

Continental Kennel Club Agility Program

1.1 Mission: The purpose of the *Continental Kennel Club Agility Program* is to provide a venue for all dogs and their handlers to participate in a safe and fun environment with emphasis on teamwork, and responsibility both inside and outside the ring.

1.2 Program Structure

Standard Classes- These are the traditional style of agility courses where the handler must guide their dog through a numbered sequence of obstacles.

Games Classes- These are non-traditional types of dog agility that encourage a broader range of agility skills from both dog and handler. The CKC allows for the types of agility games/non-standard courses offered by other agility sanctioning organizations, those games published in various agility games books, and also new games can be designed by individuals and approved by the CKC prior to the trial.

1.3 Competitive Levels

Novice: Each level of Novice Agility will test separate and increasingly challenging skills that novice dogs and handlers must master before moving to Intermediate Agility.

Novice Level 1- Sequencing Skills Test

Novice Level 2- Contact Obstacle Skills Test

Novice Level 3 – Obstacle Discrimination Skills Test

The dog and handler must pass with one qualifying score in each level in order to move up to the next level. A dog and handler has the option to enter and pass all novice levels and earn the Novice Agility Title in one day of competition.

Intermediate: All intermediate courses are standard agility courses similar to novice level courses designed by other agility sanctioning organizations EXCEPT that **no intermediate course shall contain weave poles.** The Dog and handler must pass with three qualifying scores in Intermediate Agility in order to move up to the Supreme Level of competition. A dog and handler has the option to enter and pass all intermediate levels and earn the Intermediate Agility Title in one day of competition.

Supreme: The Supreme Agility Level is designed to offer more variety, fun, and creativity to the sport of Dog Agility. While traditional standard courses are required, the Supreme Agility Level also challenges the diversity of skills possessed by dog and handler by offering Dog Agility Games Classes as part of the titling requirements. CKC wants to welcome experienced dog and handler teams and has designed the agility program to provide experienced competitors the opportunity to move up through to the Supreme Class efficiently and conveniently so that they can enjoy the variety in the sport that CKC offers.

1.4 Jump Heights:

Dog's Height at Withers	Jump Height	Broad Jump Span
12" and under	8"	12"
16" and under but over 12"	12"	12"
18" and under but over 16"	16"	24"
22" and under but over 18"	20"	36"
Over 22"	22"	48"

A 24" Jump height class can be offered for those wishing to compete at that height.

For purposes of their training, handlers can elect to enter dogs in one jump height class higher than what the dog measures to jump.

Wickets will be used for measuring on the day of the trial.

Veterans Height allowances: Dogs over 7 years old and/or handlers over 65 years old or handicapped handlers may elect to jump one jump height lower than what the dog measures to jump.

1.5 Obstacles

The obstacles listed below may be used at CKC sanctioned agility trials. They must meet the equipment specifications listed in Appendix A.

Single Jumps	Winged Jumps
Spread Jumps	Broad Jump
Tire Jump	Collapsed Tunnel
Pipe Tunnel	Weave Poles
Pause Table	A-Frame
Dog Walk	Teeter

1.6 Scoring for Standard Courses

Faults- A fault is generally defined as a penalty assessed by the judge during an agility run/performance, for a mistake, a wrong action, or an imperfection. Faults are assigned point values for the purposes of scoring performance. Faults are then added to the time the dog and handler earned during the agility run to obtain the score for that agility run.

Course Handling and Obstacle Faults	
Breaking Start Line Stay before Handler gives a Signal	5 points
Running wrong course	5 points each instance

Displacing Jump Bars	5 points
Failure to Complete Broad Jump	5 points
Missed Contact Zone	5 points
Jumping off table prior to the end of the count	5 points
Fly-off on the teeter	5 points
Excessive delay at the start or finish line	Faults or Elimination
Failure to complete the course	Elimination
Running with a collar on the dog	Elimination
Touching the dog or the obstacles	Elimination
Dog fouling the ring	Elimination
Food or training devices on the course	Elimination
Excessive outside assistance or coaching	Elimination
Leaving the course area	Elimination
Poor Sportsmanship	Elimination
Signs of Aggression	Elimination
Training in the ring	Elimination

Training in the Ring-

The judge will set forth guidelines for what constitutes 'Training in the ring' and will go over these guidelines in the handlers' meeting before competition begins. If a handler is found to be training in the ring, the judge will signal to the scorekeeper that the team has been eliminated from scoring, and the run will be disqualified. The judge may then allow the team to continue the run as a training run to encourage the team and to prepare the team for future competition runs. The team will leave the course when the judge determines the training run is over.

Maximum Course Time

A judge may establish a maximum course time for each course. Handlers who exceed the maximum course time will be asked by the judge to exit the ring.

Placements

For the purpose of determining placements, Standard Courses will be scored on a time plus faults basis, with each second over Standard Course Time being assessed a one point fault. In the event of a tie, a run off must be held, unless duplicate awards will be given.

1.7 Novice Level Agility

Each Novice Level requires 1 Qualifying Score to pass to the next Novice Level.

A Qualifying Score shall be earned when the dog and handler are assessed 10 or fewer faults on a Standard run.

Standard Course Time is calculated at 1.5 yards per second for all jump heights.

Novice Level 1-

The CKC Novice Level 1 agility class tests the ability of the dog and handler to negotiate an obstacle sequence.

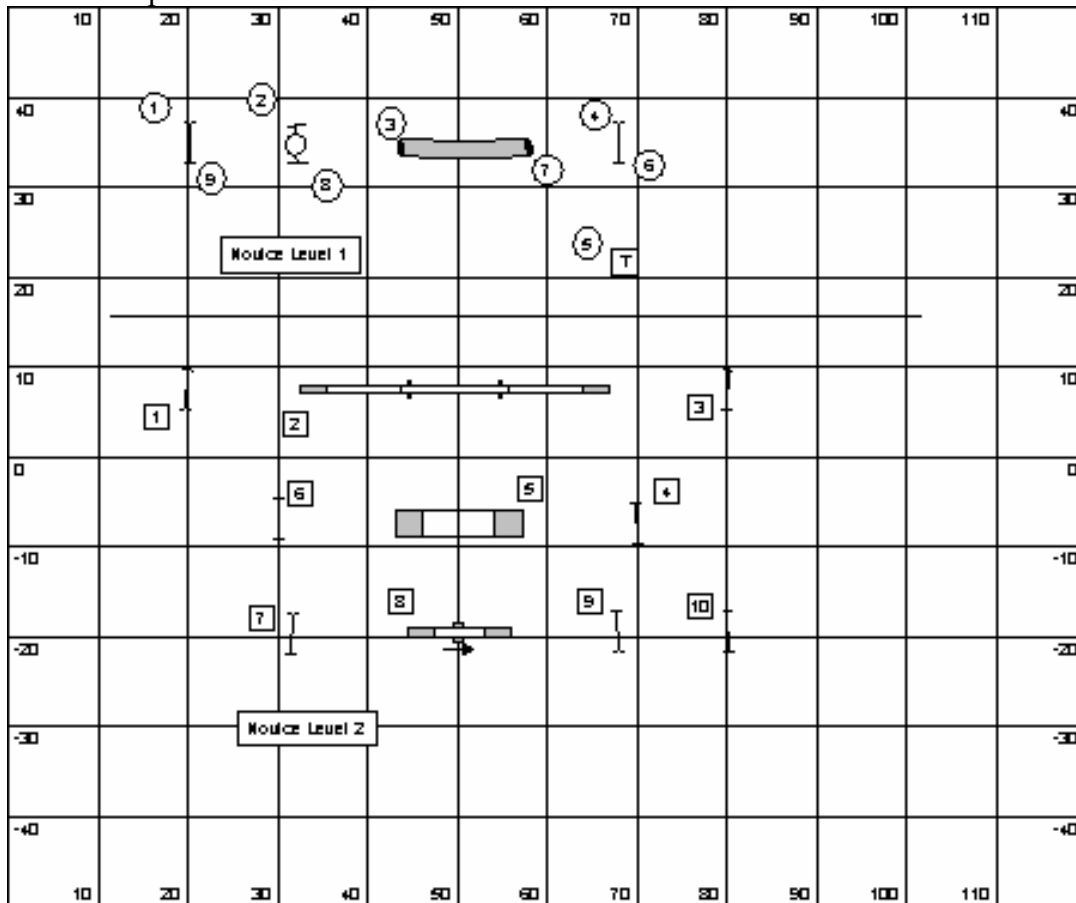
The agility course will consist of 4 jumps, two tires, two tunnels, and one table. There will be one 90 degree turn on the course. The arrangement of the course and obstacles can vary within the above specifications.

Novice Level 2-

Novice Level 2 agility class tests the dog and handler's ability to safely negotiate contact obstacles.

The course will be made up of one A-frame, one dog walk, one teeter, and 7 single jumps. The layout of this course will not vary.

Course Map for Novice Level 1 & Novice Level 2



Novice Level 3

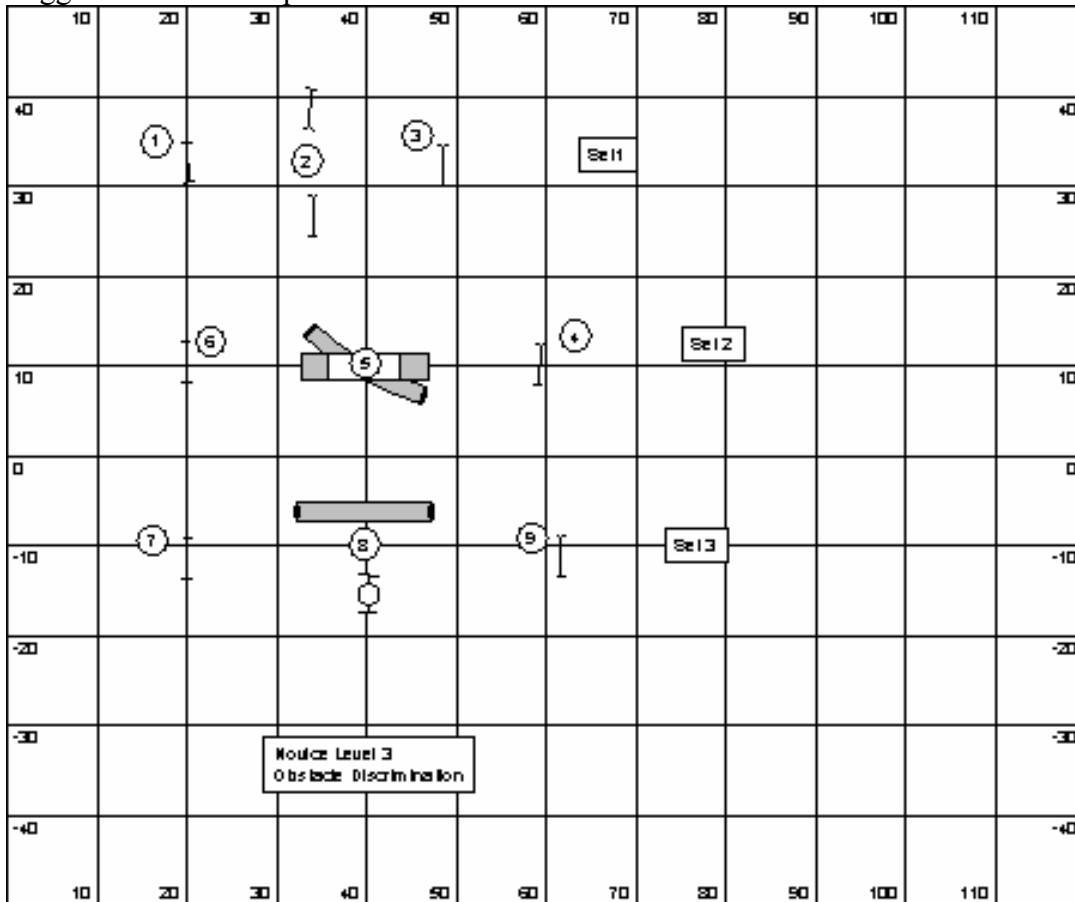
The CKC Novice Level 3 agility class is designed to test the dog and handler's ability to negotiate obstacle discriminations.

The course will consist of 1 jump discrimination, 1 contact discrimination, 1 tunnel discrimination.

The handler will not know the course flow until the handler's briefing before the run.

The course arrangement can vary within the above specifications.

Suggested Course map for Novice Level 3



1.8 Intermediate Level Agility

Requirements

1. Must have completed CKC Novice Level 3 Agility Title **OR** present One Novice or Starters Standard Title Certificate from any other agility sanctioning organization.
2. Must have completed the CKC Novice Level 1 Obedience Title.

Titling Requirements for Intermediate Agility:

Intermediate Agility Level 1 title- One qualifying score

Intermediate Agility Level 2 title- Two qualifying scores

Intermediate Agility Level 3 title- Three qualifying scores

On trial day, 3 Intermediate agility courses shall be conducted.

The handler can possibly earn all Intermediate titles in one day

The Handler cannot run the **same** Intermediate agility course more than once.

Courses are designed and approved by the CKC Rep before the trial

All Intermediate courses are standard agility courses similar to novice level courses designed by other agility sanctioning organizations EXCEPT that **no Intermediate course shall contain weave poles.**

Intermediate Level Standard Course Times	
8" & 12" Jump Heights	2.25 yards per second
16" Jump Height	2.5 yards per second
20" & 22" Jump Heights	2.6 yards per second

1.9 Supreme Level Agility

Requirements for Supreme Level Agility:

1. CKC Intermediate Level 3 Agility Title
2. CKC Novice Level 2 Obedience Title

Supreme Level Agility uses all standard agility equipment. Sets of 6 weave poles will be preferred to sets of 12 poles; however 12 poles can be used.

Courses will be divided into two types:

1. Standard Courses

Standard Courses are numbered courses that are run in sequence.

2. Games

Games can include those types of agility games offered by other sanctioning organizations, those published in various agility games books, and also new games can be designed by individuals and approved by the CKC rep prior to the trial. See Appendix B for more on games course design.

At any CKC Agility Trial, a combination of standard courses and games will be offered.

Titling Requirements for Supreme Level Agility

Supreme Level 1 – 3 Qualifying scores in Standard agility runs

Supreme Level 2 - 6 Qualifying scores in Standard agility runs, plus 3 Qualifying scores in Games runs

Supreme Level 3- 12 Qualifying scores in Standard agility runs, plus 6 Qualifying scores in Games runs

Supreme Agility Games Dog- 12 Qualifying scores in Games runs

Supreme Level Standard Course Times	
8" & 12" Jump Heights	2.5 yards per second
16" Jump Height	2.6 yards per second
20" & 22" Jump Heights	2.9 yards per second

Supreme Level Border Collie Class

At the Supreme Level, Border Collies (and Border Collie crosses) will run separately from all other breeds as is customary in Great Britain where the sport of dog agility originated. This separation is designed to promote competitiveness within the breed and to level the playing field for all other breeds and types of dogs who may also excel at the sport to a supreme degree.

The CKC judge will make the final determination on dogs whose ancestry are unknown and will determine which class a dog should enter. The owner may appeal that ruling to the CKC, and if 3 CKC Representatives can observe the dog running an agility course and agree on the class the dog should enter, the owner will be provided a "Class Card" which will identify their dog in future trials and allow for ease of entry to the appropriate class. The handler may, at their own choosing, submit results of a dog's DNA test to the CKC to receive a "Class Card".

Border Collie Standard Course Times	
16" Jump Heights	2.95 yards per second
20" Jump Height	3.15 yards per second
22" Jump Heights	3.30 yards per second

2.0 Awards & Prizes

The host organization shall recognize a qualifying score through the award of a Green qualifying ribbon or rosette.

Ribbons or Rosettes shall be awarded for first through fourth place.

- 1st- Blue
- 2nd- Red
- 3rd- Yellow
- 4th- White

Trophies may also be awarded for prizes.

High in Trial Awards may also be awarded by the host organization.

Jackpots or cash prizes may be offered and must be approved by the CKC in writing prior to the event.

2.1 Other Classes or Programs

In the future, CKC may offer "Agility Invitationals" for top competitors, special "Tournament" competitions, and an annual "Nationals" event at the CKC headquarters. Rules for these events will be announced as they become available.

Appendices

Appendix A

Obstacle Requirements

All obstacles used in CKC sanctioned competitions must meet CKC specifications.

Agility obstacles should be built with an emphasis on safety and reliability when any size or type of dog negotiates them.

Contact Obstacles

The bottom 42 inches of each contact obstacle must be designated as a safety contact zone.

	Ramp Length	Ramp Width	Height	Contact Zone
A-frame	8' or 9'	3' to 4'	4'8" for 8' ramps 5' for 9' ramps	42 inches
Dog Walk	11'6" to 12'	11.25" to 12" (12" recommended)	46" to 50"	42 inches
Teeter	12'	12"	24" to 27"	42 inches

Weave Poles

Weave poles must be made of rigid construction. Non rigid poles are not allowed. Weave poles should be 41" to 48" in height.

Pipe Tunnel

The pipe tunnel diameter should be approximately 24". The length can range between 10 and 20 feet. Tunnels should have a 4" pitch. Tunnels must be in good repair.

Collapsed Tunnel

The collapsed tunnel is made of two parts- the rigid opening and the tunnel chute. The rigid opening must be capable of being secured in place to the ground. The rigid opening shall be 2 to 3 feet in length and be constructed with safety of the dog in mind with proper padding and traction. The chute shall be 10 to 12 feet in length. The chute should flare out over its distance to a circumference of about 96".

Broad Jump

The broad jump shall consist of between two and five planks, being no less than 36" and no more than 60" in length, and between 5" and 10" in width. Elevations of all planks should be no less than 2" and no more than 10". The planks shall have slight increases in elevation. Broad jumps may be ascending/descending or they may be ascending. The broad jump shall be marked by a pole set vertically and each of the four corners of the broad jump. The poles must be at least 36" in height and may be taped with contrasting color tape.

Tire Jump

The tire jump shall consist of a tire suspended by a sturdy frame. The opening of the tire where the dog shall jump should be between 17" and 20" in diameter. The tire should be wrapped so that a dog cannot get a paw caught in it. The frame should be rigid enough

that a large dog could not overturn it while jumping through the tire at a high rate of speed.

Table

The table shall be of sturdy construction and shall be 36" square on the surface. Rubber may be used on the table top to improve traction. The table height shall be the same for all dogs: 12".

Jumps

Jumps must be 4' to 5' wide with displaceable bars and adjustable to the 8", 12", 16", 20", 22", and 24" jump heights.

Spread Jumps

Spread Jump is any jump where two or three single bars are set together to be jumped as a single jump. A single jump that has the front bar set at least 4" lower than the back bar is an "Ascending Spread Jump" Ascending Spread Jumps with either two or three bars are allowed to be used. They may be called "Double Spreads" or "Triple Spreads".

Appendix B

Games Course Design

There are three choices for providing games courses for CKC Agility Trials.

1. Non-Standard Agility Classes offered by other organizations that sanction dog agility events can be utilized. The benefit here is that rules for these classes are already clearly spelled out for the competitor.
2. Using a published reference for games classes such as:
 - a. *Clean Run Book of Agility Games*, 2nd Ed., by Bud Houston. This book may be purchased at www.cleanrun.com.
3. Creating a new game. New games must be submitted to CKC at least 4 weeks prior to the trial for approval.

If you would like to create a new agility game, here are the suggested guidelines for doing so:

1. New Games need to have established a clear start and finish line or a clear start point and finish point.
2. If a fault ends the game, the fault must be clearly distinguishable.

3. A new game should have set forth an established time period for play. If there are multiple periods of play during the same game each period of play must have an established time or a clearly defined way of moving from one period of play to the next.
4. A new game must set forth a simple way to break tied scores, unless duplicate awards will be offered.
5. New games shall set forth how faults will be determined and how a case of failure to perform an obstacle or obstacles will affect subsequent play.

Appendix C

Resources

Fundamentals of Course Design for Agility Dogs

Author: Stuart Mah

Publisher: Clean Run Productions, LLC

This is an excellent resource for judges and course designers. Using this resource as a guide for course building will help insure that courses are safe and provide reasonable challenges to dogs and handlers.

Course Analysis for Agility Handlers

Author: Stuart Mah

Publisher: Clean Run Productions, LLC

This is also an excellent resource for judges and course designers as it allows for insight into the handling challenges that you are placing before competitors and allows you to assess the level of challenge that your course designs provide.