

2021 State 4-H Dog Agility Show

Rules and Guidelines & Scoring

All 4-H activities and events are to be youth focused. This means that the event will help teach young people lifelong skills and assets, utilizing their project, in this case – interaction with their dog, as a vehicle for learning those skills. Safety is also and always a primary concern for both youth and animal.

Exhibitor and Dog Qualifications

1. Registration is open only to youth that have completed all requirements in their county to show at this event during the 2020/2021 4-H calendar year. New enrollments that were not involved with the 4-H Dog Project prior to August 14th, 2021 will not be allowed to compete.
2. Exhibitor and dog must meet local county requirements of attendance, training, and exhibiting.
3. Exhibitor must be approved for the State 4-H Dog Agility Show participation by the county 4-H Dog Project Leader and/or the County 4-H Youth Educator/Agent.
4. The dog(s) shall have completed training requirements specified and authorized by their county 4-H dog project.
5. ALL dogs to be exhibited must have had the following vaccinations with date vaccinated listed on the entry form and certified by their 4-H Dog Project Leader County 4-H Youth Educator/Agent.
6. Dogs must have a Buckle Collar – Martingale – Slip Collar - no Prong collars or Halters.
No tags or attachments on collars. Dogs must have a Standard 6 foot leash – no retractable leashes.
7. The dog may not be pregnant or nursing puppies at the time of competition. Bitches in season may not compete.
8. Dogs must be at least 12 months old to compete in agility. It is recommended that larger breeds be at least 18 months old. This is because for most breeds the growth plates in the bones are still developing until the average age of fourteen months – even later for large breeds.
9. Dogs 18 months and younger and 7 years and older are encouraged to jump at least one height lower than their measured jump height.
10. All 4-Hers are strongly encouraged to consult their veterinarian before beginning agility training to be sure that there are no problems such as hip dysplasia, disc problems, overweight, etc.
11. The handler and dog must know basic commands at the time of competition. (sit, down, stay, come, controlled walking on leash, etc.)
12. Any breed or mixture of breeds and/or size dog is allowed to compete.
13. The handler must have complete control over their dog at all times.
14. Family members may share a dog, but there are a maximum number of four runs per dog per day.

The eligibility requirements and guidelines in this booklet should be used to determine the proper class and division of entry.

Class Jump Heights

Classes divided by 4 jump heights:

4" class – for dogs up to 10" inches at the shoulder

8" class – for dogs greater than 10" and up to 14" at the shoulder

12" class – for dogs greater than 14" and up to 18" at the shoulder

16" class – for dogs measuring over 18" at the shoulder.

It is the handler's responsibility to know the appropriate jump height for their dog. Changes in jump height will not be allowed once the entry has been received, unless the Judge determines that the dog, for physical reasons, should not be jumping at the entered height. (In order to help with height determination, a video will be posted on the State 4-H website which shows the proper procedure for measuring a dog for agility.

<https://4h.extension.wisc.edu/4h-resources/measuring-your-dog-for-agility/>

Class Descriptions

Depending on their demonstrated abilities in 4-H Dog Project classes, handler/dog teams may enter choosing 1-3 classes all in the Standard category: Standard Tunnelers, JTT (A or B/on or off leash), and Standard Agility (A or B/on or off leash) OR entering in 1-3 classes all in the Advanced category: Advanced Tunnelers, Advanced JTT, Advanced Standard Agility.

STANDARD CLASSES

- Division A - In this division, neither the dog nor handler has previously achieved a qualifying score or title in 4-H agility or another agility venue.
- Division B - This division is designed for those where either the dog or handler have achieved a qualifying score or title in 4-H agility or another venue. Having received a qualifying score in either JTT or Standard means that the dog/handler team should be entered in Division B in both JTT and Standard in future competitions.

Standard Tunnelers This is either On Leash or Off Leash

There will be up to 5 tunnels creating of a course of 7 to 10 total

obstacles. Course time will be **60 seconds** (Beyond 60 seconds, time penalties will be assessed as described in the scoring section of these guidelines).

JTT (Jumps, Tunnels, Table) There are JTT-A and JTT-B divisions and either On Leash or Off Leash

The only pieces of equipment needed are: jumps, a table and one or more tunnels. The course will consist of 7 – 10 obstacles with a course time of **60 seconds**. (Beyond 60 seconds, time penalties will be assessed as described in the scoring section of these guidelines).

Standard Agility There are Standard A and Standard B divisions and either On Leash or Off Leash

The contact obstacles (A-frame [maximum 4'6" at apex], dog walk and seesaw) and six weave poles will be added to the course containing jumps, tunnels and table. The courses will consist of 10 to 15 obstacles with a course time of **75 seconds**. (Beyond 75 seconds, time penalties will be assessed as described in the scoring section of these guidelines).

ADVANCED CLASSES

Advanced classes are designed for more experienced 4-H handlers and will help to prepare them to compete in other venues if they choose. These classes must be performed off-leash. In these classes, there will be more obstacles, more complex course patterns. Handlers may choose to enter advanced classes when they have achieved a qualifying score or title in JTT and Standard Agility. It is recommended that 4-H members consult their county 4-H Dog Agility Leader regarding their readiness before entering advanced classes. Handlers, who qualify for and enter any of the advanced classes described below, may NOT enter Standard Tunnelers, JTT (A or B) or Standard Agility.

Advanced Tunnelers

This will be a course that will only consist of tunnels. Up to 7 tunnels will be used to create a course of 10-12 obstacles and course time will be **60 seconds** (beyond 60 seconds, time penalties will be assessed as described in the scoring section of these guidelines).

Advanced JTT

In addition to single bar jumps, open tunnels and pause table, this class may include wing jumps, double and triple jumps, tire jump, the broad jump, panel jump, and twelve weave poles. There will be a maximum of twenty obstacles in this course and course time will be **75 seconds** (beyond 75 seconds, time penalties will be assessed as described in the scoring section of these guidelines).

Advanced Standard Agility

This class may include single, double and triple bar jumps, tire jump, wing jumps, broad jump, panel jump, and twelve weave poles, open tunnels, a pause table, A-frame (maximum height 4' 6"), dog walk and seesaw. There will be a maximum of 20 obstacles and course time will be **75 seconds** (beyond 75 seconds, time penalties will be assessed as described in the scoring section of these guidelines).

General Course Information

1. The course will be clearly marked with a start/finish line.
2. A dog's time starts whenever any part of the dog crosses the start line. Its time will end when any part of the dog crosses the finish line.
3. Each obstacle will be marked with a number. Handlers and dogs will be required to follow the course in numerical order.
4. Before competition begins, the handlers will be allowed to walk through the course to become familiar with the course. The walk through is restricted to the handlers only and is limited to 10 minutes.
5. In Standard Agility only, not Advanced Standard Agility, a period of time determined by the judge will be allowed for obstacle familiarization for dogs and handlers on the contact pieces ONLY (A-frame, Dog walk, Seesaw).
6. Any dog whose hair covers its eyes and may interfere with its vision of the obstacles may tie the hair back with rubber bands.
7. Food and toys are not permitted on the course.
8. Handlers are not permitted to have whistles, stopwatches, fanny packs or other training devices on the course.
9. The handlers may be on either side of the dog while running the course.

Obstacles

All equipment at Canine Sport Zone is AKC approved and the flooring is rubberized. This is a dog teaching and training facility.

A-Frame: Dogs must go up one side touching the contact zone on the up side with any part of one foot and down the other side in the direction designated by the judge. The dog must also touch the contact zone on the down side with any part of one foot prior to exiting the obstacle. The height of the A-frame at the apex will be no higher than 4'6". A-Frame has slats.

Dog Walk: Dogs must go up the ramp touching the up contact zone with any part of one foot, cross the center section and go down the down ramp touching any part of one foot in the down contact zone prior to exiting the obstacle. Dog walk has slats.

Seesaw: Dogs must go up the plank touching the up contact zone with any part of one foot and cause the plank to pivot. At least one foot must touch the down contact zone after the plank has touched the ground and prior to exiting the obstacle. (Handlers may touch the seesaw to slow the plank down so it doesn't scare the dog).

Weave Poles: The dogs must enter the weave poles by passing between poles # 1 and #2 from right to left. They must continue this sequence until they pass the last two poles. Missing one or more poles will be a 10 point penalty. The dog's left shoulder must enter on the right of the 1st pole.

Pause Table: The dogs must pause on the table for 5 seconds in either a sit or a down position, as specified by the judge at the beginning of the competition. The judge will do an oral count and will also give a signal to "GO". If the dog breaks from the sit or down position the judge will stop counting and will only continue the count when the dog returns to the proper position. When the judge says, "GO", the handler may then release the dog and proceed.

Open Tunnel: The dogs must enter the end specified by the judge and exit the other end.

Bar Jumps: The dogs must jump over the top bar, without displacing it, in the direction indicated by the judge.

Panel Jump: The dog must jump over the top panel without displacing it, in the direction indicated by the judge.

Tire Jump: The dogs must jump through the tire opening in the direction indicated by the judge, without knocking the tire/frame over.

Double Jump: The dog must jump over two bars, without displacing either of the bars. **Triple Jump:** The dog must jump over all three bars, without displacing any of the bars.

Broad Jump: The dog jumps over several low, flat jumps equaling two times their jump height (for example, a dog jumping 8 inches needs to jump over a 16 inch broad jump).

Scoring for Agility

1. Each course is worth a maximum 100 points.
2. A score of 70 or higher is considered a Qualifying Score in all classes of 4-H agility.
3. A penalty consists of the loss of 5 or 10 points.
4. 10 point penalties (judge holds up two hands) include: not making contact in contact zones, not doing the obstacles in proper order or not completing an obstacle, the handler going over the obstacle with the dog, or missing one or more weave poles. Obstacles may **NOT** be re-attempted.
5. If a handler loses control of their dog while on the course, it will be considered a 10 pt. penalty.
6. 5 point penalties (judge holds up one hand) include: knocking down a jump bar, excessively guiding the dog with leash (max of 3 penalties), touching the dog, or touching the obstacle.
7. Failure to follow judge's verbal instructions is a 5 pt. penalty.
8. Any interference or outside assistance that aids the dog or is intended to aid the dog or handler will be considered a 5 point penalty.
9. Excessive or harsh commands or corrections will not be allowed. This will be a 5 pt. penalty.
10. The dog/handler team's run will be timed. A 5 point penalty will be given for going over the course time limit and an additional 5 points for each 15 seconds over the course time. After 60 seconds of additional time the handler will be asked to leave the course immediately and will be given a 25 point time penalty and a 10 point penalty for each obstacle not completed.
11. Refusals or run-by's will not be faulted in 4-H. A handler may redirect the dog to obstacle.
12. The only penalty for breaking a sit or a down on the pause table is the extra time that accumulates when the count stops, and is not resumed, until the dog is back in position.
13. The contact zone on the A-frame, dog walk and seesaw is the contrasting colored zone (usually yellow) on the start and end of each obstacle.
14. Any dog that commits to a contact obstacle (A-frame, dog walk, seesaw) with all four paws must, for safety reasons, continue with the obstacle. Whether the obstacle is completed or if the dog jumps off, the dog and handler must go on to the next obstacle and may not attempt that obstacle again.
15. The teeter totter may be touched and guided downward.
16. If the judge determines that a dog is no longer working with the handler, the team will be excused from the course. No score will be given. (DQ)
17. Un-sportsman-like conduct will not be tolerated. This will be a disqualifying penalty and the handler and dog will be excused from the competition with a DQ.
18. If the dog urinates or defecates in the ring (from the time it enters until it leaves the ring), the dog and handler will be disqualified from that class with a DQ. A \$10 fee will be collected after each incident.
19. In the case of a tie in total points, the fastest time will win.