of obstacles by sportsman and during which points are accumulated for the successful performance of each obstacle (s); and a closing period with a prescribed (set) sequence of obstacles as determined and numbered by the judge.

5.3. The Judge sets a total time for performance of the course (both the opening and closing periods to be completed in this time).

5.4. It is forbidden for sportsmen to use any devices during the actual running of the course for timing, making a sound and/or vibration or other signals that will help them with timing while running around the course. A judge can disqualify a sportsman taking part in the competition for any attempt by themselves or from an outside help or influence to assist the performance around the course or to help assist the sportsman with time management. If a trainer or coach/manager of a team (or another team) is involved, the whole team should be disqualified, even if the trainer/manager/coach is not officially named on the entry form.

5.5. Start and finish are usually two different hurdles/jumps.

5.6. Snooker includes minimum 9 obstacles that are assigned values from 1 through 7, as in the billiard game of snooker. "Snooker colors" are used as a reference for assigning point values as follows:

Color	Value
Red	1
Yellow	2
Green	3
Brown	4
Blue	5
Pink	6
Black	7

5.7. Choosing the obstacles for Snooker:

5.7.1 The "red" – 1 point obstacles will be displaceable hurdles.

5.7.2 The "yellow" – 2 point obstacle will be hurdles, long jump or tunnels.

5.7.3 The "green" – 3 point obstacle will be hurdles, long jump, tunnels, tire or a two (2) obstacle combination.

5.7.4 The "brown" – 4 point obstacle will be long jump, tunnels, tire, contact obstacles, 5 to 9 weave poles, or a two (2) or three (3) obstacle combinations.

5.7.5 The "blue" – 5 point obstacle will be contact obstacles, 5 to 9 weave poles, or three (3) or four (4) obstacle combinations.

5.7.6 The "pink" – 6 point obstacle will be contact obstacles, 10 to 12 weave poles, or three (3) or four (4) obstacle combinations.

5.7.6 The "black" – 7 point obstacle will be contact obstacles, 10 to 12 weave poles, or a four (4) obstacle combination.



5.7.7 Two (2) and three (3) obstacle combinations may only include hurdles, long jump, tunnels and the tire.

5.7.7 Four (4) obstacle combinations may only include hurdles, long jump, tunnels, tire and a half set of 5 or 6 weave poles.

5.7.8 No Spread Hurdles are to be used in two (2), three (3) or four (4) obstacle combinations.

5.8. Opening sequence.

5.8.1. The opening sequence allows the judge to decide to use between three (3) and five (5) red (1 point) hurdles (judges choice).

5.8.1.1 Although the judge may choose to use three (3), four (4) or five (5) red (1 point) hurdles, the sportsman must choose to complete only three (3) red (1 point) hurdles to achieve a maximum of 24 points as follows: $1+7+1+7+1+7=24$.

5.8.1.2 It is normal for clear and précis rules and judges brief to be provided in writing to all competitors before the start of the class.

5.8.2. During the opening sequence obstacles should be performed in following order: red – any color – another red – any color – third red – any color. Then start the closing sequence.

5.8.3. The sportsman has to accumulate points in the opening sequence by directing their dog to perform obstacles according to the following principles:

- - “red” should be successfully performed before performing “color”,
- - every “red” is performed only once, doesn’t matter if performed successfully or not,
- - when obstacle is performed with a fault, points for it are not awarded,
- - the same “colored” obstacle may be taken following each “red” at the sportsman’s discretion.

5.8.4. Refusals are not judged in the opening sequence and may be faulted or not in the closing sequence at the judge’s discretion.

5.8.5. The scoring will stop during the opening sequence, and the sportsman must finishes the exercise (go directly to the finish to stop the clock), in the case of the following:

- - after unsuccessful “red” (for example, it was displaced) a dog performs “color” obstacle,
- - “red” – another or the same “red”,
- - “red” – “color” – “color”,
- - “red” – “color” – the same “red”,
- - time expired.

5.9. Closing sequence.

5.9.1. After the sportsman has completed the opening sequence the sportsman will immediately and without hesitation or waste of time, start the closing sequence.

5.9.2. The closing sequence consists of the 6 obstacles of yellow (2), green (3), brown (4), blue (5), pink (6) and black (7), in that exact order, and provides a maximum 27 points.

5.9.3. If a “yellow” obstacle was performed last in the opening sequence, it has to be immediately performed again (back to back) as the first obstacle of the closing sequence. Hence a hurdle, long jump or tunnel is best for the yellow (2 point) obstacle.

5.9.4. The scoring will stop during the closing sequence, and sportsman must finish the exercise (head to finish and stop the clock), in the case of the following:

- - obstacle is performed with a fault or refusal (if refusals are announced by the judge that they will be faulted),
- - wrong course or sequence is performed,
- - time expired.

5.9.5. Refusals are normally judged during the closing sequence, but it is at the discretion of the judge (as stated in their judges brief).

5.10. Once the time given by the judge has expired, time-keeper will sound a horn or whistles to signal the end of the game. Ideally electronic timing and horn connected to the timer should be used. If a digital display is used to show the time, it should be turned off or not facing the sportsman during each run.

5.10.1 The sportsman is trying to beat the clock and the horn or whistle and trying to complete the black (7 point) obstacle before the horn or whistle and end of time. The sportsman does not wish to hear the horn or whistle. The sportsman cannot earn any more points wants the time set has been reached and the horn or whistle has sounded.



5.11. As Snooker will usually have many dogs with the same points accumulated, it is the fastest time between sportsman with the same points that will decide the winner. As such, it is very important that all sportsman record a time. So it is important that on a signal from the judge or end of time (hearing the horn or whistle) that the sportsman goes to the finish and has their dog stop the clock as quick as possible. It is possible for the judge and the event regulations to state that if the dog does not stop the clock and record an official time, then the sportsman is disqualified.

5.12. Time stops when the dog crosses the finish line or finish hurdle with the front part of its body.

5.13. If the sportsman is still on course when the time provided by the judge expires and the horn or whistle is sounded, although no more points can be achieved from that point onwards, the sportsman does keep all points achieved before the time expired and before the sound of the horn or whistle.

5.14. If a dog is on the obstacle, when the horn or whistle sounds (to signify end of time), points are awarded for that obstacle if it is clear to the judge that there can be no fault in completing the intent of the obstacle (for example, dog is already on the down contact zone or in the last gap of the weave poles).

5.15. All decisions concerning the rules and regulations for Snooker should be printed and clear to all competitors and released well before the walking off the course and the judge's brief.

5.16. The winner is the sportsman with the highest sum of points, accumulated within the time set. In the case of sportsman with the same points, the fastest dog (shortest time) will place higher.

Chapter 6. Time-Gamble

The sportsman's task in this game is to walk the course (without the dog) and then provide the judge and officials with a time (to within 100th of a second) you expect to complete the course in, and then try to run the course as close as possible to the time you provided to the judge and officials.

6.1. Requirements with regards to the course design for Time-Gamble are the same as for an Agility Test, except that only 9 to 15 obstacles are generally used. There is no reason why a Time-Gamble could not be over a Jumping course. Performance and judging are identical to an Agility/Jumping Test.

6.2. After walking the course within the set time given by the judge the sportsman must submit their time to the judge or officials. Once the time is submitted and recorded, it cannot be changed.

6.3. It is forbidden for sportsmen to use any devices for timing, making sound, vibration and other signal that may assist during the performance.

6.3.1 A judge can disqualify a sportsman taking part in the competition for any attempt by themselves or from an outside help or influence to assist the performance around the course or to help assist the sportsman with time management. If a trainer or coach/manager of a team (or another team) is involved, the whole team should be disqualified, even if the trainer/manager/coach is not officially named on the entry form.

6.4. To determine final points, officials (scribe) will add the sportsman time around the course + faults + refusals. This will be the "Total Time"

6.5. The difference between the "designated time" (given by the sportsman before running the course) and "Total Time" is the result of performance for each sportsman. The winner is the sportsman with the least difference between "designated time" and "Total Time".

Chapter 7. Power and Speed

The Sportsman's task in this exercise is to perform two different sections of the course without hesitation or wasting time between each section. The first section is the "Power" section and consists of "power" obstacles (i.e., contact obstacles, weave poles and spread hurdle), immediately followed by the "Speed" section that consists of "speed" obstacles, being hurdles and tunnels only.

7.1. The table is not used in this game.

7.2. Rules for judging are basically the same as used for Agility Tests.

7.3. The "Power" section may include two or more contact obstacles, weave poles and a spread hurdle.

7.4. The Judge has to set a Course Time limit for the "power" section, during which the sportsman shall perform the obstacles at their own pace, but within the allotted time.



7.5. If faults or refusals in the “power” section is allocated by the judge, the sportsman loses the right to perform the “speed” section and is disqualified. If no fault or refusal is given in the “Power” section, the dog then starts the “Speed” sequence before the allotted time expires. The time to complete the “Power” section is not taken into account for the winners determination.

7.6. Winners are determined on results of the “Speed” section only, with the quickest time placing higher.

7.7. After last obstacle of “Power” section, at the moment of crossing the first obstacle (or start line) of the “Speed” section is when the second stop-watch starts to measure time around the “Speed” section.

7.8. Faults and refusals during the “Speed” section are scored as in Agility Tests. Final result are scored on a “time+faults” system.

7.9. The winner is the sportsman with the least time and least penalty for faults and refusals during the “Speed” section.

Part 3. SUMMING UP RESULTS IN INDIVIDUAL AND TEAM COMPETITIONS

Chapter 1. Biathlon (agility + jumping)

1.1. Only individual competitions are held in biathlon, as a rule.

1.2. For determination of results in biathlon, a system of adding penalty for standard course time (SCT) exceeding to penalty for faults and refusals is used.

1.3. A system “actual course time + faults” can be also used in biathlon.

1.4. The best in biathlon is a sportsman with least penalty for two exercises.

1.5. In case of a tie a sportsman with the best time has an advantage.

Chapter 2. Triathlon (agility + jumping + relay).

2.1. There are team competitions only in triathlon.

2.2. For determination of team results in triathlon, standard course time (SCT) is not used in agility and jumping.

2.3. A system “actual course time + faults” is used for summing up results of exercises.

2.4. The best in triathlon is a team with least penalty for three exercises.

2.5. When there is a tie, a team with best result for relay has advantage.

2.6 To determine results in Triathlon, penalty points for agility, jumping and relay are transferred into positive points by subtraction penalties from control numbers (see table below):

Exercise	Control number	Penalty for disqualification
Agility	100	100
Jumping	100	100
Relay	100	100 x number of disqualified team members

Chapter 3. All-around.

3.1. In individual competitions all-around includes agility, jumping, Snooker and Gamblers.

3.2. In team competitions All-around includes agility, jumping, Snooker, Gamblers and relay.

3.3. Standard course time (SCT) is not used in agility and jumping to determine team results, system “actual course time + faults” is used.

3.4. To determine results in All-around, penalty points for Agility and Jumping are transferred into positive points by subtraction penalties from control numbers (see table below):

Exercise	Control number	Penalty for disqualification
Agility	100	100
Jumping	100	100



3.5. Total result in All-around is determined by addition of results in Snooker and Gamblers and positive points for agility, jumping and relay, scored according to the above table in paragraph.3.4.

3.6. The best team (sportsman) in All-around is a team (participant) with the highest positive points.

3.7. In case of tie, a team (sportsman) with best result for relay has an advantage.