

Wisconsin State  
4-H Agility Dog Show  
Guidelines and Rules



UW-MADISON EXTENSION

*April 2022*

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# Awards

NO PRIZES OR ROSETTES WILL BE MAILED

**Chairs will be awarded to:**

Highest Handler/Dog Team in Standard Tunnelers

Highest Handler/Dog Team in JJT - A

Highest Handler/Dog Team in JJT - B

Highest Handler/Dog Team in Standard A

Highest Handler/Dog Team in Standard B

Highest Handler/Dog Team in Advanced Tunnelers

Highest Handler/Dog Team in Advanced Standard

Highest Handler/Dog Team in Advanced Jumpers

**Neck Ribbons** will be awarded to the 1st place Handler/Dog Teams in each class, division and height.

**Ribbons** will be awarded to 1st - 5th place in each class, divisions and height. **Qualifying ribbons** will be awarded for any qualifying runs, regardless of placing.

# Judging

## Scoring

1. Each course is worth a maximum of 100 points.
2. 10 point penalties (judge holds up two hands):
  - a. Not making contact in contact zones,
  - b. Not doing the obstacles in proper order
  - c. Not completing an obstacle
  - d. Handler going over the obstacle with the dog
  - e. Missing one or more weave poles.
3. 5 point penalties (judge holds up one hand):
  - a. Knocking down a jump bar
  - b. Excessively guiding the dog with leash
  - c. Touching the dog
  - d. Touching the obstacle
  - e. Going over the course time
  - f. Additional 5 points for each 15 seconds over the course time.
  - g. Interference or outside assistance that aids the dog or is intended to aid the dog or handler
4. Leash Etiquette
  - a. Handler should NOT guide the dog with leash or use it to put the dog in position.
  - b. Handler should hold the very end of the leash and leash should be loose
  - c. Judges may take off points for not following leash etiquette.
5. Excessive or harsh commands or corrections will not be allowed. This will be a penalty.
6. Unsportsmanlike conduct will not be tolerated. This will be a penalty and the handler and dog will be excused from the competition.
7. Failure to follow the judge's verbal instructions is a penalty.
8. Refusals or run-by's will not be faulted in 4-H competition.
9. 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.
10. If the judge determines that a dog is no longer working with the handler, the team will be excused from the course.
11. If a handler loses control of their dog while on the course, it will be considered a penalty.
12. If the dog urinates or defecates in the ring (from the time it enters until it leaves the ring), the dog and handler are penalized only by time.
13. A score of 70 or higher is considered a Qualifying Score in all classes of 4-H Agility.
14. In the case of a tie in total points, the fastest time will win.
15. If members have a question or concern about their score after their run **THEY** need to approach the judge **NOT** a parent or other adult. **This is the member's responsibility. Dog Show Committee Members will not discuss scores with parents or other adults.**\*\*\*\*\*

# Eligibility

## Exhibitor Qualifications

1. Open to youth currently enrolled and in good standing in the 4-H Dog Project.
2. Exhibitors must be grades 3 through 13.
3. Exhibitor and dog must meet local county requirements of attendance training and exhibiting.
4. A leader and/or the 4-H Youth Agent must approve the exhibitor for the State Show participation. If there is no leader, the form may be signed by the 4-H Youth Agent only.
5. Exhibitor shall have completed all required registration forms and submitted them to their county for **group mailing** to the State Show Chair by the Entry date specified with **one check**.

## Dog Qualifications

1. The dog(s) shall have completed training requirements specified and authorized by their county 4-H dog project. It is strongly suggested that the youth and dog successfully complete at least one year of obedience training before moving to agility.
2. Use the guidelines in this booklet to determine the proper class and division of entry (JTT-A or JTT -B, Standard A or Standard B and on/off leash, or Advanced Jumpers and/or Advanced Standard, and Tunnelers).
3. Any breed or mixture of breeds and/or size dog is allowed to compete.
4. ALL dogs on grounds must have a current Rabies vaccination as required by the State Law.
5. The following core vaccinations and health care are not required but are highly recommended.
  - a. DHL & PARvo Virus - within one year of the show date
  - b. Corona & Kennel Cough (Bordetella) are highly recommended
  - c. It is recommended that the fecal be checked prior to the show
  - d. It is recommended that dogs be heartworm checked
6. Equipment
  - a. Dogs must have a Buckle Collar, Martingale, or Slip Collar
  - b. No Prong collars or Haltis
  - c. **No tags or attachments on collars.**
  - d. Standard 6 foot leash – no retractable leashes.
  - e. **Off leash classes** - dogs can run without a collar.
7. Any dog whose hair covers its eyes and may interfere with its vision of the obstacles may tie the hair back with rubber bands.

## Participation Rules

1. Exhibitor may enter TWO dogs in agility.
2. In order to compete in Agility each exhibitor and dog must be able to demonstrate the following competencies:
  - a. A successful sit/stay
  - b. A successful down/stay.
  - c. A good relationship between the dog and handler, which includes ability to control the dog whether stationary or when walking on leash.
  - d. The ability to be peacefully approached by other dogs and handlers.
3. The handler and dog must be in good health at the time of competition.
4. The dog may not be pregnant or nursing puppies at the time of competition. Bitches in season may not compete.
5. 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.
6. Dogs 18 months and younger and 7 years and older are encouraged to jump at least one height lower than their measured jump height.
7. 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, being overweight, etc.
8. Family members may share a dog, but there are a maximum number of four runs per dog per day.
9. **If members have a question or concern about their score after their run THEY need to approach the judge NOT a parent or other adult. This is the member's responsibility. Dog Show Committee Members will not discuss scores with parents or other adults.\*\*\*\*\***

# Course Information

## Divisions/Moving Up in classes

- **Division A** - In this division, neither the dog nor handler has previously achieved a qualifying score in 4-H agility or another agility venue. In addition, neither the handler nor the dog has previously achieved a title in another agility Venue.
- **Division B** - This division is designed for those where either the dog or handler have achieved a qualifying score in 4-H agility or another venue OR for those situations where either the handler or the dog has earned an agility title in another venue. Receiving 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.
- When exhibitors move to Standard Agility, (by demonstrating the ability to complete contact obstacles and weaves successfully as determined by a county Dog Project Leader), they will be able to compete in JTT and Standard Agility classes at a single event with the same dog.

## General Information

1. The flooring for the course can be turf, matting or sand/dirt footing.
2. The course will be clearly marked with a start/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, a period of time (determined by the judge) will be allowed for obstacle familiarization for dogs and handlers on the contact pieces ONLY.
6. A warm-up jump outside of the ring will be available for handlers and dogs. Handlers should be considerate of others in taking turns at the warm-up jump.
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.
10. A dog's time starts whenever any part of the dog crosses the start line. Time will end when any part of the dog crosses the finish line.
11. The contact zone on the A-frame, dog walk and teeter is the contrasting colored zone (usually yellow) on the start and end of each obstacle.
12. Any dog that commits to a contact obstacle (A-frame, dog walk, teeter) 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.

## Obstacle Descriptions:

### ALL EQUIPMENT AT THIS SHOW SITE IS AKC APPROVED AND IS RUBBERIZED

- **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.
- **Teeter:** 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 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. The dog's left shoulder must enter on the right of the 1st pole. \*\*\*\***Handler is not allowed to guide the dog through the poles with the leash.**
- **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).



## **Jump Heights**

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://www.youtube.com/watch?v=y9\\_cgYGpgII](https://www.youtube.com/watch?v=y9_cgYGpgII))

Classes divided by 4 jump heights

- 4" class - for dogs up to 10" 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 greater than 18" at the shoulder

# Class Descriptions

Exhibitor and dog teams have two options depending on their ability level.

- **1st option:** Teams may enter into JTT, Standard agility and/or Standard Tunnelers
- **2nd option:** Teams may enter into Advanced Jumpers, Advanced Standard and/or Advanced Tunnelers

## Standard Tunnelers

This is a tunnel only class. There will be up to 5 tunnels creating 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). Each class has all 4 different heights.

1. Standard Tunnelers On Leash
2. Standard Tunnelers Off Leash

## JTT Class

JTT agility courses 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). The only pieces of equipment used are: jumps, a table and one or more tunnels. Each class has a division A/B and all 4 different heights.

1. Jumps, Tunnels and Table – on leash
2. Jumps, Tunnels and Table – off leash

## Standard Agility Class

Standard agility 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). This class also includes jumps, tunnels and table. Added to the course are the contact obstacles; A-frame [maximum 4'6" at apex], dog walk, teeter and six weave poles will be added to the course containing jumps, tunnels and table. Each class has all 4 different heights.

1. Contact Obstacles and Weaves – on leash
2. Contact Obstacles and Weaves – off leash

## 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 16-20 obstacles, more complex course patterns and the course time will be 60 seconds. Handlers may choose to enter advanced classes when they have achieved a qualifying score in 4-H agility (in JTT for Advanced Jumpers or in Standard for Advanced Standard) or if they or their dog have earned a title in another agility venue. It is recommended that 4-H members consult their county 4-H Dog Agility Leader regarding their readiness before entering advanced classes. Handlers, who enter any of the advanced classes described below, may NOT enter JTT or Standard Agility or Standard Tunnelers.

1. **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 12-15 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).
2. **Advanced Jumpers** – 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 20 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).
3. **Advanced Standard** – may include single, double and triple bar jumps, tire jump, wing jumps, broad jump, panel jump, and twelve weave poles, open and closed tunnels, a pause table, A-frame (maximum height 4' 6"), dog walk and teeter. 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)