

Wisconsin State

4-H Agility Dog Show

Guidelines and Rules



UW-MADISON EXTENSION

July 2026

Awards	2
Judging	Error! Bookmark not defined.
Eligibility	4
Participation Rules	5
Course Information	6
Obstacle Descriptions:	8
Class Descriptions	10

Update for 2026

Weave polls are only for advanced classes.

Awards

NO PRIZES OR ROSETTES WILL BE MAILED

Awards will be awarded to:

Highest Handler/Dog Team in Standard Tunnelers

Highest Handler/Dog Team in JTT - A

Highest Handler/Dog Team in JTT - 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

Ribbons – A grand, reserve, and up to 8, top ten ribbons will be awarded 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. 50 point penalties (judge holds up two fists)
 - a. Eliminating in the ring
3. 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.
 - f. Handler should NOT guide the dog with leash or use it to put the dog in position. **Up to 50 point maximum**
4. 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. Interference or outside assistance that aids the dog or is intended to aid the dog or handler
5. Leash Etiquette: Judges may take off points for not following leash etiquette.
6. Excessive or harsh commands or corrections will not be allowed. This will be a penalty.
7. Unsportsmanlike conduct will not be tolerated. This will be a penalty and the handler and dog will be excused from the competition.
8. Failure to follow the judge's verbal instructions is a penalty.
9. Refusals or run-by's will not be faulted in 4-H competition.
10. The only penalty for breaking on the pause table is the extra time that accumulates when the count stops, and is not resumed, until the dog is back in on the table.
11. If the judge determines that a dog is no longer working with the handler, the team will be excused from the course.
12. If a handler loses control of their dog while on the course, it will be considered a penalty.
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, **YOUTH** 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. Any breed or mixture of breeds and/or size dog is allowed to compete.
3. All dogs on grounds must have current rabies vaccination as required by state law.
4. The following core vaccinations and health care should be up to date.
 - a. DHLPP vaccination – Distemper, Hepatitis, Leptospirosis, ParaInfluenza, and Parvovirus.
(Required by State 4-H guidelines)
 - b. Corona and 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
5. 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.
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. Dog must be in a crate or contained in the car with proper measures for weather.
8. The show committee will determine the suitability and safety of the dog & members at the show.

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 YOUTH 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. An exhibitor can only enter this division their 1st year at state agility.
 - Example of Division A: If it is the first time you and your dog are competing at the State 4-H Agility Show, you can be in Division A.
 - Example if need to move to Division B: If last year you participated in the State 4-H Agility show but used a different dog, you would need to move to Division B
 - Example if need to move to Division B: Last year your dog competed in the State 4-H Agility Contest with someone else, like a sibling, you would need to move to Division B
- **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 8 minutes.
5. In Standard Agility, a 5 minute timeframe 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 5'. 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 – advanced classes only:** 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. The judge will do an oral count and will also give a signal to —GO. If the dog breaks from the table the judge will stop counting and will only continue the count when the dog returns to the table. 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)

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. Teams may not cross enter between the options.

- **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. 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. 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, and teeter will be added to the course containing jumps, tunnels and table. Each class has all 4 different heights.

1. Contact Obstacles – on leash
2. Contact Obstacles – 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.
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.
3. **Advanced Standard** – 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 5'), dog walk and teeter. There will be a maximum of 20 obstacles and course time will be 75 seconds.