

# UK Agility International

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Rules and Regulations Fifth Edition

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## **1.0 GENERAL REGULATIONS**

### **1.1 Mission Statement & Objectives of UK Agility International (UKI)**

To provide agility dog competitions that are designed with all competitors in mind; enabling all dogs to achieve a level of success, while promoting high standards in competing, training and judging of agility dogs.

UK Agility International (UKI) was developed to promote the growth of agility with the thought of safety and fun for every dog. In addition, UKI encourages the advancement in training using reward based training methods. This not only helps to foster a better pet and handler connection, but also supports the atmosphere of a relaxed and friendly environment for dogs, family and spectators.

### **1.2 Dogs and Handlers Eligibility**

Any dog, whether pedigree or mixed that is healthy, trained and over 15 months of age and registered with UKI is eligible to participate in UKI competitions.

Dogs that are 15 months of age and over are eligible to participate in the Nursery Class and Speedstakes Classes. Dogs that are 18 months of age and older may participate in any UKI Class.

A 7-day grace period (absolutely no exceptions after the 7 days) will be granted for date of birth for eligibility to enter a show. The 7<sup>th</sup> day ends on the day of the competition. For example if a trial is on Jan 1 and the dog turns 18 months on Jan 7<sup>th</sup>. The dog may enter the show. If a dog turns 18 months on Jan 8<sup>th</sup>, the dog may not enter the show.

Dogs ineligible to compete include dogs not registered with UKI, dogs under 18 months of age (except 15 months and over participating in Nursery class and Speedstakes Classes), dogs whose aggression is uncontrolled towards people or other dogs, and dogs suffering from illness, injury, or disability that affects the dog's performance in regard to its welfare. Dogs attending shows that are not competing do not need to be entered, nor registered with UKI, however owners are solely responsible for their dogs. Puppies may not be brought on show grounds for trade or sale.

If a dog reaches a new age category during a show it can be entered for the whole show in the new category. For example, if a dog turns 18 months of age on the Sunday of a show it may enter all classes on the Saturday at the new age.

All UKI events are open to any person, without discrimination, whom is registered with UKI and acknowledges and agrees to abide by all regulations set forth by UKI. However, UKI does reserve the right to refuse membership, licensing, entries or registration and impose handler and or dog bans including revoking UKI membership for breaking UKI rules.

Exhibitors and/or attendees at an event are expected to behave in a civilized and sportsmanlike manner towards other people and towards their dogs. Failure to do so may lead to disciplinary procedures. See appendix A-3.

No exhibitor, spectator and/or their children and dogs may be in an agility ring which is currently not in use and if found to be so, may be excused from the rest of the event without refund.

Parents and Guardians are solely responsible for their children's actions at all UKI events.

Smoking and Vaping are not allowed within 15 feet of a ring.

Any judge has the authority to dismiss a dog or handler from the ring. Any show manager has the authority to dismiss a dog or person from the show ground. All decisions from the judge or show manager are final for that event.

All dogs are entered in UKI events at their owners risk and while every care will be taken, UKI and or the show management will not accept responsibility for loss, damage or injury however caused to dogs, persons or property while at the event.

### **1.3 Registration**

All dogs and owners must be registered with UKI in order to compete in any UKI event. A registration form may be obtained from the last page of show premiums. A lifetime registration fee will apply for each dog registered, and a 10-year membership fee will apply for all owners/handlers.

Dogs will be registered by their official UKI name. No duplication of names will be allowed. The only control on a dog's proposed name by UKI will be if it is found to be offensive.

Each dog registered will receive a UKI number under which the dog's competition results will be recorded by UKI.

Handlers must provide their UKI numbers for both themselves and their dogs at a show they enter. Failure to do so will result in the results being void.

If entering a show before receiving an official UKI number, the letters "NAF" should be written in the entry form in the space provided for the dog's registration number.

#### **1.3a Try Before you Buy Registration (TBYB)**

TBYB allows a new competitor to enter their FIRST UKI trial by sending a check payment for their entry directly to the show management without first paying for their new UKI membership. The competitor must first create an account, through the UKI web page and must notify us by emailing the office at [info@ukagilityinternational.com](mailto:info@ukagilityinternational.com) of their wish to do a TBYB. This means they will not have to pay immediately for their membership with UKI, or at all should they decide not to enter any other shows and do not want to keep any points they earn towards their titles.

If after that first UKI trial, the competitor would like to maintain their UKI membership then payment for the handler and dog(s) registration will be due 7 working days after that trial. Failure to pay within the try before you buy period will result in all scores being void and the created UKI account being blocked.

The TBYB may NOT be submitted using paper registration.

TBYB is not available for a new dog registration from a handler who is already a member.

### **1.4 Club and Private Training Affiliation**

Any club, private training center or individual may apply for application to host a UKI event. Through affiliation with UKI the club, private training center, or individual acknowledges to uphold the standard of agility set forth by UKI.

Through affiliation, the club, private training center or individual may then apply to hold a sanctioned UKI event and will be given knowledge, support and assistance through the UKI home office for said event. All affiliations holding a UKI event must provide proof of liability insurance.

### **1.5 Payment of fees**

Registration and show entries may be available to enter online. By clicking the 'I agree' button when registering and entering shows, you agree to pay. If payment is not received by the specified time, the account in question will be frozen. *If an account is frozen, an administration fee will be charged to re-activate the account. Accounts owing money for over 12 months will become de activated. If this happens and a handler wishes to re register, the new registration fee will apply and any dogs that were previously registered will enter at their previous UKI level but will have 0 progression points.*

A fee of \$25.00 will apply for all checks returned by the bank to cover UKI administration costs and bank charges.

### **1.6 Refund Policy**

Entries will not be accepted, changed or altered after the closing date or capping level has been reached except for the purpose of moving to a higher level.

A full refund is available for any membership that is not older than 14 days from the creation of the account date. A full refund is available before the closing date or capping level is met for any show. There will be no cost if refund money is to be left in your account.

If money is to be returned then administration costs will be incurred which will be outlined on the premium of that show.

Once a show has been closed and/or capped refunds of any kind for any reason will not be available unless the show manager has stipulated a handler dog injury clause in the premium, in which case a partial refund may be available by the Show directly with proper medical documentation. The show management must be contacted for this and not UKI.

No entry fees will be refunded if the trial can not occur or be completed due to reasons such as acts of God, civil disturbances, fires, public emergency or other causes beyond the control of the organizing committee. In any case where circumstances are beyond the control of the show committee, and lead to either cancelling the show or the show moving to a new location within the area, refunds will also not be given.

Any amendments to this policy will be detailed in the Event's premium/schedule.

## **2.0 PROGRAMS, LEVELS AND TITLES**

UKI supports two Programs, **The International Program** and **The Speedstakes Program**, which enable dogs to progress up the levels of the Programs by gathering the required total of points set per level. Points are awarded on the basis of wins and class placements that are qualifying rounds. Points are also awarded for clear rounds that are not placed. No points will be received for placements with time or course faults.

Both Programs allow for a Select Option which permits the dog to jump one jump height lower than their Regular jump height (See Section 2.3 for Regular Jump Heights). The select option does not allow spread jumps and will have a reduced height A-frame (5'3") and reduced size long jump.

A clear round or qualifying round ("Q") is obtained by accumulating no course or time faults under the standard course time (SCT).

The following table shows the placements and points awarded in the International and Speedstakes Programs based upon number of entries in the class:

**Class Places and Points**

Class Place	1-10 entered	11 to 30 entered	31 and above
1st	6 points	12 points	Refer to following table
2nd	5 points	8 points	
3rd	4 points	7 points	
4th	4 points	5 points	
Clear Round	4 points	4 points	

**Points for classes of 31 and above**

Class Placement	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	Clear round
Points	12	11	10	9	8	7	6	5	4	4	4

The number of entries in a class shall be determined by the number originally entered in each class and not based on how many ran or didn't run. Therefore, if a class had 12 entered in the class but only 9 ran, the points for 1<sup>st</sup> place would still be 12 points. However if due to move ups and/or late entries where more dogs run than on the ring plan and this changes the points schedule, then the higher level points scheme will be used.

Both Programs offer the opportunity for dogs to be awarded Titles once they have progressed to the next level through either the process of collecting points or through winning classes.

All qualifying / clear round results are sent to UKI which are uploaded to the UKI data base and automatically tallied towards the current level on the dog's account for title and level progression. Runs that have faults of either course or time faults are not uploaded to the UKI account.

Once a dog has become eligible for the next level within a Program, that dog is no longer eligible to compete in any lower class, for life. If a competitor is found to be competing a dog at a level they are not eligible for, either above or below that level, then all results falsely gained will be null and void.

Any points that advance the dog a level prior to an event must be notified to the show secretary and the competitor must move up the level. In the event that the next level is not available at the show, the dog may remain in the entered level. At a UKI event where the dog is competing for more than one day and the dog completes the requirements for a level on a prior day, they must move up the following day. It is the competitor's responsibility to notify the Show Management and make any other necessary changes to advance to the new level on the day they acquire the necessary points to do so. If a handler gains necessary points for level progression at the start of the day, they may NOT move up that same day, only the following day or show whichever the dog is entered at first.

Any result that is disputed from the official Show results, must be made within 6 weeks of the show where the Scribe sheet will be used to clarify the result. Any dispute with the official UKI Result Sheet must be made within 3 months of the show.

## 2.1 International Program

The International Program consists of agility, jumping and games classes. The Program allows dogs to progress through the levels by gathering the required number of points in the aforementioned classes. The purpose of this program is to reward the well rounded dog who may only progress through the levels with stipulated points in each of the class types i.e. agility, jumping and games. If the dog has met one of the class criteria, the dog still must remain in the same level for all the classes until the remaining class criteria have been met.

### 2.1a International Levels

Each time the dog graduates to the next level, point collection will start over, thus, the dog will start each new level with 0 points.

**Beginners** – For dogs that are not eligible for Novice, Senior and Champion levels in the International Program.

Once a dog graduates from Beginners, earning 12 points (8 of these from Agility) in the International Program, they can no longer enter that dog in the Beginners level in the International Program for life. (The Speedstakes Program is separate from the International Program.)

**Novice** – For dogs that have gained a minimum of 12 points in the Beginners classes, where 8 of those points must be obtained in agility classes. This is the equivalent of 3 clear rounds (CR), 2 of these must be from agility classes.

**Senior** – For dogs that have gained a minimum of 20 points in the Novice classes, where 12 of those points must be obtained in agility classes, 4 points from jumping classes and 4 points from games classes. This is the equivalent of 5 clear rounds (CR), 3 of which are from agility, 1CR from jumping and 1 CR from Games.

**Champion** – For dogs that have gained a minimum of 36 points in the Senior classes, where 12 of those points must be obtained from agility classes, 12 points from jumping classes and 12 points from games classes. This is the equivalent of 9 clear rounds (CR), 3 of which are from agility, 3 CR from jumping, and 3 CR from Games.

Any clear rounds in the Masters Series Heat Agility or Jumping class will count towards level progression points in the level the dog is currently working at.

### 2.1b International Titles

Title certificates will be automatically be emailed. When enough points have been earned, the UKI system automatically move's the dog to the next level the dog is eligible for and emails the handler listed on the account a title certificate. It is the account holder's responsibility to be sure that the email addresses from UKI are listed on their servers trusted senders and to check their spam folders for any UKI email. It is also the handlers/owner's responsibility to confirm the awards their dogs earn are correct and to immediately notify UKI of any errors.

**Beginner International Dog (BID)** – A dog will be awarded a **BID** once a dog achieves the required points to move from Beginners to Novice.

**International Novice Dog (IND)** A dog will be awarded an **IND** once a dog achieves the required points to move from Novice to Senior.



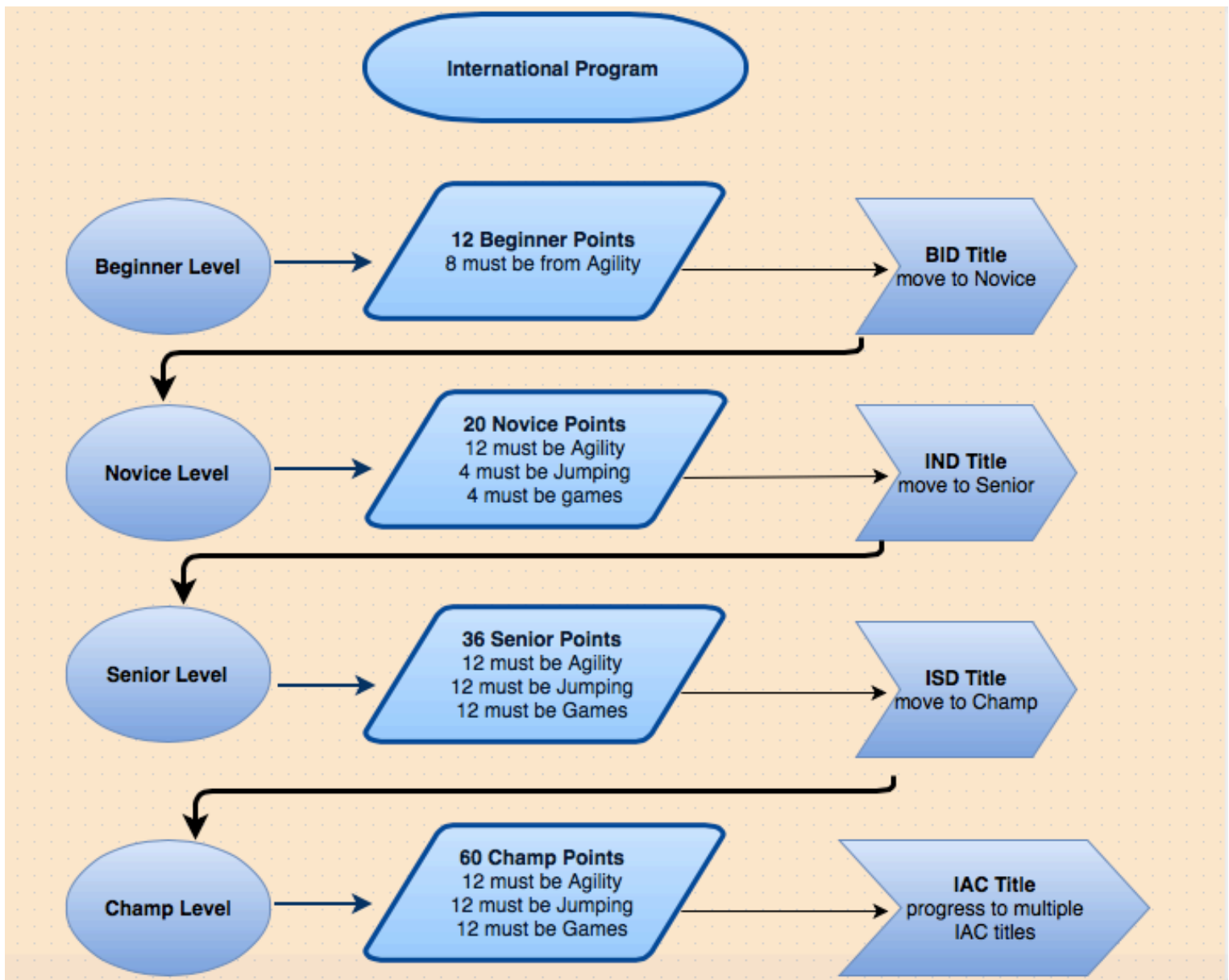
**International Senior Dog (ISD)** A dog will be awarded an **ISD** once a dog achieves the required points to move from Senior to Champion.

**International Agility Champion (IAC) \*** – A dog will be awarded an **IAC** once a dog achieves 60 points in the Champion International Level, where 12 points must be obtained from agility classes, 12 points from jumping classes, and 12 points from games classes. Dogs may repeat their **IAC** Title by duplicating the title requirements, thus adding to their title the number of times it is repeated (i.e. **IAC 2**).

**International Win Agility Champion (IWAC) \*** – A dog will be awarded a **IWAC** once a dog gains a total of 60 points in wins in the International Champion Level, where 12 points of wins must be obtained from an agility class, 12 points of wins from a jumping class and 12 points of wins from a games class. Any win a dog gains will count towards both their **IAC** and **IWAC**, thus if a dog acquires the title **IWAC**, they also acquire the title **IAC** as well. Dogs may repeat their **IWAC** Title by duplicating the title requirements, thus adding to their title the number of times it is repeated (i.e. **IWAC 2**).

*\* All IAC and IWAC awards must be tallied and confirmed by the dog's handler and the UKI office contacted for the award to be emailed.*

### **International Program Summary**



### 2.1c International Awards

Outstanding Achievement Award - Once a dog has achieved **IAC 5**, the dog will be awarded an Outstanding Achievement Award.

### 2.1d Select Option

The Select Option is designed for the new dog, dog recovering from injury, older dog, or breeds that may find their Regular jump height too challenging **or the A-frame height and spread jumps too challenging in the regular classes**. The select height allows the dog to jump one jump height lower than their Regular Height. In addition, there will be no spreads and a reduced long jump and a lowered A-frame of 5'3".

The competitor may choose to run in the Select Option for any class and any level of the International Program. If a competitor decides to compete in the Select Option, any other classes run in the International Program must also be run in Select, and they must also run in the Select Option for the Speedstakes Program that day.

A competitor may choose to start a level in the International Program under the Select Option but should they then choose to move into the Regular Jump Height Option, they must start back into the Level they were originally eligible for when they registered with UKI or the level they were working at in the Regular Jump Height before switching to the Select Option. No Select points will count towards their Regular progression.

If a competitor chooses to start the Regular Jump Height in the International Program and then move into the Select Option at a different day they may do so at the level they are currently working at in the Regular Jump height, however, points obtained during the Select Option will not transfer to point accumulation for the Regular Jump Height option should they choose to return back to their Regular Jump height.

In addition, should the competitor choose to only continue working under the Select Option, they can still gain Select Option Titles from that level onward.

## 2.1e Select Option Titles in the International Program

**Beginner international Dog of Select (BIDs)** – A dog will be awarded a **BIDs** once a dog achieves the required points to move from Beginners to Novice in select.

**International Novice Dog of Select (INDs)** A dog will be awarded a **INDs** once a dog achieves the required points to move from Novice to Senior in select.

**International Senior Dog of Select (ISDs)** A dog will be awarded a **ISDs** once a dog achieves the required points to move from Senior to Champion in select.

**International Agility Champion of Select (IACs)** – A dog will be awarded a **IACs** once a dog achieves 60 points in the International Champion level, where 12 points must be obtained from agility classes, 12 points from jumping classes, and 12 points from games classes. Dogs may repeat their **IACs** Title by duplicating the title requirements, thus adding to their title the number of times it is repeated (i.e. **IACs** 2).

**International Win Agility Champion of Select (IWACs)** – A dog will be awarded a **IWACs** once a dog gains a total of 60 points in wins in the International Champion level, where 12 points of wins must be obtained from an agility class, 12 points of wins from a jumping class and 12 points of wins from a games class. Any win a dog gains will count towards both their **IACs** and **IWACs**, thus if a dog acquires the title **IWACs**, they also acquire the title **IACs** as well. Dogs may repeat their **IWACs** Title by duplicating the title requirements, thus adding to their title the number of times it is repeated (i.e. **IWACs** 2).

## 2.1f Individual International Class Awards

Awards for points achieved in the individual International classes will be awarded to the dog once they have reached the amount of points set forth in the following classes: Agility, Jumping and Games. This collection of points is calculated throughout the lifetime of the dog, regardless of the level.

Once the Bronze award has been achieved, the dog may continue gathering points in that same class (regardless of the level they are currently competing at) to gain the Silver award and once this is achieved they may continue collecting points within this class for the Gold award.

For example a dog who started off in the Beginners International Level may have gained their International Bronze Games Award by gaining points in the games classes (Snooker, Gamblers, Power & Speed, Snakes & Ladders) while they were moving up the levels into the Champ International level. This dog may

continue to gather Games points towards their Silver award and then onto their Gold award. Point accumulation does not start over with each award, but continues towards the next award requirement.

<b>Award</b>	<b>Points Required</b>	<b>Accepted Classes</b>
Agility Bronze	60	Any level Agility Class, Masters Series Heat Agility
Agility Silver	120	Any level Agility Class, Masters Series Heat Agility
Agility Gold	240	Any level Agility Class, Masters Series Heat Agility
Jumping Bronze	60	Any level Jumping Class, Masters Series Heat Jumping
Jumping Silver	120	Any level Jumping Class, Masters Series Heat Jumping
Jumping Gold	240	Any level Jumping Class, Masters Series Heat Jumping
Games Bronze	60	Any level Games Class: Gamblers, Snooker, S&L, P&S
Games Silver	120	Any level Games Class: Gamblers, Snooker, S&L, P&S
Games Gold	240	Any level Games Class: Gamblers, Snooker, S&L, P&S

## **2.2 Speedstakes Program**

The Speedstakes Program consists of classes made up of only jumps (not including spread or long jumps) and pipe tunnels. The Program allows dogs to move up through the levels by gathering the required number of points in each level.

Each time the dog graduates to the next level, point collection will start over, thus, the dog will start each new level with 0 points.

### **2.2a Speedstakes Levels**

SS Beginner - For dogs that are not eligible for SS Novice, SS Senior and SS Champion levels in the Speedstakes Program. Once a dog graduates from Beginners, earning 12 points in the Speedstakes Program, they can no longer enter that dog in the Beginners level in the Speedstakes Program for life. (The International Program is separate from the Speedstakes Program.)

SS Novice – For dogs that have gained a total of 12 points in the SS Beginners classes.

SS Senior – For dogs that have gained a total of 20 points in the SS Novice classes.

SS Champion – For dogs that have gained a total of 36 points in the SS Senior classes.

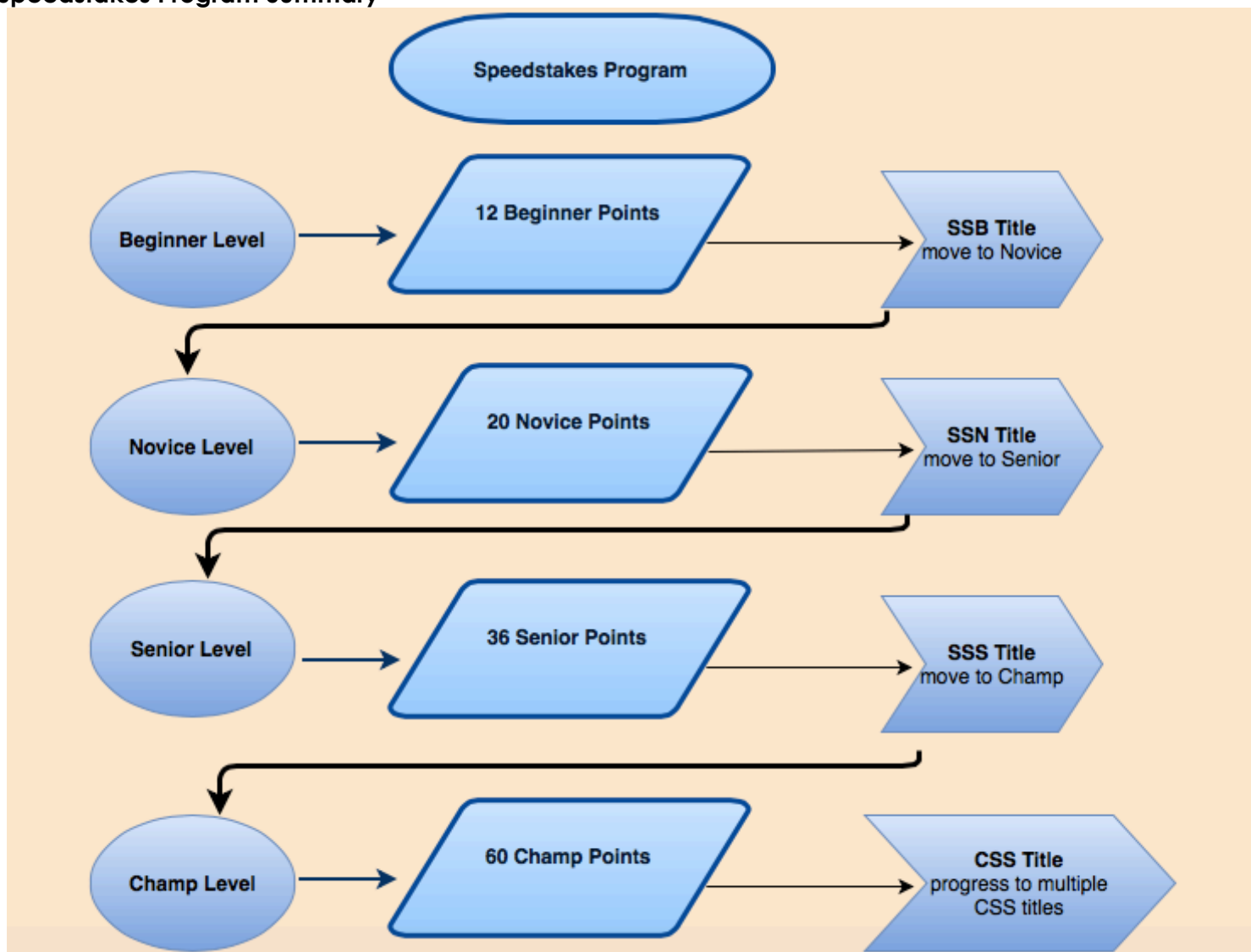
### **2.2b Speedstakes Titles**

- Speedstakes Beginner (SSB) - A dog will be awarded a SSB once a dog achieves the required points to move from Beginners to Novice.
- Speedstakes Novice (SSN) - A dog will be awarded a SSN once a dog achieves the required points to move from Novice to Senior
- Speedstakes Senior (SSS) - A dog will be awarded a SSS once a dog achieves the required points to move from Senior to Champion
- Champion of Speedstakes (CSS) – A dog will be awarded a CSS once a dog achieves 60 points in the SS Champion Level. Dogs may repeat their CSS by duplicating the above CSS requirements thus adding to their title the number of times it is repeated (i.e. CSS2).

Win Champion of Speedstakes (WCSS) – A dog will be awarded a WCSS once a dog gains 60 points of wins in the SS Champion Level. Any win a dog gains will count towards both their CSS and WCSS, thus if a

dog acquires the title WCSS, they also acquire the title CSS as well. Dogs may repeat their WCSS Title by duplicating the title requirements, thus adding to their title the number of times it is repeated (i.e. WCSS2).

## Speedstakes Program Summary



### 2.2c Speedstakes Awards

Outstanding Achievement Award - Once a dog has achieved CSS5, the dog will be awarded an *Outstanding Achievement Award*.

### 2.2d Select Option in the Speedstakes Program

The Select Option is designed for the new dog, dog recovering from injury, older dog, or breeds that may find their Regular jump height too challenging. Dogs in the Select Option can jump one jump height lower than their Regular Height.

The competitor may choose to run at the Select Option at for the Speedstakes Program but must also run in the Select Option for the International Program.

A competitor may choose to start a level in the Speedstakes Program under the Select Option but should they then choose to move into the Regular Jump Height Option, they must start back into the Level they

were originally eligible for when they registered with UKI or the level they were working at in the Regular Jump Height before switching to the Select Option. No Select points will count towards their Regular progression.

If a competitor chooses to start the Regular Jump Height in the Speedstakes Program and then move into the Select Option at a different day they may do so at the level they are currently working at in the Regular Jump height, however, points obtained during the Select Option will not transfer to point accumulation for the Regular Jump Height option should they choose to return back to their Regular Jump height.

In addition, should the competitor choose to only continue working under the Select Option, they can still gain Select Option Titles from that level onward.

## 2.2e Select Option Titles in the Speedstakes Program

**Speedstakes Beginner of Select (SSBs)** - A dog will be awarded a **SSBs** once a dog achieves the required points to move from Beginners to Novice in select.

**Speedstakes Novice of Select (SSNs)** - A dog will be awarded a **SSNs** once a dog achieves the required points to move from Novice to Senior in select.

**Speedstakes Senior of Select (SSSs)** - A dog will be awarded a **SSSs** once a dog achieves the required points to move from Senior to Champion in select.

**Champion of Speedstakes of Select (CSSs)** - A dog will be awarded a **CSSs** once a dog achieves 60 points in the SS Champion Level. Dogs may repeat their **CSSs** by duplicating the above **CSSs** requirements thus adding to their title the number of times it is repeated (i.e. **CSSs2**)

**Win Champion of Speedstakes of Select (WCSS)** - A dog will be awarded a **WCSSs** once a dog gains 60 points of wins in the SS Champion Level. Any win a dog gains will count towards both their **CSSs** and **WCSSs**, thus if a dog acquires the title **WCSSs**, they also acquire the title **CSSs** as well. Dogs may repeat their **WCSSs** Title by duplicating the title requirements, thus adding to their title the number of times it is repeated (i.e. **WCSSs2**).

## 2.3 Jump Height Options

UKI will adhere to the following jump heights for the International and Speedstakes Programs. (Dog's height is a perpendicular line from the top of the dog's withers to the ground.)

Regular Jump Height	Dog's Height	Long Jump (MAXIMUM)	Number of Units	A-frame Height
8 inch	11" & under	16"	1-2	5'3"
12 inch	14" & under	24"	2	5'3"
16 inch	17.5" & under	32"	3	5'7"
20 inch	22 & under	40"	4	5'7"
22 inches	Any	44"	5	5'7"
24 inches	Any	48"	5	5'7"

<b>Ascending Spread Lengths *</b>		
<i>*Judges may decrease spread lengths as they see fit</i>		
<b>Jump Height</b>	<b>Not allowed in Select</b>	
	Suggested	Maximum
8 inches	6 inch	7.5 inch
12 inches	9 inch	11.5 inch
16 inches	12 inch	15.5 inch
20 inches	15 inch	18.5 inch
22 inches	16 inch	20.5 inch
24 inches	20 inch	22.5 inch

<b>Select &amp; Nursery Option Heights</b>	<b>Dog's Height</b>	<b>Long Jump Units</b>	<b>A-frame Height</b>
4 inch (s)	11" & under	Not allowed	5'3"
8 inch (s)	14" & under	1	5'3"
12 inch (s)	17.5" & under	1	5'3"
16 inch (s)	22" & under	2	5'3"
20 Inch (s)	Any	3	5'3"

Dogs can jump higher than their measured height category.

If a dog changes jump height within a Program then all their previous results will still stand for titling and individual class awards. However results that are necessary for Finals or National events with rule stipulations of one height requirement to enter, will only allow those results from that height to count. This information will be outlined in the event premium.

For any special class or fun class a handler may choose to jump their dog at a higher or different height they are eligible for; regardless of what height division they have been competing at in the International Program or Speedstakes Program.

#### **2.4 Dogs Transferring from Other Organizations with new Handler Registration.**

All new handlers/owners that have been competing at the below organizations must transfer their dogs into the equivalent level at the time of handler/owner registration. Refer to the chart below to find the corresponding level for each Program.

If a dog has participated in multiple Organizations, the highest level they are competing in at any organization will be used. The highest STANDARD AGILITY level for Transfer at the time of dog registration should be used.

**Transfer Table of Highest Level in Standard Agility New Registered Handlers Only**

<b>AKC/CKC</b>	<b>USDAA/AAC</b>	<b>CPE</b>	<b>UKI International Program</b>	<b>UKI Speedstakes Program</b>
Novice	Starters	Level 1, 2, 3,	Beginners	SS Beginners
Open	Advanced	Level 4	Novice	SS Novice
Excellent	Masters	Level 5, C	Senior	SS Senior
Masters	MAD	N/A	Champion	SS Champion



Once a dog is registered with UKI, results from other organizations DO NOT count towards progression through the levels in UKI. Dogs that have no competition history with an existing member or that are under competition age at the time of handler/owner registration will start in the Beginners level unless section 2.4b can be applied.

If a dog is registered with UKI but has not yet run in a UKI event and in the meantime has progressed higher in other organizations, the dog must still compete at the level it was eligible for when it was registered.

#### **2.4a Registering dogs at a later date**

Once a handler has created a UKI account (whether TBYB or paid for) all new dogs registered (that have not competed at UKI) will transfer across at the level they had competed at the time of the original handler/owner account creation. For example a handler registers on 1<sup>st</sup> January 2010. Any dog they register, at that time or later, that HAD NOT competed elsewhere before 1<sup>st</sup> January 2010 will start in Beginners, unless that handler already has a dog competing in the UKI Champ level, in which case the new dog will start in the Novice level, see 2.4b below. Any dog they register, at that time or later, that HAD competed in other organizations before 1<sup>st</sup> January 2010 will transfer across as per the table above at the level they were on 1<sup>st</sup> January 2010. No other organizations results will be taken into account after the date of the handler's account creation.

Once a dog is registered with UKI, it cannot be registered again under a different name. If the dog is already registered with UKI and an owner transfer is requested, the dog will remain in its current UKI level with all UKI results kept.

**2.4b. UKI Registered owners with experienced Champ Level dogs on their account.** Any UKI Handler currently competing with a dog registered under their UKI account in the Champ level, must register any new dog on their account into the Novice Level if this dog had not been eligible for Beginners as described in 2.4a.

**2.4c Move-ups available for lack of UKI trials within a region.** A handler may move their dog up to the equivalent level that dog is competing at in Standard Agility from the transfer table 2.4 if a handler is in an area with a lack of UKI shows within a 4 month period of the last show in that area. This shall be determined by the lack of trials from 100 miles of the handler's registered address. This move up is not available due to a handler not attending an offered trial within this timeframe and area. The move up must be requested by contacting the UKI office directly before it may be granted.

### **3.0 CLASSES**

#### **3.1 Standard Classes**

##### **3.1a Agility**

The object of this class is to negotiate a full course of agility equipment with a minimum of 16 obstacles for Beginners and Novice and a minimum of 17 obstacles for Senior and Champion and a maximum of 20 obstacles for all levels with the exception of Masters Series Agility, which will allow a maximum of 22 obstacles.

All obstacles must be performed in order and direction defined by number. The numbers should be placed on the side of the obstacle to designate the direction the obstacle should be taken. If a number is placed in the middle of an obstacle such as a curved tunnel, the obstacle may be taken in either direction. The class must include the dogwalk, A-frame, teeter, and one set of weave poles for a maximum of 12 poles and may also include a table, unless unsatisfactory conditions cause the use of any obstacle to be unsafe.



In order to receive a clear round / qualifying Score (Q), the dog must run the course under standard course time (SCT) and have not been faulted.

### **3.1b Jumping**

The object of this class is to negotiate a course, without contact equipment, with a minimum of 16 obstacles for Beginners and Novice and a minimum of 17 obstacles for Senior and Champion and a maximum of 20 obstacles for all levels, with the exception of Masters Series Jumping, which will allow a maximum of 22 obstacles.

All obstacles must be performed in order and direction defined by number. The numbers should be placed on the side of the obstacle to designate the direction the obstacle should be taken. If a number is placed in the middle of an obstacle such as a curved tunnel, the obstacle may be taken in either direction. The class can include all equipment with the exception of the 3 contacts and table. A set of weave poles (maximum of 12) must be included unless unsatisfactory conditions cause the use of the obstacle to be unsafe.

In order to receive a clear round / qualifying Score (Q), the dog must run the course under standard course time (SCT) and have not been faulted.

### **3.1c Speedstakes**

The object of this class is to negotiate a course made up with only regular jumps (excluding the tire, wall, spreads and long jump) and tunnels, with a minimum of 16 obstacles for Beginners and Novice and a minimum of 17 obstacles for Senior and Champion and a maximum of 20 obstacles for all levels.

The Speedstakes course should be a fast and flowing set up. All obstacles must be performed in order and direction defined by number. The numbers should be placed on the side of the obstacle to designate the direction the obstacle should be taken. If a number is placed in the middle of an obstacle such as a curved tunnel, the obstacle may be taken in either direction.

In order to receive a clear round / qualifying Score (Q), the dog must run the course under standard course time (SCT) and have not been faulted.

Dogs must be at least 15 calendar months of age to compete in this class.

## **3.2 GAMES CLASSES**

UKI competitions may contain one or more of the following games. Games are designed to test the handler and dog in dealing with the different elements of course strategy, distance control, and versatility.

Qualifying rounds from the following games, will meet the necessary games' requirements to achieve Level points in the International Program: Gamblers, Snooker, Power & Speed, and Snakes and Ladders.

### **3.2a Gamblers**

The goal of the game is to accumulate as many points as possible within the time allotted and then to make a decision and perform one of the two short closing sequences.

The Gambler's course is set up with the obstacles placed randomly throughout the ring, without specific flow. Each obstacle is worth points and is awarded to the dog if successfully completed. Points can only

be awarded twice for each obstacle.

The game consists of two parts. The first is the opening period that has a designated time of 25, 30, 35 or 40 seconds. This is the time to gather as many points as possible by successfully completing obstacles before the period ends. This is then followed by the selected 10 or 15 point gamble which is only awarded if the dog crosses the finish within the total course time, without fault.

Points	Obstacle
1 point	Jumps
2 points	Tunnels Tire Spread jumps Long jump Wall
3 points	Teeter Weave poles (6 poles) Table with down and go release by judge
4 points	A-frame
5 points	Dogwalk Weave poles (12 poles)

Obstacles that are 1 directional, e.g. Teeter, Spreads, Long jumps, Flat tunnels, will only Score points when taken in the correct direction

### **General Gamblers Rules:**

If an obstacle is attempted but not completed successfully (e.g., missed contact) a dog may attempt the obstacle again as many times as necessary until it is completed successfully. A judge should signify an obstacle has not been completed successfully by shouting "NO" or "FAULT".

The class must begin with either a designated start line or a start jump. If a jump is used it may be point scoring or not at the discretion of the judge. **If a start jump is used and a dog refuses this obstacle and takes any other obstacle the Game is over and the dog will be eliminated. The jump must be taken in the direction indicated by the placement of the timing** (See rule 4.17.)

The class must end on a finish jump or tunnel and must be taken in the direction of the timing gate placement. Once the dog has completed the gamble sequence, or if the whistle sounds, the handler must direct the dog to the jump to stop the clock. If a dog does not stop the clock (barring a timing failure), all points are lost and 0 (zero) points will be scored.

The opening period ends when the whistle/buzzer is sounded. This also designates the beginning of the second half of the game where the time begins for the gambles. If the whistle is blown ending the opening period while the dog is negotiating an obstacle, points will be awarded as long as the obstacle is completed successfully. Negotiating means any part of dog's body has entered or mounted the obstacle. For jumps, the front feet have left the ground to jump.

There are no refusals judged in the opening or closing.

The judge may determine and must state in the briefing if consecutive gamble obstacles can be done in the opening, whether forward or backwards and if contacts can be done back to back. Any scenario not in the rules will be left to judge's discretion.

## The Gamble:

The judge will present two options (2 gambles) one of which will be of more challenge and therefore more points. It is up to the handler to choose (therefore, to gamble) which option to attempt.

The time allotted for the gambles shall be determined by the judge's discretion and common sense, typically between 12 to 18 seconds and no more than 20 seconds maximum. The judge may add 3 seconds for Select heights.

The gamble points will only be awarded if the dog completes the chosen sequence within the specified time. The timing gates must be positioned at the last obstacle of the gamble (As per rule 4.17.)

Option 1 Gamble (less difficult) = 10 points

Option 2 Gamble (more difficult) = 15 points

In tournament Gamblers, the gamble option 2 may be increased to 20 points.

If the judge chooses to restrict the handler's distance while directing the dog through a gamble, a line on the ground will designate the sequence. The dog must complete the gamble while the handler remains on the other side of the line. Numbers may also be placed in sequential order at each of the obstacles in a gamble.

The dog *will not* be given the gamble points if any of the following occur:

- The dog fails to complete the sequence within the allotted time and/ or incurs faults.
- The handler steps on or over the line when a distance restriction is in effect.
- The dog knocks a gamble bar down in the opening period of the gamble they attempt.
- The dog takes the finish obstacle in the Opening period stopping the clock.

A Judge may choose to have a "No Loitering rule" in Senior & Champion level. A handler will be called for loitering if the handler does not attempt any equipment that has not already been done successfully for points, while waiting for the whistle/buzzer to sound. In this case "No gamble" will be scored.

There are two ways to qualify:

1. Minimum opening points must be earned in the opening and one of the gambles must be completed successfully within the allotted course time. For example, a minimum of 18 points must be accumulated in the opening period of a 30 second opening time; however, the dog must then at least obtain the 10-point Option A gamble, thus giving a total of 28 points. In order to calculate the minimum required opening points, multiply the opening time by 6 and drop the zero.

(e.g., opening time: 30 seconds x 6 = 180. 18 points needed to qualify in the opening.)

2. If a dog isn't able to accumulate the required opening points and needs 5 points or less, they can make up the missing points by successfully completing the 15-point gamble.

For example, a minimum of 21 points must be accumulated in the opening of a 35 second opening time. If a dog only accumulates 16 points in the opening but completes the Option 2 gamble receiving an additional 15 points, the dog will receive a qualifying round.

If a dog acquires more points than a dog that has qualified by either of the methods detailed above, but does not make the gamble, the dog still does not qualify and therefore is not placed higher than the qualifying dog with lesser points.

If a handler were to obtain 28 points or more from the opening period of 30 seconds but fails to complete

one of the two gamble options within the gamble time, the dog will not qualify.

Time is a tiebreaker only. Time ends as the dog crosses the finish line. Points will determine the placement of dogs. If a dog does not stop the clock (barring timing failure) then elimination will be scored. If the dog stops the clock at any point during the run the Game is over.

If there are no qualifying rounds, the places of the dogs will be determined by points, with time being the tiebreaker.

### **3.2b Snooker**

The object of the game snooker is to score as many points within the maximum course time set by the judge. The scoring is the similar as the game snooker. However, the judge may place the obstacles in the ring in any way.

The judge will design a course consisting of 3 or 4 red jumps and one of each of the other snooker colors. These will be scored the following way:

Red Jumps                      1 point each

Colored Obstacles:

Yellow	2 points
Green	3 points
Brown	4 points
Blue	5 points
Pink	6 points
Black	7 points

Snooker consists of two sections. The opening section allows the dog and handler to collect as many points as possible by completing each red jump followed by any colored obstacle.

The second part, the closing, requires the dog and handler to complete the colored obstacles 2 through 7 in sequential order before course time has elapsed. Once the dog has completed the last obstacle, the handler must direct the dog to the finish line to stop the clock. If a dog does not stop the clock (barring timing failure) then zero points will be scored.

A snooker course should be run as follows:

- Red jump, any colored obstacle,
- Red jump (different from first red), any colored obstacle,
- Red jump (different from first and second red), any colored obstacle,
- Yellow 2, green 3, brown 4, blue 5, pink 6, black 7,
- Finish line.

### **General rules:**

The class will begin on a single jump that is used for time ONLY and finish on a single jump that is used for time only, or by a designated start and finish line. If jumps are used, these jumps must be taken in the direction indicated by the placement of timing equipment (See rule 4.17.)

Course time is set per judge's discretion and usually ranges between 40 to 55 seconds. A judge may or may not choose to add the specified rate of travel percentage for small and select dogs and Select heights.

A red jump must be successfully taken in either direction, in order to be able to attempt a colored obstacle of 2 - 7. Points are then awarded for successful completion of each obstacle.

Each of the three red jumps may only be completed once whether successful or not (knocked bar). The judge may choose to design a course with 4 red jumps, however only 3 of the reds are allowed to be completed successfully before moving onto the second part of the game.

The judge may choose to set up a combination of obstacles to make up one colored obstacle. The judge will designate the order of the combination but may allow the combination to be taken in any direction or flow during the first part of the game. The combination must be taken in the designated direction in the second section of the game. Obstacles that are 1 directional, e.g. Teeter, Spreads, Long jumps, will only score points when taken in the correct direction.

If a fault occurs while a dog is attempting a combination obstacle then the dog can leave the obstacle to continue to next red or to the closing section. The Judge will shout 'fault' or 'no' or '0' when faults occurs so the handler knows they can leave the combination.

A judge may set a course where three 7's could be deemed difficult to achieve. This is to be encouraged in the higher levels of the game.

Any scenario not in the rules will be left to judge's discretion.

### Opening Scenarios

Taking another obstacle before start jump	Game over, go to finish line
Red jump followed by another red jump	Game over, go to finish line
Red jump faulted	Go directly to another red
3 <sup>rd</sup> red jump faulted when there are 4 red jumps	Go directly to 4 <sup>th</sup> red
3 <sup>rd</sup> red jump faulted when there are 3 red jumps	Begin closing (2-7)
All red jumps faulted	Begin closing (2-7)
Third red jump followed by yellow 2 point	Repeat yellow 2 to begin closing 2-7
Faulting a colored obstacle in the opening (including leaving a colored obstacle early or leaving a combination colored obstacle before attempting all elements)	No points awarded, go to next red, or closing if appropriate.
Colored obstacle followed by colored obstacle	Game over, go to finish line.
Starting any color and then going onto a different color (whether or not the first color is completed correctly)	Game over, go to finish line.
Taking a combination obstacle out of judges order,	No points go to next red if any 'unused reds remain' or go to closing
Taking a one way obstacle the wrong direction	No points go to next red if any 'unused reds remain' or go to closing
Faulting part of the combination obstacle	No points. Can leave combination at fault to go to next red if any 'unused reds remain' or go to closing.
Refusal of any red in opening	Not faulted, attempt obstacle and if completed correctly points will be awarded.
If a dog runs past or spins or hesitates in front of	This type of refusal is not judged in snooker

an obstacle	opening
Refusal of any colored obstacle where the dog has got onto, entered, or touched the obstacle with any part of his body	No points go to next red if any 'unused reds remain' or go to closing
Refusal in the middle of a combination once the first obstacle has been completed	No points go to next red if any 'unused reds remain' or go to closing
<b>Faulting/Refusing (in or on) a colour or in a combination but completing or reattempting the obstacles</b>	<b>No fault, just wasting time</b>

### Closing Scenarios

Red jump taken during closing (2-7)	Game over, must go to finish line.
Any obstacle taken after black 7 on way to finish	Not faulted, no additional points received
Colored obstacle taken out of order in closing	Game over, go to finish line
Refusal of obstacles in the closing	Game over, go to finish line
Any fault of an obstacle in the closing	Game over, go to finish
Taking a combination colored obstacle out of judges order	Game over, must go to finish

### Opening and Closing Scenarios

Whistle blown for time up while negotiating Obstacle (individual or combination)	Points awarded if completed correctly
Game Over and the dog does not cross the finish line	Elimination. 0 points awarded and no time noted.
If a jump pole is knocked on a colored obstacle on the opening but ring party cannot replace	Provided the dog goes through the uprights on the next attempt to do the colored obstacle, points will be awarded
Any obstacle taken after whistle blown on way to finish	Not faulted, no additional points awarded received.

### Scoring:

The winner will have collected the highest points with the fastest time.

To receive a qualifying/clear round, the dog must have collected a minimum of 37 points and must have then crossed the finish line/jump to stop the clock.

The maximum amount of points that can be earned in the game is 51 points as shown below.

In the first section, a maximum of 24 points can be earned as follows:

red jump (1 point), black obstacle (7 points)  
red jump (1 point), black obstacle (7 points)  
red jump (1 point), black obstacle (7 points) = 24 points.

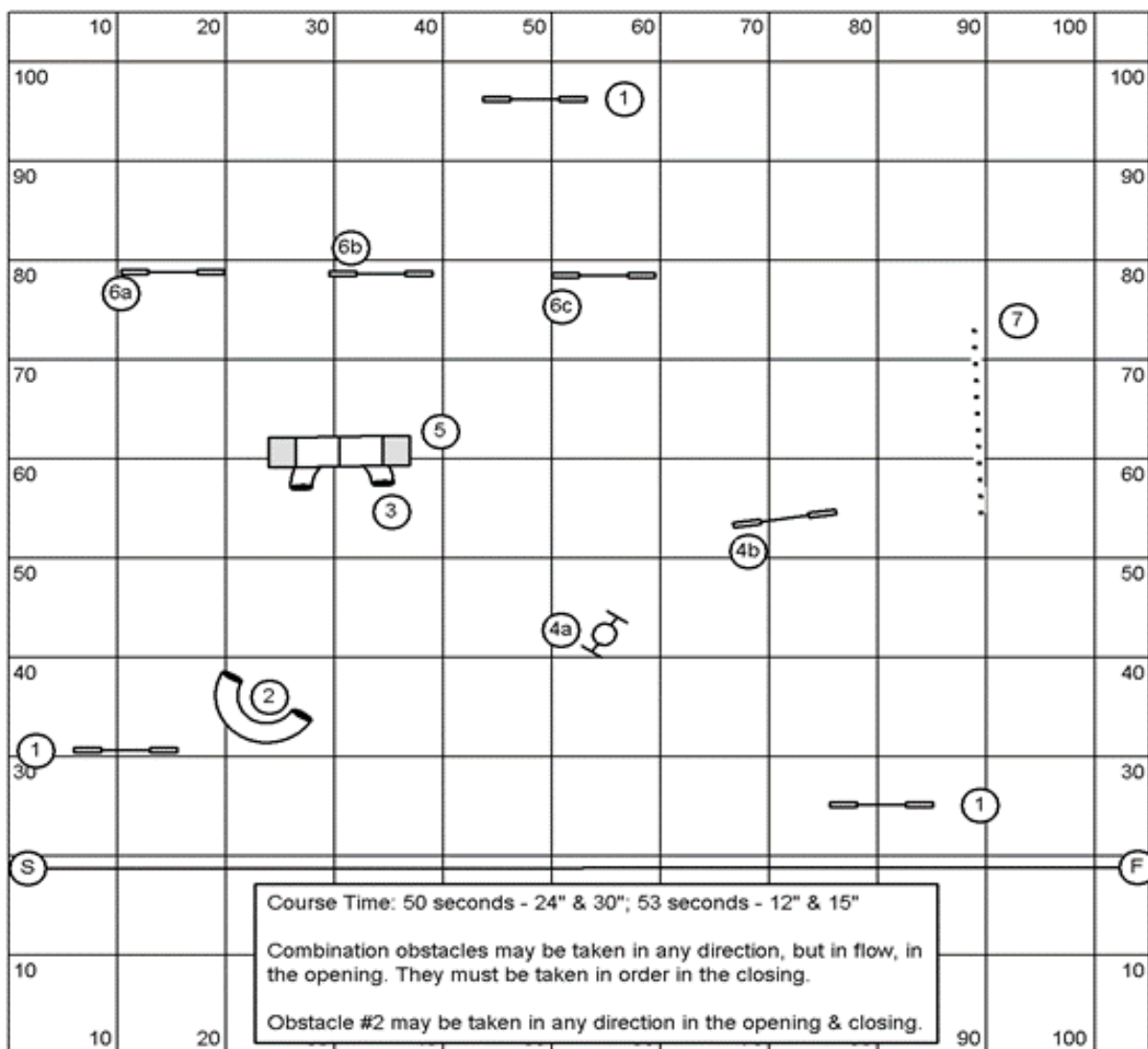
In the second half, 27 points are earned if colored obstacles are successfully completed sequentially before maximum course time is up, as follows:

2 (yellow) + 3 (green) + 4 (brown) + 5 (blue) + 6 (pink) + 7 (black) = 27 points

Figure 1 shows an example of a snooker course. Following is an example of a plan a competitor may choose to execute on this course: Red jump at bottom left to line of 3 jumps (6a, 6b, 6c) - Then red jump at top of page to weave poles (7) - Then red jump at bottom right, back to weave poles (7) - Start the closing running directly to tunnel

# 2 to 3 to 4 to 5 to 6 to weave poles (7), running to finish line. Total points collected = 50 points

Figure 1



### 3.2c Power & Speed

The goal of this game is to test the dog's versatility on a course designed in two parts. The first part is the power section followed by the second part, the speed section with a maximum of 20 total obstacles and a minimum of 17.

The Power section is made up of ONLY the A frame, Dog Walk, Seesaw, one long jump, one spread jump and one set of 12 weave poles (6 weaves may be used in Beginners). **The Power section may be started on a regular jump for timing purposes only.**

The speed section may be made up with tunnels and regular jumps, (excluding the tire, spreads, wall and long jump). **The Speed section can start and end on a regular jump or a tunnel.**

A standard course time (SCT) for the Power section will be set through a rate of 1.5 yards per second. Time



faults will be assessed for the Power section if the dog goes over the set SCT for this section. The time will start as the dog attempts the first obstacle of the Power section and will stop as the dog starts the Speed section.

The Speed section's course time will be determined using the standard course time rate for the Speedstakes class.

The dog may be handled (touched by the handler) between the Power section and the Speed section.

The dog may not be handled (touched) between the power obstacles.

If dogs are faulted in the Power section, including time faults, this will be marked as an elimination and will be indicated by a whistle being blown, buzzer sounding or the judge shouting a clear direction, such as Game Over. The handler and dog may finish the Power section, but cannot continue onto the Speed section.

To qualify, the dog must be under course times, without any faults.

The Speed section is the only section recorded by time and faults on the scoring.

Dogs running NFC in this class are only given the Power section course time.

### **3.2d Snakes and Ladders**

The course will consist of 17-20 obstacles:

- (a) The Ladders: three contacts and a 12-pole weave. (Can only be taken in the direction UP the course.)
- (b) The Snakes: four tunnels. (Can only be taken in the direction DOWN the course.)
- (c) The remaining obstacles must be made up of jumps which can be taken in any direction.

There will be a start and finish jump to start and stop the clock and these will count towards point accumulation. These jumps must be taken in the direction indicated by the placement of the timing equipment. (See rule 4.17.) The course direction is indicated by the start and finish jumps which must be sited on one side of the ring only. Away from these two jumps is considered UP the course and towards them is considered DOWN the course.

The idea of the Game is to complete all the Snakes and Ladders successfully and as many jumps as possible in the allotted course time. The winner will be the person who successfully completes the most obstacles, including all of the Snakes and Ladders, in the fastest time. To gain a qualifying score all Snakes and Ladders (three contacts, weave and tunnels) and at least 6 jumps must be completed successfully in the allotted course time. The course time is to be decided by the judge, ensuring that a representative dog at that level could complete all the obstacles in the time set.

Each obstacle can only be completed successfully once. All obstacles can be done in any order. There will be no refusals throughout the Game.

The Game will be deemed over (indicated by a long whistle or the judge may shout "game over")

- If a contact is taken the wrong way
- If a tunnel is taken the wrong way

In either case, the dog must go to the finish to get a time.



Faulted contacts or weaves may be attempted again during the Game. The judge must blow a whistle (a short blow) or shout "Fault" or "No" to notify the competitor they have been faulted. This does not signal that the game has finished. If the piece of equipment is completed correctly on the second attempt and/or in the case of the weave the dog is placed back in to complete the weave correctly points will then be scored. Knocked poles are not faulted and the Game can continue. The pole will not be re-set and the jump will not be able to be taken again. Retaking an obstacle that has already been completed successfully will not be faulted, but time will be wasted.

Once all of the equipment has been taken, the dog must take the finish jump. If the time runs out before all equipment is taken a whistle will blow (long blow) and the dog must take the finish jump as soon as possible. No other equipment will score after the whistle unless the judge deems the dog was in the process of taking it as the whistle was blown, in which case points will be awarded as long as the obstacle is negotiated correctly. **If the whistle is blown and the dog does not complete the obstacle correctly, it will not score points if it is reattempted.** Failure to take the finish jump in the correct direction will score the dog an elimination.

### **3.3 Heats, Qualifiers & Finals**

Each year UKI will run the UKI US Open and Canadian Open as well as tournament style events of Cups and Classics. These events will include classes with combined rounds and heats as well as individual Finals. Full rules and regulations for these events will be published in the event's Premiums.

### **3.4 Special Classes**

Results from these classes will not count towards UKI progression.

#### **3.4a Nursery**

Designed for the beginner handler and/or beginner dog that may need some ring experience by being offered a smooth flowing course without the teeter, tire, spread jump or weave poles with a minimum of 15 obstacles. It allows the dog to jump any height except 24 inches. The 8-inch jump height dog will jump 4 inches. The A-frame will be set at 5'3". Clear round rosettes/ribbons may be awarded, but there are no placements awards. The standard course time should be worked out by using Beginners Agility travel rates. Refusals are not judged in this class.

Dogs must be at least 15 months of age to enter this class. Dogs entered in the Nursery class may also enter the Speedstakes classes available on that day, but may not enter any other classes.

**The standard course time will be calculated using the Beginners Agility travel rates.**

#### **3.4b Veterans Classes**

**This class is an open class available for any level dog that is not entered in any other class except Veterans for that day. This class is designed for the older dog that the handler would like to run in the competition environment. No level points for progression are given for these classes but placements and clear rounds will be awarded.**

**Dogs must be at least 8 years old to enter these classes.**

**Shows may choose to offer any one or all of the three veterans classes at their trial: Veterans Agility, Veterans Jumping, Veterans Speedstakes.**

There are 2 jump heights offered:

12 inches for dogs whose regular jump height is 24, 22 or 20 inches.

4 inches for dogs whose regular jump height is 16, 12, 8 inches.

These classes will consist of a minimum of 15 obstacles. Agility and Jumping may only have 6 weave poles and no spread, long jump, wall or tire allowed. Agility will have a lowered A-frame of 5'3".

The standard course time will be calculated using the Beginners travel rates.

### **3.4c Additional Classes**

UKI shows can obtain permission from UKI to hold special classes. These may include but are not limited to Pairs, Teams, Knock Outs, Tunnelers and new games. The classes will not count towards UKI progression and the rules of each event must be clearly stated in the schedule.

## **4.0 COMPETITIONS & SHOWS**

### **Holding UKI Competitions**

At any time, should circumstances so dictate the show manager, in consultation with the judges may alter the arrangements as necessary. Such changes and the circumstances surrounding them must be reported to UKI and permission granted.

At every competition or show, the show manager shall provide / make provision for:

Copy of the Schedule

Copy of the UKI Regulations

UKI Registration Forms

UKI Measuring Official

Secretary's area

Scoring area

Adequate toilet facilities

Adequate exercise area for dogs

Provisions for dog waste and its disposal

Rubbish & recycling collection and disposal

Adequate parking

Adequate camping area (when camping is offered).

Suitable ring surface.

Supply of drinking water

Electronic Timing Advised

Measuring Wheel

Backup Stop Watches

Whistles

Equipment complying in full to UKI regulations

Ribbons

First Aid and supplies

Adequate signage for show facilities

Scribe sheets must be kept for 12 months after the show. Show managers must check for result queries. They are responsible to respond to UKI in a timely fashion regarding result queries.

In the event of cancellation of the show through circumstances beyond UKI's or show management's

control, the show management may defray such expenses from the entry fees to cover the cost of the show preparation. These accounts must then be made public to those who have entered the event.

## **4.2 Entries & Premiums**

All Competition Schedule Premiums will be available online and may be available to enter and pay online through the UKI web page or through the trial directly.

The following items must be included on all Premiums, online or paper copies:

UKI Logo

Announcement and date that show is being held under UKI Regulations

Opening and Closing date of entry

Capping Level if limited

Schedule of classes and fees

Name of training center, individual, club

Directions to show site

Name of show manager & secretary

Official UKI Show Entry Form

Disclaimer

Statement on venue and surface

Description of each class offered

Jump heights

Names of Judges and Reserves or TBA

Whether Bitches in Season may compete at the show

## **4.3 Capping Level**

To ensure maximum amount of runs are provided per dog, UKI shows will all have a capping level applied depending on the show space and other conditions that may affect the number of runs per dog. Unlimited capping can be stated.

All entries will be accepted from the posted opening date at one second after midnight of the specified date onwards until the limit has been reached or at the time of the closing date, whichever occurs first.

Once the capping level has been reached, all paper entries received will have their checks destroyed. The entrants will be notified by email and phone that their entry has not been accepted.

Entries will not be accepted before the opening date and time. If entries are received before the opening date and time, those entries will not be entered until the end of the first week of the opening date and time.

The closing date is the date that the entry must be at the address accepting entries. Entries received after this date will not be accepted. Therefore, it is in the competitor's best interest to enter online, if close to the closing date.

## **4.4 Running Orders**

All running orders will be randomly drawn and competitors are responsible for their own running order. If running multiple dogs, dogs must be run in the order drawn. **Tournament running orders where strict running order is necessary due to seeding, will be detailed in the event premium.**

## **4.5 Measuring Dogs**

All registered dogs are measured for free. All dogs not jumping full height must be measured by a judge or approved UKI measurer to determine the dog's jump height. To receive a permanent jump height measurement, dogs must either be competing at 24 or 22 inch jump height (20 inch Select Option) or must be two years of age for their permanent measurement.

Dogs will be measured using official measuring devices while the dog is placed in a standing position on a flat surface such as a table. The measurement is taken from the perpendicular line from the top of the dog's withers to the flat surface.

At the time of measuring, the measurement will be recorded and sent to the UKI office.

If the dog is age two or over, the dog will only need one measurement. If there is controversy over a dog's measurement then an appointed UKI official shall re-measure the dog's height, which will be the determining measurement.

If a handler has an actual written measure from another organization and presents that card to the measurer that day, UKI will grandfather and accept that as the measure for the dog provided that measure is not within 1/8 inch (3mm) of a UKI jump height cutoff.

#### 4.6 Judges

The show manager is responsible for inviting an individual cleared as a judge by UKI to judge who agrees to judge in accordance with UKI rules and regulations and should have full knowledge of the same. The individual shall be of good character and uphold the highest standards of fair and unbiased adjudication.

Any judge's fees and payments are agreed by the Show Manager and the judge and not between UKI.

Judges are responsible for several duties for the particular ring/class they are assigned to and are responsible for all things that happen in the ring from first course walking to close of the last class.

A judge's duties include:

- Design a fair, yet challenging course based on the level of class they are judging.
- Submit their course design to the UKI office at least 3 weeks before the show date.
- Make any changes to their courses made by the UKI course approval office.
- Check the course set up and inspect the equipment to ensure safety.
- Adjust equipment on the day for safety, flow and distances.
- Measure the course to calculate the standard course time (see Appendix A-2).
- Finalize the course before opening the course for walking.
- Instruct ring crew and stewards.
- Brief competitors and answer questions prior to commencement of competition.
- Ensuring ring ropes/boundaries are kept in place and non-used equipment is not placed in a hazardous manner around the boundaries.
- Designate the placement of leashes at end of course.

A judge should only judge a maximum of 450 dogs per day, unless special permission has been granted by UKI.

The judge may dismiss: any handler whom they feel cannot adequately control a dog who is showing aggression, a handler with a dog who is out of control, a handler with a dog who leaves the ring out of control, a handler with a dog who fouls the ring, or a handler who, in the judge's opinion has a dog who is unfit for competition.

Judges are not permitted to judge any dog they own, which is considered so if the dog is registered on their UKI account.

Judges are not permitted to compete at the event the day they are assigned to judge unless special permission is granted by UKI, for example, evening final judges. Judges are allowed to run their dogs for NFC to test their courses but may not do so to give instruction or assist competitors.

The judge's decision is final and may not be disputed. A competitor may ask for clarification on a decision and which rule applies to a decision. Video evidence will not be used to challenge a judge's decision.

The judge shall refrain from making public comment while judging, whether to assist or critique the handler or dog.

Judging of the course will begin once the time keeper or judge gives the competitor permission to start. If the competitor begins before this, they will be eliminated. If a dog refuses the first obstacle before they have started the time, the dog will still be faulted, unless specified otherwise in the specific rules for that class.

Once a dog has negotiated the last piece of equipment, stopping the clock; judging of the course will cease unless the performance of this obstacle is faulted i.e. Bar knocked and falling.

A competitor's sporting conduct, their behaviour towards their dog, and their dog's behaviour will be assessed by the judge the entire time they are within the boundaries of the competition ring. The judge should continue to watch the dog and handler whilst they are in the ring even if they have been eliminated or are running NFC.

The judge must fault any harsh or abusive handling with elimination and immediate dismissal from the ring. This incident must be reported to the Show Manager who in turn should report this to the UKI head office.

The judge's decision is final and may not be disputed. A competitor may ask for clarification on a decision and in relation to which rule applies. Video evidence will not be used to challenge a judge's decision.

#### **4.7 Show Committee and Stewards**

All the following people are allowed to compete at the UKI show they are working at.

##### **Show Manager**

The show manager is the official contact person for complaints and infractions. Their responsibility is the main organizer of the show. They are responsible for making all final decisions with the help of the show secretary and/or the judge.

##### **Show Secretary**

The Show Secretary is responsible for organizing late entries, move ups, answering entrants' questions regarding entries and all other show administration including recording incidents and sending results to UKI.

##### **Ring Manager**

The Ring Manager is responsible for organizing and delegating the ring stewards and helpers. They are also responsible to assist the judge in any matters. They are also responsible for making sure the course times and course lengths are written on the Result and Summary Sheets. Or, if computer Scoring is available, they are in charge of the set up and delegating the proper use of the computer if one per ring is used. When computers are used they are responsible for making sure the course times and course lengths are written on Scribe sheet envelopes.

### **Scribe/Timer**

A Scribe/timer (Scrimer) is required at each class. Their job is to make sure the time has reset and give the go ahead to the handler to begin once the judge has given them permission. They then must observe the judge, not the handler and dog, making any faults or points the judge signals during the run. At the end of the run, the Scrimer shall note the dog's time or NT for no time. If there is a malfunction in timing, the Scrimer shall immediately notify the judge. They are also responsible for blowing the whistle when required in any of the games or if a maximum course time has been set and the handler/dog has exceeded that time. If manual timing has to be used the timer may not compete in that particular class and must be the same person for the duration of the class.

### **Score Table Stewards**

The Score table stewards should consist of one or two persons who are responsible for recording the class Scores from the individual Scribe sheets, which shall be handed to the Score table by a ring steward. Each handler will have a record of time or no time, faults or elimination, and points (if the game requires). They shall also determine the qualifying Scores and placements by filling in the Result sheets from the Scribe sheets and then transferring the placements and qualifying rounds to the Summary sheets with each competitor and their dog's UKI number and hand the records to the Show Secretary for each class. If computer Scoring is available, then Scores shall be entered into the appropriate class folder on the computer by following the accompanied directions given. At the end of each class, the Score table shall notify the show manager or show secretary that results are ready to be downloaded. In this case placements and qualifying Scores do not need assigning by the Score table steward.

### **Gate Stewards**

It is advisable to have 2 persons working as gate stewards who are responsible for checking in the individual dogs before their run and directing them to the queue (line-up). As the handler nears the entrance to the ring, the second gate steward confirms the dog and handler on the scribe sheet and either hands the scribe sheet to the competitor who then will hand it to the timer/Scribe, OR the steward hands the scribe sheet directly to the Scrimer without handing it first to the competitor. This will be left to the discretion of the show manager.

### **Ring Stewards**

Ring stewards are required for the following jobs. They may also work more than one job:

Lead runner

Pole setter

Scribe Sheet Runner

Course Builder

## **4.8 Ring Layout**

The course area for outdoor venues shall be at approximately 105 feet x105 feet; 32 metres x 32 metres; 35 yards x 35 yards. Indoor venues may be smaller, but must be appropriate for the test.

UKI may allow from variation on any size ring, but it must be approved beforehand.

The surface should be suitable for safe running for dogs and handlers; free from rocks, trees, holes etc, and allow for obstacles to sit level where placed.

Where cement or any other hard surface occurs in the test area, a shock absorbing material (i.e. carpet, horse matting) must be used.

The course area shall be defined by ropes, ring tape, fencing or other definitive items that delineate the ring's boundaries.

Shows should make the effort to provide each ring enough space for a warm up area, **outside of the rings boundaries**, where one jump can be placed and used by participants getting ready to enter that particular ring. Competitors should use this area briefly to warm the dogs up for jumping and should spend no more than one minute per dog and must be ready to run when called to do so.

**Dogs should not be left unattended near the ringside, especially near the entrance/exit of a ring. Under no circumstances should they be tied to ring equipment, including chairs & tables or ring posts & ropes.**

#### **4.9 Course Design, Difficulties and Approval**

The following table of course difficulties should be deemed as a guideline for judges to consider when designing their courses for any particular level. These guidelines also provide the handler with an idea of what they can expect at a given level.

Although these are not compulsory design rules, judges should take into consideration the level at which they are judging. To help ensure that the judge has designed a course appropriate for the level being judged, they should then evaluate whether or not the course difficulties could be increased or decreased in challenge to fulfil the higher or lower levels.

Course design should always take into consideration the safety of the dogs in respect to approach angles, weather conditions and ground conditions.

The minimum distance allowed between obstacles is 16 feet. **This measurement is taken from the perceived dogs' line from the center of each obstacle. If the obstacles are set in a straight line then this measurement is exactly the same measurement as a course is measured. If the perceived route of the dog is a curved line then the judge will assume the dog will land between 0.75 and 1 yard away from any jumping obstacle. If there is an option of going two ways to the next obstacle, then the shortest path must comply with minimum distance. The only exception is a contact to tunnel placed beside or under the contact obstacle where the numbering requires the dog to turn into the tunnel after completing the contact.**

**If there are any disputes on distances, then the show manager will liaise with the judge to ensure all measurements are acceptable.**

**Nursery** – Simple flowing course where the main challenge for the dog is to negotiate the equipment and not the course itself.

**Beginners** – Smooth flowing course with a couple of minor course difficulties and minor handling challenges. No more than 4 easy side changes, mostly at tunnels or where there is little chance for off-course traps. Note: This level does not judge refusals.

**Novice** – The majority of the course should be free flowing but in a few places the handler's ability and dog's control should be challenged.

**Senior** – A typical senior course should test the handling skills of the handler and control of the dog.

**Champion** – This level should test the versatility of the dog and handler through any number of challenges



and difficulties.

**Speedstakes - (All levels)** A fast and logical course set up. To distinguish between the levels, the majority of course challenges should entail changes of sides only.

Once the judge has considered the above guidelines and designed their course, they shall submit their course to the designated UKI approval department. This should be done no later than **21 days** before the date of the show. The purpose of the Reviewer is to ensure that courses comply with UKI rules and that there is a safe and sensible course design by giving suggestions to that affect. However, they may override designs or part of designs that do not meet close to the guidelines stated above.

#### **4.10 Obstacle Standards**

All obstacles must meet with the approval of and specifications of UKI as described in Appendix A-1.

##### **A-frame**

The dog must ascend up the ramp designated by the judge by a straight on approach, climb over the apex and climb down the descending ramp, touching with at least one paw the contact point before completing the obstacle. The performance of the obstacle will be considered completed when all four paws touch the ground. If the dog does not touch the down contact point, a missed contact fault will be incurred. Leaving the obstacle prior to touching the down ramp with at least one paw shall constitute a refusal. Once a dog touches the down plank and then leaves before touching the contact point, it is a missed contact, not a refusal. Ascending the wrong ramp constitutes a wrong course. **A refusal will be called if the dog run pasts the start of the up ramp and has to turn back 180 degrees on the ground before it can ascend.** If the dog turns 180 degrees or more prior to touching the down ramp a refusal will be incurred. Turning 180 degrees or more once the down ramp has been touched will incur an elimination for taking the piece of equipment in the wrong direction.

##### **Dogwalk**

The dog must ascend up the plank designated by the judge by a straight on approach, climb over the horizontal middle plank and climb down the descending plank, touching with at least one paw the contact point before completing the obstacle. The performance of the obstacle will be considered completed when all four paws touch the ground. If the dog does not touch the down contact point a missed contact fault will be incurred. Leaving the obstacle prior to touching the down plank with at least one paw constitutes a refusal. Once a dog touches the down plank and then leaves before touching the contact point, it is a missed contact, not a refusal. Ascending the wrong plank constitutes a wrong course. **A refusal will be called if the dog run pasts the start of the up plank and has to turn back 180 degrees on the ground before it can ascend.** If the dog turns 180 degrees or more prior to touching the down plank a refusal will be incurred. Turning 180 degrees or more once the down plank has been touched will incur an elimination for taking the piece of equipment in the wrong direction.

##### **Teeter/Seesaw**

The dog must ascend up the ramp designated by the judge by a straightforward approach, cross past the pivot point and descend the plank. The plank must touch the ground before the dog leaves the obstacle (at least one paw must remain on the plank). Leaving the obstacle without touching the descending contact point constitutes a missed contact. If the dog leaves the obstacle before the pivot point a refusal will be incurred. A dog is considered past the pivot point if either one paw is placed past the pivot point or the obstacle begins to tip. Leaving the obstacle on descent, with all four paws, before the plank has reached the ground, constitutes a fly-off. If the dog is deemed to leave the plank before it reaches the ground, and misses the contact, this will only constitute one fault. **A refusal will be called if the dog run pasts the start of the up plank and has to turn back 180 degrees on the ground before it can ascend.** If the dog turns 180 degrees or more prior to the pivot point a refusal will be incurred. Turning 180 degrees or



more once the dog has passed the pivot point will incur elimination for taking the piece of equipment in the wrong direction.

### **Pipe Tunnel**

The dog must enter the end of the tunnel designated by the judge and exit the other end of the tunnel. Backing out of the tunnel, exiting the entrance or jumping over the tunnel shall constitute a refusal. If the dog enters the exit of the tunnel with any part of his body, a wrong course will be assessed. If the dog turns around in the tunnel but does not exit from the entrance end no fault will be assessed.

### **Regular Jumps**

The dog must jump over the bar of the jump in the direction designated by the judge, without displacing any of the bars or a fault will be incurred. Jumping over the jumps wings/standards or running under the bar will constitute a refusal. Jumping the jumps from the wrong direction or running under the bar from the wrong direction will constitute a wrong course. There is no limit on the number of bars used on jumps, but a minimum of one bar must be used.

### **Spread Jump**

The dog must jump over the bars of the jumps in the direction designated by the judge, without displacing any of the bars. **The approach angle should not be greater than 45 degrees.** Jumping over the jumps wings/standards, running under the bars, failure to jump the front and back obstacles as one unit will all constitute a refusal. Jumping the jump from the wrong direction or running under the bars from the wrong direction will constitute a wrong course.

### **Long Jump**

The dog must jump over the planks of the long jump without any of the planks falling over. The dog will incur a fault if it walks on, runs across, paddles on or steps between or on the planks. **Casual contact of the planks causing a tick or slight rock due to skimming the boards while jumping and not causing the plank to fall, will not be faulted.** Knocked marker poles will not be faulted. The dog must first cross between the front marker poles in the direction of the lowest plank, clear the span of the planks and exit between the back of the marker poles. If the dog enters and exits the jump sideways or begins the jump in the correct direction, but then exits the side of the jump, a refusal will be assessed. Jumping the obstacle from the wrong direction will constitute a wrong course.

### **Wall Jump**

The dog must jump over the wall in the direction designated by the judge, without displacing any of the bricks. Displacing a brick or knocking over a pillar will constitute 5 faults. Jumping over the pillars will constitute a refusal. Jumping the wall from the wrong direction will constitute a wrong course. A refusal at the wall jump must be corrected before continuing on course or a wrong course fault will be assessed. If the dog knocked over any part of the wall jump while in the process of refusing the obstacle, the handler must direct the dog through the pillars in the correct direction before proceeding to the next obstacle to avoid a wrong course penalty.

### **Tire Jump**

The dog must jump through the tire in the direction designated by the judge by a straight on approach. Jumping between the frame and the tire or jumping over or under the tire constitutes a refusal. Jumping through the tire in the wrong direction constitutes a wrong course. Breaking the tire, so that the two halves do not touch either temporarily or permanently, in the course of attempting to jump it will constitute 5 faults. **Breaking the tire as a result of a refusal will gain an elimination, as the tire is then unable to be completed correctly.**

## Table

If this is to be used in courses, then it should be announced in the premium that the table may be used in the courses for the show. Otherwise the table should not be used. The dog must jump up onto the table and assume a lying down position. The dog is considered in a down position when all four lower limbs (knees and elbows) are in contact with the table and rear end of dog must be in a position of rest. At that point the judge will release the dog with a verbal "Go". If the dog leaves the table before the judge releases the dog, a fault will be incurred. Running under or jumping over the table shall constitute a refusal. The refusal line for the table shall be the back plane of the table. If the dog will not assume a down position and the dog continues onto the rest of the course, a wrong course will be incurred.

## Weave Poles

The dog must maneuver in and out of the line of poles entering with the first pole adjacent to the dogs left side. Each incorrect entry will be classed as a refusal. After entering the weaves correctly, the dog can only be faulted once, (one standard fault) for a mistake such as a significant pause of action, coming out of the weaves while no longer focused on performing the piece of equipment, skipping one section or pole during the duration of the weaves and popping out of any poles including the last pole. Failure to complete the obstacle correctly before proceeding to any further obstacles will constitute a wrong course. If the dog back weaves (turning and passing a shoulder through one pole followed by the other shoulder passing another pole in the wrong direction), or if the dog wraps around a pole one full rotation a wrong course will be incurred. . If the dog comes out of the poles, the dog must either re-enter the poles exactly where they came out or must start the weaves again.

## 4.11 Scoring

Missed contact points on teeter, A-frame, dogwalk <i>Contact Points</i> are the bottom 3'6" of the A-frame and bottom 3' of the dogwalk and teeter as defined by another color than the rest of the ramp	5 faults
Fly off on teeter	5 faults
Fly off on teeter and missed contact	5 faults
Any knocked bar from jump	5 faults
Knocked plank from long jump	5 faults
Knocked wall brick or pillar	5 faults
Stepping on or through long jump planks	5 faults
Casual contact of long jump plank without causing plank to fall.	No fault
A bar, long jump plank, wall brick or pillar falling after the dog has started the next obstacle	No fault
Jumping off table before judges release	5 faults
Refusal - A refusal is a significant hesitation in front of an obstacle, turning back from an obstacle after beginning to approach it, running past an obstacle to be performed, or improperly performing an obstacle as described in obstacle performance standards. The refusal line shall be defined as crossing the line of the front plane of an obstacle except where described differently under the Obstacle Standards section above. Specific examples are given in the refusal guidelines at Appendix A5	5 faults
Casual contact with the dog that aids performance	5 faults
Breaking tire while attempting to jump it	5 faults
Handler touching equipment that displaces a pole, wall brick or long jump element after the dog has completed it. (This does not include the long jump marker pole which will not be faulted, as long as this does not aid performance)	5 faults
Handler or dog touching or disturbing equipment and altering it so dog cannot complete it	Elimination

Deliberate contact with the dog preventing a fault	Elimination
Failure to complete an obstacle	Elimination
Handling the dog	Elimination
Outside assistance. This is any assistance from any other person that helps a competitor gain a qualifying round or a win.	Elimination
Wrong course The dog will be assessed with running a wrong course if the dog in anyway touches or jumps over an obstacle out of sequence (except where described differently in the obstacle standards i.e. tunnels) with the course design or begins to take an obstacle in the wrong direction. Running under a contact obstacle will not constitute a wrong course.	Elimination
Dog wearing inappropriate collar	Elimination
Touching Equipment by handler that aids performance	Elimination
Handler going through weave poles	Elimination
Handler jumping over jumps	Elimination
3 Refusals	Elimination
Toys or training aids <b>going past the plane of the first jump</b> , including training / fanny packs, leads or anything which the judge deems can be used as a training aid	Elimination
If a dog refuses an obstacle but in doing so alters the equipment so it can no longer be completed correctly (e.g. runs under jump and knocks pole with back, runs into wing demolishing jump, runs under tyre and breaks it)	5 faults for the refusal and then Elimination
Dog fouling the ring	Elimination & Dismissal
Dog out of control	Elimination & Dismissal
Dog leaving the ring out of control	Elimination & Dismissal
Food in the ring.	Elimination & Dismissal
Training in the ring including repeating of equipment once faulted	Elimination
Repeating of equipment when already repeated other equipment earlier in course.	Dismissal
Signs of aggression in the dog <b>including biting handler</b>	Elimination & Dismissal
Any abusive or Harsh Handling. This must be noted on Score sheet for record keeping and <b>reported to show manager.</b>	Elimination & Dismissal
Dog unfit for competition	Elimination & Dismissal
Over standard course time Any fraction of a second over course time will be added to the total number of faults as that fraction of time. i.e. 1.49 seconds = 1.49 faults.	1 to 1 ratio
Failure to go through the uprights of a jump where the pole has already been knocked down. If the equipment has fallen in a way that makes this impossible for the dog, the judge must deem whether the handler has made the best attempt possible to go through the area where the obstacle was	Elimination
Negotiating an obstacle before permission has been granted to begin	Elimination
Refusal of first obstacle	5 faults
Excessive time on start line (over 45 seconds) after permission has been granted to begin	5 faults
Excessive time on start line (over 45 seconds) after permission has been granted to begin in Games	-5 points
After the above excessive time on start line has been faulted, a further 45 seconds on start line	Elimination and dismissal
Eliminated dogs going over Maximum time	Dismissal from ring
Turning 180 degrees or more on a contact before the refusal point	5 faults

Turning 180 degrees or more on a contact after the refusal point	Elimination
Dog running in wrong level	Elimination and unable to run in correct level in that class
Not crossing the finish line or finish jump	Elimination & in games all points lost

Judging of the dog and handler, in relation to behaviour and conduct, will begin as soon as the dog or handler enters the ring, and continue until the dog and handler have left the ring. Judging of course faults will begin once the timekeeper or judge gives the competitor permission to start. Once a dog has negotiated the last piece of equipment, stopping the clock, judging of course faults will cease unless the performance of this obstacle is faulted. All standard course faults are marked in 5 units. Scoring on a course shall determine the winner, who will have the fewest faults under standard course time.

Anything not covered above will be down to the judges' discretion.

Competitors are responsible for checking their scribe sheets before a class has closed. The score table should make available score sheets for competitor viewing immediately before or after inputting results. Competitors may not interrupt another competitors run to view their score sheet.

#### 4.12 Not For Competition

A handler may choose to participate in any class they are eligible to compete in as "not for competition" (NFC). This must be stated in advance to the run and noted on the Scribe sheet with NFC. This will allow the handler to use the standard course time to train and practice the course.

The handler may use the SCT to train any piece of equipment multiple times. If a handler chooses to train their start line, the time will be started once the handler begins to walk back towards their dog once they have left him.

If a handler chooses to participate in a class for NFC, he/she may use a toy or other like training device for rewarding their dog's performance. They may also choose to have another person assist them in the ring during their course time. Targets are allowed as long as they are not placed on any piece of equipment and no additional time is taken to place or remove these. Handlers may not alter equipment in any way by putting something on it, under it or over it.

No audible training aids or audible toys will be allowed. No food is allowed in the ring.

**A dog & handler may not leave the ring boundary for the purposes of rewarding the dog outside the ring in any manner, except for a designated area detailed in 4.12a. Should a handler choose to leave the ring at any time to reward their dog, the run ceases and they may not return back into the ring.**

The judge shall not judge the dog, but shall continue to watch the handler to ensure safety, good judgment and fair treatment of the dog. **Handlers may not ask the judge or any ring party to leave the ring.**

If a handler does not state NFC and the judge deems them to be training, they will be eliminated.

**A dog may NOT run NFC in a Level they are not eligible for. A dog may jump lower in the Select Height than they measure only for NFC, but the handler must contact the Show Manager to notify them of this**

wish before the show. If they opt for this, the dog may not also enter their competition height in those classes. The purpose of this is for dog's who may be recovering from injury or for other reasons are unable to jump their Select option height.

#### **4.12a NFC Food Reward Area**

A food reward area may be available, which is set adjacent to the ring boundary for the purpose of giving food to a dog during an NFC run.

The food area must be fully enclosed by fencing with an opening into the ring where the handler and dog enter. The food may only be delivered within this area.

The opening must have a gate that remains closed during all other runs.

This area may not intrude into the ring boundaries, only set adjacent.

Show managers must apply for the NFC food area option through the UKI office for approval. When the show is granted permission, this option will be published in the show's premium.

The food area must have a table where the food is placed and the food must be stored in a bag or container. A towel should be available in the area where the handler can quickly wipe their hands of any crumbs before continuing with their run.

The dog may not leave the area until the food given has been swallowed.

A ring steward must be available to close this area off from the ring upon the end of the NFC run. After each run where the food option has been utilized, the steward should also visibly check the immediate area inside the ring to help ensure nothing has been dropped. If anything is found, the steward must also notify the judge before cleaning up the area.

If any handler is found to have carried, dropped (or their dog has carried or dropped) food in the ring whether accidentally or deliberately therefore potentially impeding another competitors run, the handler will be unable to use this option for the remainder of the trial with any dog. This also must be reported to UKI. If a handler has multiple offences, they will be barred from using this option at any further UKI trials.

This option is not allowed for Masters Series Heats, Tournament classes, Cups, Classics and Opens.

#### **4.13 Repeat and Move-on RMO**

During a run, a competitor may immediately repeat any obstacle **one time** at the competitor's discretion. This is an immediate elimination.

In so doing, the competitor may repeat one or a maximum of two relevant preceding obstacle(s) prior to the point of error if it is beneficial to their performance of the obstacle. If the error is a knocked bar, a competitor may reset a maximum of 1 jump bar.

The handler can either continue to work the remainder of the course in normal competitive spirit or immediately head to the exit of the ring.

If a handler attempts to repeat another obstacle or the judge deems that the handler is continuing to train on the remainder of the course, the judge must immediately dismiss the handler and the competitor must go to the exit of the ring.

It is strictly understood by competitors that no harsh punitive correction shall be used at any time during their attendance at a UKI event and this is also including RMO.

Competitors that use the RMO feature do so entirely at their own risk and cannot under any circumstances hold the judge, trial or UKI responsible for any risk or injury that occurs during a run.

#### 4.14 Prizes & Awards

Rosettes and Ribbons shall clearly have the UKI logo imprinted on them.

Qualifying ribbons shall be red, white and blue, or combination or single colour and must have "Clear Round" or 'qualifying round' imprinted on them. Each qualifying Score shall be awarded a qualifying rosette/ribbon.

Placement rosettes/ribbons will be awarded up to the top 4 of each class and shall be provided in the following way:

Minimum Ribbon Structure

Classes of 5 and under – Clear Round Ribbon/Rosettes only

Classes of 6 -10 1<sup>st</sup> Place Ribbons/Rosettes & Clear Round Ribbon/Rosettes

Classes of 11-20 – 1<sup>st</sup> and 2<sup>nd</sup> Place Ribbons/Rosettes & Clear Round Ribbon/Rosettes

Classes of 21 and over – 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, & 4<sup>th</sup> Place Ribbons/Rosettes Clear Round Ribbon/Rosettes

A qualifying Score must be gained to be awarded a Ribbon/Rosette and numbers in class to be taken from the show's ring plan.

Shows may choose to give further awards and prizes on their own accord.

#### 4.15 Timing, Equipment Failure & Ring Interference Procedures

If during a competitor's run, the electronic timing fails, the timer must immediately announce "timing failure", notifying the judge of the malfunction. The competitor should continue on course until the judge stops the competitor. When the judge stops the run, the dog will then re-run for time, but will keep the faults incurred before the failure. If no faults were given and the dog faults an obstacle on the rerun before the place of failure, no faults will be given.

If at any time during a class, the electronic timing fails and cannot be replaced with another unit or fixed, manual timing will be used for the remainder of the class.

In the event that equipment breaks and cannot be replaced or fixed, **the top 20 placements at the time of failure will rerun a new course.** No new faults will be incurred, but new times will be given. During this time if the judge feels that the individual did not make a genuine effort to run clear in a sportsmanlike manner, it is in the judge's right to eliminate that competitor. **Those who ran clear prior to the failure but are not in the top 20 places at the time of the failure are still considered clear and do not need to rerun.** Those who had not yet run the original course will run the new course as normal.

In the event that equipment is set incorrectly such as a jump or A-frame set at the wrong height, the following procedures will be followed:

For jumps (including long jump, wall, spread) set too low the jump will be left as is for the remainder of the class.

For a tire or A-frame set at the wrong height, or any jump set too high, the obstacle will be reset to the correct height. **Anyone who has already run clear and received no course or time faults, will be offered the opportunity to rerun for time and may only incur faults on the previously incorrect obstacle and the obstacle immediately after it. If the handler does not wish to rerun, then they will only be able to gain clear round progression points and will be removed from the placing's.**

A rerun will also be offered to any dog that previously ran and incurred a fault either at the incorrectly set piece of equipment, while proceeding to the next obstacle or at the next obstacle itself e.g. The A-frame was set incorrectly and the dog either faulted the A-frame, got eliminated on the way to the next obstacle or refuse/faulted the next obstacle. However, all faults incurred before the faulty obstacle and all faults scored after the next obstacle immediately following the faulty obstacle will stand, e.g. The A-Frame (obstacle 13) was incorrect, the dog was marked on the A-frame contact and went on to fault the seesaw contact (obstacle 17). The faults for the seesaw will still stand on the rerun.

**In the event that weather interferes with any course equipment during a run, the judge will make a decision whether it is safe for a competitor to continue on course, for example a pole is knocked down by the wind or the tyre is blown open. If the judge deems it not safe, they should ask the competitor to stop their run. When the judge stops the run, the dog will then re-run for time, but will keep the faults incurred before the notification of the need to stop. If no faults were given and the dog faults an obstacle on the rerun before the place of the notification of the need to stop, no faults will be given.**

**If another dog enters the competition ring during a run the judge will make a decision whether it is safe for a competitor to continue on course. When the judge stops the run, the dog will then re-run for time, but will keep the faults incurred before the notification of the need to stop. If no faults were given and the dog faults an obstacle on the rerun before the place of the notification of the need to stop, no faults will be given.**

**A dog that may become distracted by any environmental factor which is not deemed hazardous to the dog, whether visually, auditory or olfactory; resulting in a fault or potential slower time, will not be given a re-run.**

#### **4.16 Collars and Leads**

Dogs must not wear any type of slip or halfslip lead, head collar, muzzle, harness or any collar not described below while under judge's orders. A flat, close fitting leather, nylon or other webbing collar is permitted providing the only attachment is a plain identification panel as a part of the collar but not attached by a ring, therefore no tags that hang or dangle are allowed. UKI encourages proper identification of each dog in case of escape or any other mishap and if running without a collar, once the run is complete, a collar with identification should be immediately placed on the dog. Stop pad protectors may be worn by a dog including hock protectors. Handlers that run dogs with collars and/or stop pad protectors do so at their own risk. Handlers that run dogs without identification do so at their own risk. These rules also apply to NFC dogs as well.

Leads are allowed to be placed at the end of the course either on the ground after the finish line or in a container or hook designated for leads. Leads may not be thrown at the finish by any person before the dog has crossed the finish, nor can leads be used to lure or enhance a dog's performance by anyone outside the ring, or that dog will be eliminated



Judges should liaise with their ring party to sort the placement of the leads at the finish line. It is the judge's responsibility to ensure this placement is followed throughout the class by the ring party.

Dogs are not allowed to wear electric collars, prong collars and choke collars of any kind on any UKI show site. Lemon Spray Collars or such devices are not permitted within 50 yards of a competition ring. Owners in breach of this collar rule will be asked to leave the showground immediately, whether finished competing or not. Buckle collars, martingale collars, head collars, harnesses are allowed.

#### **4.17 Start and Finish Line Scenarios**

Timing Gates should be placed before the first obstacle and after the last obstacle. **Start and finish obstacles may only be jumps, fire, wall, spread or tunnels unless specified differently in the individual class descriptions for Snooker, Gamblers and Power & Speed.**

**Toys and non-food training aids may be carried to the start line prior to a run starting. They must be left at the start when the run commences. They may not be carried, either in the hand, about the person or by the dog, during the run. They may not be left in a position that aids performance at the finish. If they are taken past the plane of the first jump, an elimination will be incurred.**

**A dog must be inside the ring boundaries before the handler commences the run. Starting the dog from outside the ring will be deemed an elimination. A handler may choose to start their dog from the other side of the first obstacle, which will not be faulted.**

**Refusals on the start jump can be called for "running past" or "turning away" from the obstacle once the dog has started to approach. A significant hesitation cannot be faulted on the start jump if a dog moves forward and stops.**

**Prior to the dog taking number one, the handler may return to the dog without incurring a fault. However, if the dog has moved forward, with the judge deeming the dog was on approach and the handler turns the dog away from the first obstacle to reset the dog, a refusal will be called. If a dog refuses the first obstacle, then it will be deemed to have started the course and normal judging rules will then apply as the handler corrects the mistake.**

**For example, after a refusal is called on obstacle number one, if the handler touches the dog they will be eliminated for handling. If the handler sets the dog up and leaves it in a stationary position this will now be deemed a refusal for significant hesitation. If the dog moves forward now and stops in front of the jump it can be called for a significant hesitation.**

A refusal of the first obstacle by passing the plane and not commencing the timing or refusal of the finish obstacle where the dog stops the timing (running underneath) will incur a 3 seconds penalty i.e. added to the dog's time. At events where the electronic timing system is able to time these correctly this additional time will not be added. If an event has manual timing then the manual timing should begin as the dog passes the plane of the first jump and stopping as the last obstacle is negotiated in the correct manner.

Excessive time on the start line (over 45 seconds) after permission has been granted to begin will be given 5 faults or minus 5 points in games. If the handler does not begin within a further 45 seconds they will be eliminated and dismissed from the ring.



## **A-1 Equipment Specifications**

UKI encourages agility equipment makers and suppliers to develop and become innovative in the advancement of safe equipment for both dog and handler as well as seeking the improvement in materials and technical features.

The following obstacles meet with the approval of UKI.

A 1.5cm variable on measurements except for jump height cups and weave pole distances will be accepted. As UKI establishes in North America we will allow some variances with equipment to allow for clubs and individuals to hold UKI events easily without great expense in immediately revamping their current equipment provided their equipment is in good working order and safe. Equipment suppliers or providers should contact the UKI office if in doubt regarding their equipment specs or for specific equipment questions. Equipment specs will be reviewed and refined as necessary.

### **Jumps.**

Must be made of sturdy construction without edges and elements that may cause injury to dogs or handlers. Jumps should be made with wings whether attached or detachable. Non winged jumps are permitted, but UKI strongly advises the use of winged jumps. Severe backside approaches, where the dog must cross the plane of the jump and turn approx. 180 degrees must use a winged jump.

The heights available must be: 4", 8", 12", 16", 20", 22", 24"

Width of wings: 12" minimum.

Length of poles, planks, rails: 4' minimum. 6' maximum.

Pole thickness: minimum 1" maximum 2"). We recommend using wider poles when possible as this gives a better visual for the dogs with less influence from environmental factors.

Poles, planks, rails can be made of wood, or schedule 40 may be used.

The top bar or plank must be easily displaced by the dog.

Any jumps that use a fixed ground bar, connecting the 2 wings together are discouraged, and any jumps with metal fixed cups are not allowed.

### **Spread Jump.**

May be 2 jumps placed together with the poles set at ascending heights. Or a jump specifically built to be a spread with the following maximum lengths available (length should be measured by placing both bars parallel, measuring from the outside of both poles.): Following are maximums widths for the spread jumps: 8" – max 7.5 inch, 12" – max 11.5 inch, 16" – max 15.5 inch, 20" – 18.5 inch, 22" – max 20.5 inch, 24" – 22.5 inch. Please see table under Jump Height Options (page 14) for suggested width.

### **Wall Jump.**

A wall should have displaceable units on the top

The width of central jumping area should be no less than 48 inches with a maximum length of 60 inch.

Depth of wall is 11 – 14 inches at base and 135mm 5 – 6 inches at the highest point

Pillar height should be 4 feet tall and between 11 – 12 inch square width.

Displaceable blocks and tiles on top no greater than 6.70 wide

The heights available must be the same heights described under the Jumps section. A wall should have displaceable units on the top with the above heights available

### **Tire.**

Aperture diameter: 1'6". It is encouraged to use a tire of larger aperture.

The heights available must be 8", 12", 16", 20", 22" and 24". Four inch dogs will be required to jump the tire height of the tire itself resting on the ground.

The height of the hoop should be adjustable.

Measurements are taken from the lowest point of the inside of the hoop in a straight line to the ground. UKI recommends that the frame should not exceed the top of the hoop when set at maximum height and must be close coupled to the frame and fixtures must be substantial or secured in such a way that dogs cannot knock the obstacle over from either direction. **UKI further recommends the use of frameless tires.** If however, the tire is suspended within the frame it must be fixed so as not to allow a sling shot effect and must not be suspended with materials such as bungees.

Break away and saloon style tires are permitted. **Tires may only be used where the dog has a straight approach to the tire**

### **Table.**

Table top: 3 feet (914mm) square minimum with a non-slip surface such as described on the A-frame. The table must be weighted at any height so that it cannot tip or wobble or topple with the force of a large dog jumping onto it with speed.

The heights available must be: 8", 12", 16", 20", 22" and 24"

The table base can be laid on the floor without any legs for 8in (203mm).

### **Long Jump.**

To be comprised of 1 to 5 units. 8 inch 1-2 units & 12 inch – 2 units, 16 inch – 3 units, 20 inch – 4 units, 22 inch & 24 inch –5 units.

**Select heights reduce the boards by the following:**

**4s, not allowed, 8s & 12s = 1 unit, 16s = 2 units, 20s = 3 units**

Maximum length of jump: as per UKI rules and regulations.

Unit length range: 24" minimum to maximum 60"

First unit height: min 5", max 6".

Fifth unit height: min 12", max 15"

The second, third and fourth unit heights should be evenly distributed between the first and fifth.

Marker poles height: 4ft minimum.

These should be placed at each corner and should not be attached to any part of the obstacle.

### **Pipe Tunnel.**

Diameter: 23.5" minimum.

Length: 10' minimum.

Distance between metal supports: Between 4" to 8" with a preference of material made of PVC must at least be 620 gsm.

Ribbing should be 4 inch minimum and made of a sturdy enough material to not allow for sagging or changing the round shape of the tunnel once secured with strapping or tunnel bags. The use of lighter colored tunnels is recommended, avoiding black or dark blue tunnels when possible.

**Tunnels must be secured so that the tunnel's position and shape is not changed during any dogs run. The use of tunnel bags should be as follow: minimum of 4 sets of bags on 15' and shorter tunnels, and minimum 6 sets of bags on tunnels over 15'. Tunnels under 15' may only be set straight. 15' tunnels may be curved but only with a maximum bend so that a straight line measure from the inside edge of one opening to the inside edge of the other opening is not smaller than 6".5" and only with a shape that has a smooth bend throughout the curve like a 'C', and not like a 'V'.**

**Weaving Poles.**

Pole height: minimum 2'6"

Pole diameter: between 1.18" to 1.25".

Distance between pole centers: 24".

The poles must be rigid construction. Duct or electrical tape (or similar) is not allowed as decoration on the weave poles.

The number of poles must be six or twelve.

**A-Frame.**

Constructed of two ramps wide, hinged at the apex.

Width of ramp: 3 feet at top and minimum 3 feet at bottom – maximum 4 feet at bottom.

The heights available must be: 5'7" and 5'3".

Slat depth: between 3/8" – 1/4"

Slat width between 3/4" – 1/2"

Slats should be as small as possible and bevelled, smooth edges, & rounded so as not to cause 'jamming' of toes ".

The last 3ft 6 inches from the bottom of each ramp should be in different color. Each ramp must have a non-slip rubber surface and anti-slip slats at intervals of approximately 12" but not within 6" of the start of the top of the contact area. Length of ramp: 9 feet. Rubber surface should be adequate for traction in wet conditions while not rough enough to injure dogs' pads.

**Teeter.**

This obstacle will consist of a plank firmly mounted on a central bracket.

Length of plank: 12 feet

Width of plank: 12 inches

Height of the pivot point between 24 – 27 inches above the ground

The last 3ft from each end should be a different color.

The plank should be a non-slip rubber surface, but must not have anti-slip slats.

**Dogwalk**

*This obstacle will consist of a central plank with firmly fixed planks at either end.*

Length of plank: 12'

Width of plank: 12ins

Central plank height: between 48" and 54"

Slat depth: between 3/8" – 1/4"

Slat width between 3/4" – 1/2"

Slats should be as small as possible and bevelled, smooth edges, & rounded so as not to cause 'jamming' of toes ".

The last 3ft (914mm) from the bottom of each ramp should be a different color.

Each plank will have a rubber non-slip surface with the two end planks having anti-slip slats at intervals of approximately 11 inches but not within 4 " and preferably 6" of the start of the contact area.

## A-2 Course Measuring, Rates of Travel & Standard Course Time Formulas

### Measuring the Course

UKI has set a standard of measuring which will obtain uniform measuring regardless of the individual dog. Judges are required to measure their courses to determine the standard course time for their class under the clear round system.

The course will be measured using a surveyor's wheel and shall be measured in units of yards. The course shall be wheeled from center to center of each obstacle in a straight line. The idea is to measure the shortest possible line without thinking of any dog's path.

When wheeling a course where a decision to turn left or right occurs, regardless of the angle/direction of the previous line, the measuring shall take place in the direction of the shortest line to the next obstacle.

Measuring shall take place prior to the setting of the poles on the jumps. The wheel should be placed at the start of the first obstacle and wheeled accordingly.

Following is a sample course (Figure 2) with wheeled lines and a description of the lines from obstacle to obstacle.

**1 to 2** - Wheel is placed at the center of the tire and wheeled in a straight line to center of the front plane of the ascending ramp. The wheel is picked up and placed laterally of the point where the wheel was stopped and wheeled along the length of the dogwalk stopping where the dogwalk ends.

**2 to 3** - Wheel is placed at center of the plane of the descending plane of the dogwalk and wheeled in a straight line to the center of the jump.

**3 to 4** – **(Example of 180 degree jump setup)** Wheel starts at a point where a parallel line can be measured laterally from the center of the jump and wheeled parallel on the landing side of the jumps, stopping at the point laterally center of jump 4.

**4 to 5** - Wheel is placed at the center of the jump and wheeled in a straight line to the first pole of the weave poles. The wheel is picked up and placed laterally of the point where the wheel met the first pole and wheeled laterally in a straight line to the end of the last pole.

**5 to 6** - Wheel is placed at the last weave pole and wheeled in a straight line to the center of the closest/logical plane of the table.

**6 to 7** - Wheel is placed at the closest/logical plane to the next obstacle and wheeled in a straight line to the center of the first board of the long jump.

**7 to 8** – The wheel is picked up and placed laterally of the point where the wheel was stopped and wheeled along the length of the long jump stopping where the long jump ends. Wheel is placed at the center of the last board of the long jump and wheeled in a straight line to the center of the next jump.

**8 to 9** – Wheel starts at the center of the jump and wheeled on the landing side of the jump parallel as close to the jump as possible to achieve a straight line to the end of the wing towards the next obstacle (collapsed tunnel). From that point, wheeling continues in a straight line to the center of the entrance of the collapsed tunnel. The wheel is picked up and placed laterally of the point where the wheel stopped and wheeled parallel to the tunnel in a straight line and stopped at the end of the exit.

**9 to 10** – Wheel is placed at the center of the exit of the tunnel and wheeled in a straight line to the center of the jump.

**10 to 11** – Wheel starts at the center of the jump and wheeled in a straight line to the center of the next jump.

**11 to 12** – **(Example of pull through.)** Wheel starts at the center of the jump and wheeled on the landing side of the jump parallel as close to the jump as possible to achieve a straight line to the end of the wing towards jump 12. It is then wheeled from the end of the wing to the center of jump

**12 to 13** – (Example of 270 degree jump setup) Wheel starts at the center of the jump and wheeled on the landing side of the jump parallel as close to the jump as possible to achieve a straight line to the end of the wing towards jump 13. It is then wheeled in a straight line to the closest wing of the take-off side of jump 13. Then wheeled parallel to the jump to the center.

**13 to 14** - Wheel starts at the center of the jump and wheeled in a straight line to the center of the next jump.

**14 to 15** – Wheel starts at the center of the jump and wheeled in a straight line to the center of the entrance of the tunnel. The wheel is then picked up and placed lateral at the point where the wheel had been stopped. It is then wheeled on the inside of the tunnel following the curve.

**15 to 16** – Wheel is placed at the center of the exit of the tunnel and wheeled in a straight line to the center of the jump.

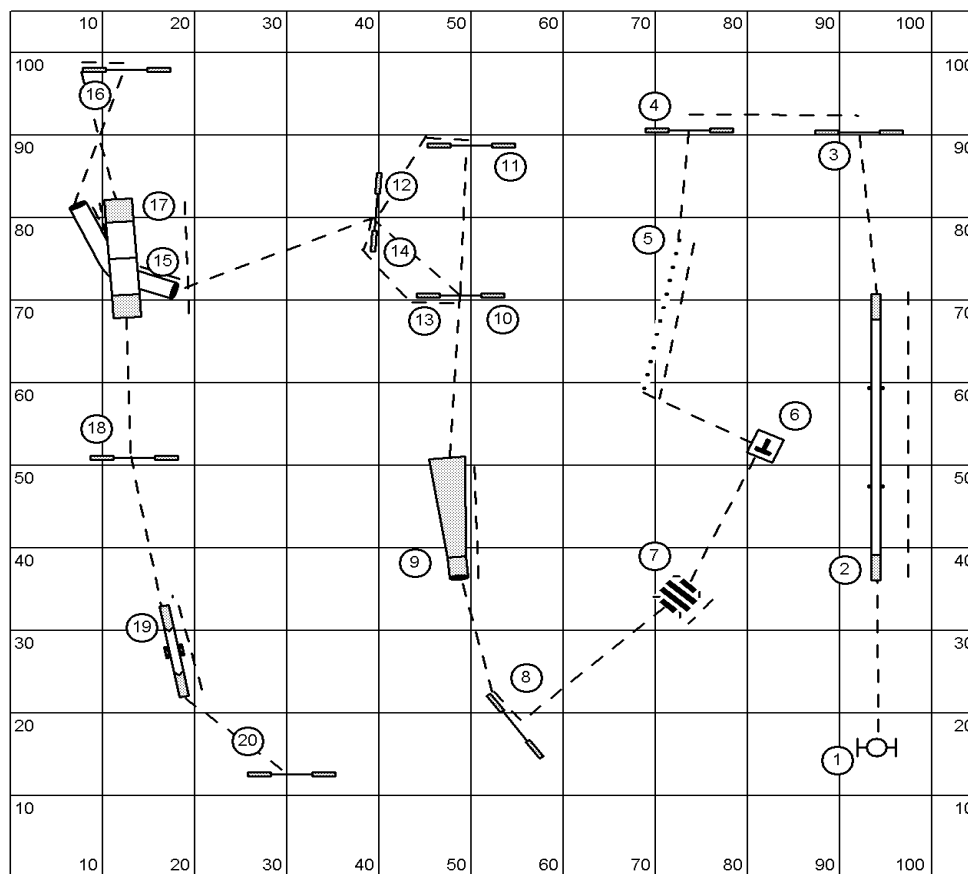
**16 to 17** – Wheel starts at a point parallel to the center of the jump and wheeled in a straight line on the landing side of the jump to the end of the wing in the direction that will give the shortest distance to the next obstacle. (The shortest distance in this example is left). From the end of the wing it is wheeled in a straight line to the center of the ascending plank of the A-frame. The wheel is picked up and placed laterally of the point where the wheel was stopped and wheeled along the length of the A-frame stopping where the A-frame ends.

**17 to 18** – Wheel is placed at the center of the descending plank and wheeled in a straight line to the center of the next jump.

**18 to 19** – Wheel starts at the center on the jump and wheeled in a straight line to the center of the start of the teeter. The wheel is picked up and placed laterally of the point where the wheel was stopped and wheeled along the length of the teeter.

**19 to 20** – Wheel is placed at the center of the end of the teeter and wheeled in a straight line to the center of the last jump.

Figure 2



## Calculating Course Times

Once the course has been measured and the result is rounded up to the nearest whole number, the standard course time (SCT) can be calculated using the following formulas.

24 inch, 22 inch, 20 inch jump heights:

$$\text{Measured course (yards)} \div \text{Rate of Travel (yards per second)} = \text{SCT (seconds)}$$

16 inch, 12 inch, 8 inch heights:

$$\text{Measured course (yards)} \div \text{Rate of Travel (yards per second)} = \text{SCT (seconds)}$$

$$\text{SCT} + \text{Level Percentage increase (see table below)} = \text{SCT}$$

Select Jump Height: Add 3 seconds onto Regular jump heights times

Nursery Classes: (Use Beginner rate of travel).

$$20 \text{ inch and } 16 \text{ inch jump heights} - \text{Measured course (yards)} \div \text{Rate of Travel (yards per second)} = \text{SCT (seconds)}$$

$$\text{SCT} + 3 \text{ seconds} = \text{Select/Nursery course time.}$$

Table on Course

$$\text{Measured course (yards)} \div \text{Rate of Travel (yards per second)} = \text{SCT (seconds)}$$

$$\text{SCT} + 3 \text{ seconds} = \text{SCT with table}$$

## Rates of Travel

The following rates of travel are measured in units of yards per second. When calculating the SJT of a course, the judge should divide by a rate that reflects the difficulty of the course. A general rule of thumb is the more difficult a course, the lower rate of the range should be used.

Judges are allotted up to 3 seconds to add onto course times if the judge feels the SCT is too tight for the particular course and or conditions.

Big Dogs 24", 22", 20" Dogs Rates of Travel

Agility		Jumping & Speedstakes	
Level	yards/second	Level	yards/second
Beginner	2.5 – 2.9	Beginner	2.75 – 3.25
Novice	2.5 – 2.9	Novice	2.75 – 3.25
Senior	2.9 – 3.15	Senior	3.25 – 3.5
Champion	2.9 – 3.15	Champion	3.25 – 3.5
Select	+ 3 seconds	Select	+ 3 seconds
Nursery	2.5 – 2.9		

Small Dogs 16", 12", 8" Dogs Rates of Travel

Agility		Jumping & Speedstakes	
Level	yards/second	Level	yards/second
Beginner	2.5 – 2.9 add 20%	Beginner	2.75 – 3.25 add 20%
Novice	2.5 – 2.9 add 15%	Novice	2.75 – 3.25 add 15%
Senior	2.9 – 3.15 add 10%	Senior	3.25 – 3.5 add 10%
Champion	2.9 – 3.15 add 10%	Champion	3.25 – 3.5 add 10%
Select	+ 3 seconds	Select	+ 3 seconds
Nursery	2.5 – 2.9 add 20%		

## **A-3 Disciplinary Procedure**

### **Clear Cut Infraction**

If a person or dog is in violation of the UKI rules and acts in an aggressive way towards another dog or person, UKI and the show manager has the right to dismiss the individual from the show. This includes but is not limited to:

Dog to person aggression

Dog to dog aggression

Person to person aggression

Harsh or abusive handling of any dog

Serious breach of UKI rules

Arguing against judges' decisions

Unsportsmanlike conduct or provoking unsportsmanlike conduct

Bringing name of UKI into disrepute

Any of these infractions must be immediately reported to the Show Manager where upon the issue may be dealt with in a number of ways.

If the incident is a clear cut infraction and depending upon the severity, a warning, a dismissal from the event and/or an official complaint may be filed with UKI for further investigation.

In many cases, the Show manager or judge may choose to give a verbal warning to the person(s) involved, if the incident is one that is marginal.

For cases where the judge has dismissed the competitor or dog from the ring, but does not require the dismissal from the event itself, the judge must write on the scribe sheet the reason for the dismissal and the scribe sheet must be kept separate and turned into the Show manager who must keep the scribe sheet warning on file. If another similar infraction happens at the event, the person will be dismissed from the show ground.

If the incident is a serious infraction as mentioned above in the first paragraph of A-3, a formal complaint may be filed. This will be required if the person(s) in question are dismissed from the show ground. A disciplinary committee must be formed made up of the Show Manager and any other two officers or show committee present, a judge and an impartial member of the event who was not involved in the incident. One of the members of this committee should be designated to take detailed notes. The committee should first meet to review the complaint and begin to investigate the incident by interviewing those involved and or witnesses. The accused will then be notified of the complaint and must be interviewed where a written statement will be documented by the committee. If the committee finds just cause to dismiss the person(s) from the event, the written complaint must be filed with the UKI office for further processing.

Once UKI receives the formal complaint the accused will be notified by writing at which they may reply within 14 days. UKI may choose to investigate matters further before making a decision. If the accused is found to be in breach of UKI regulations then UKI will inform the accused in writing and may impose fines, written or verbal warnings, bans, and costs. If fines are not paid, the UKI account will be frozen and the accused will not be allowed to compete. The accused party will then have 14 days to appeal to UKI in writing. An appeals hearing will then be set and conducted. All decisions are final by UKI.

At the end of the fourteen days the complainant will be asked if they still want to continue. If the complainant wants to still proceed then UKI will decide on whether or not they feel there is a case to answer.



## **Ambiguous Complaints:**

For general complaints that are minor infractions or where there is a difference of opinion or hearsay or unconfirmed report, an official complaint from another member may be filed with the Show committee along with a \$100 complaint fee.

The Show Manager must then investigate the incident, interviewing the accused and all witnesses. If the Show Manager feels there is a case to answer, then all details and information of the incident and \$60 (\$40 is kept by the Show) will be sent to UKI. At this time a cooling down period of 14 days begins.

If the Show Manager feels there is no case to answer then this will be stated to the complainant whereupon the complainant may choose to either drop the charge or still proceed. If the decision is to proceed, the information gathered and the \$60 is still sent to UKI. If the decision is to drop the complaint then \$60 will be refunded to the complainant and the Show will still keep \$40. In addition, all information will still be sent to UKI.

Once UKI receives the formal complaint the accused will be notified by writing at which they may reply within 14 days. At the end of the fourteen days the complainant will be asked if they still want to continue. If the complainant wants to still proceed then UKI will decide on whether or not they feel there is a case to answer. If the complainant decides to not continue, then \$30 will be refunded and UKI will keep the remaining \$30.

At any point that the complainant chooses to drop the charges, UKI may still proceed with the case should they feel it is warranted.

UKI may choose to investigate matters further before making a decision.

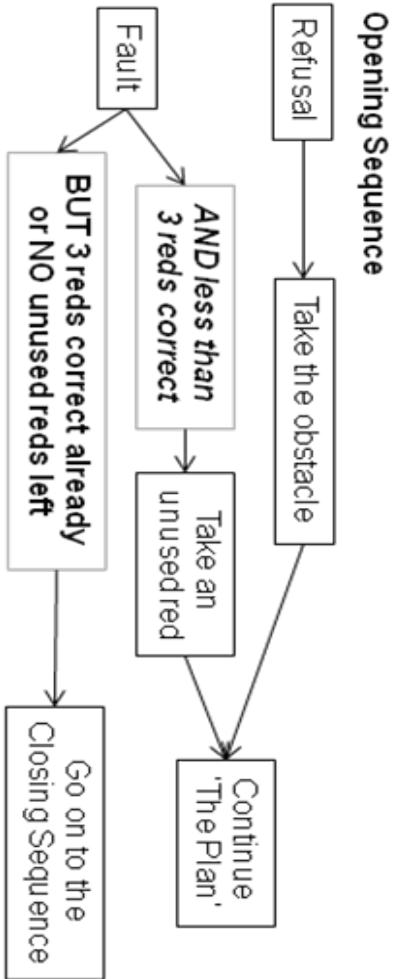
If UKI finds there is no case to answer both parties will be notified and all remaining money will remain with UKI.

If the accused is found to be in breach of UKI regulations then UKI will inform the accused in writing and may impose fines, written or verbal warnings, bans, and costs. If fines are not paid, the UKI account will be frozen and the accused will not be allowed to compete. The accused party will then have 14 days to appeal to UKI in writing. An appeals hearing will then be set and conducted.

All decisions are final by UKI.

# SNOOKER

## When the Plan goes wrong

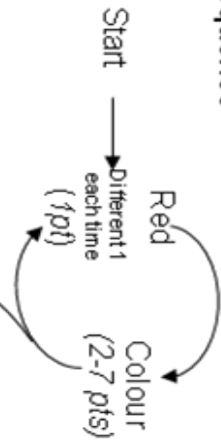


Do anything else or run out of time and you will hear a whistle blow then you must run for the finish for the possibility of a non qualifying place

## The Plan is

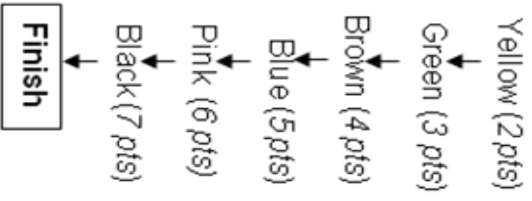
To score 37 pts for a qualifying round

**Opening Sequence**

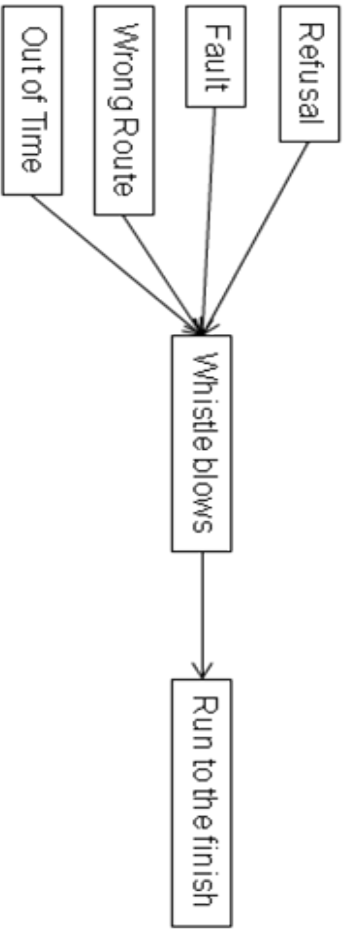


3 Reds completed or all reds attempted

**Closing Sequence (27 points)**



**Closing Sequence**



If necessary to correctly complete the closing sequence the dog must run between the wings of any jump that is down to score those points.

## A – 5 Refusal Guidelines

A refusal is defined as;

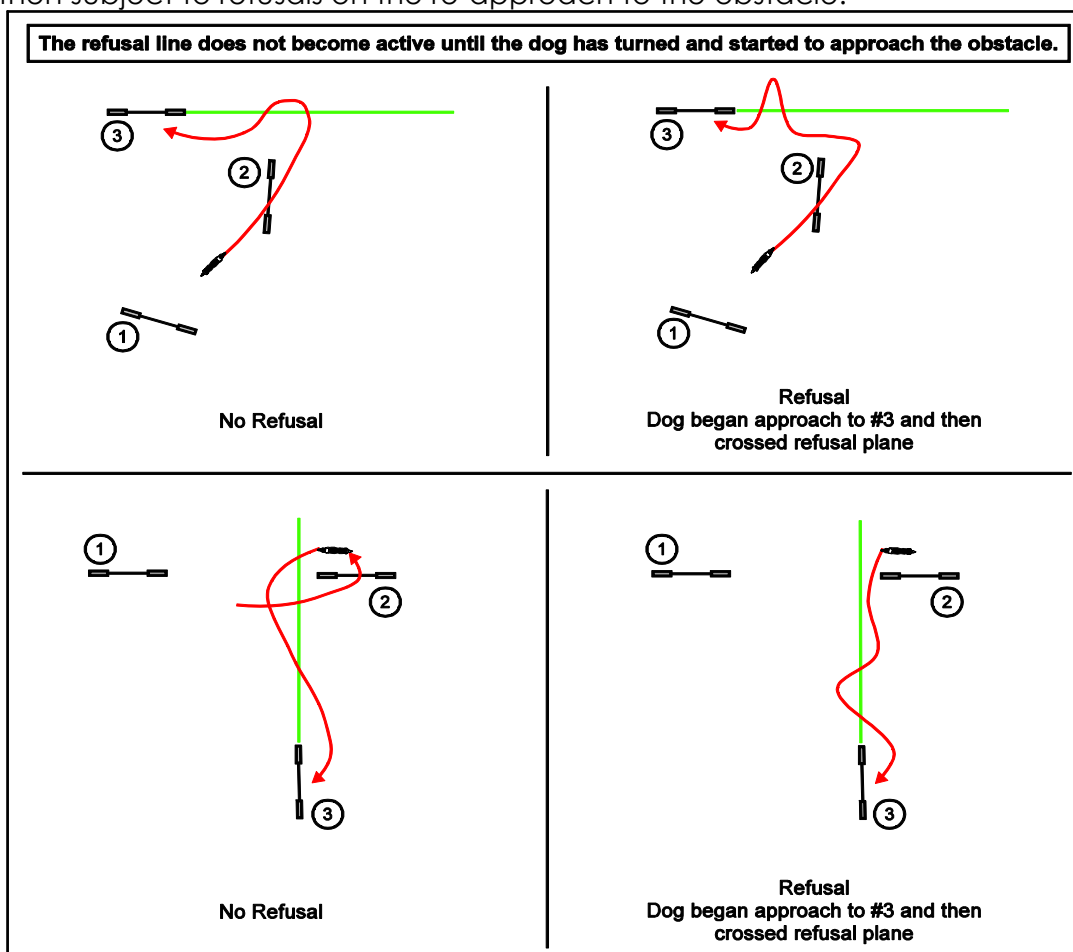
- Significant hesitation in front of an obstacle
- Turning back from an obstacle after beginning an approach
- Running past the obstacle to be performed
- Improperly performing an obstacle as described in the "Obstacle Performance Standards."

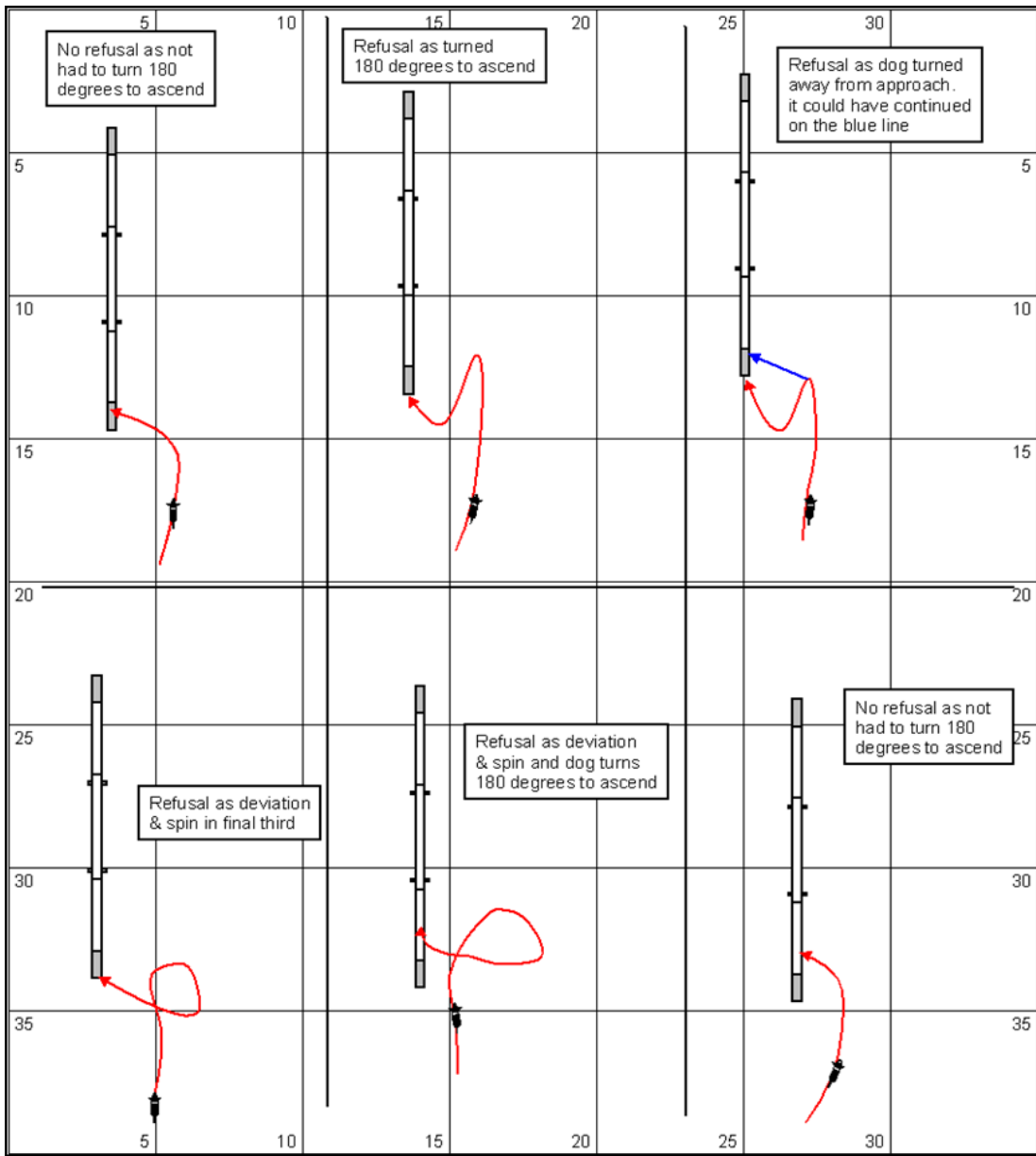
The refusal line shall be defined as the front plane of an obstacle, except in the case of contacts (see "Refusal Line for Contacts").

The refusal line only becomes active when the judge deems that the dog has started to approach the obstacle. **A refusal cannot be called until the dog is on the take-off side of a jump.**

Once on a contact with all four feet, the dog may stop or walk backwards (providing they do not turn 180 degrees) without penalty, as long as the dog exits the obstacle correctly. If however the dog dismounts the obstacle before the defined refusal point, he will be given a refusal fault and is then subject to refusal on the re-approach to the obstacle.

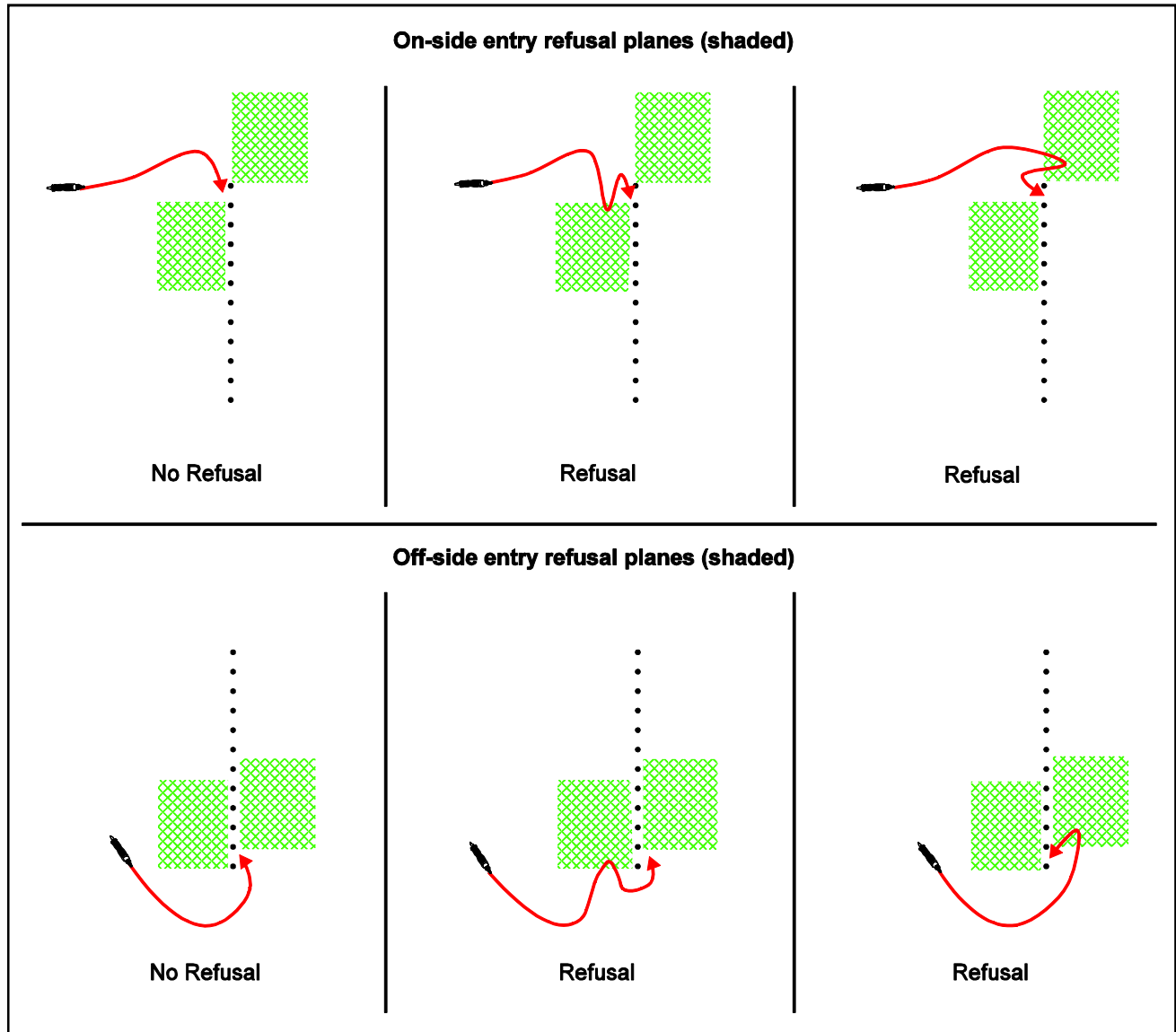
Once in a tunnel with all four feet, the dog may stop or reverse direction without penalty, as long as the dog exits the obstacle correctly. If however the dog backs out of the tunnel, he will be given a refusal fault and is then subject to refusals on the re-approach to the obstacle.





## REFUSAL LINE FOR WEAVE POLES

The weave pole refusal plane varies based on which side of the weaves the dog is approaching: "on-side" or "off-side." The dog must make the entry by pole #2.

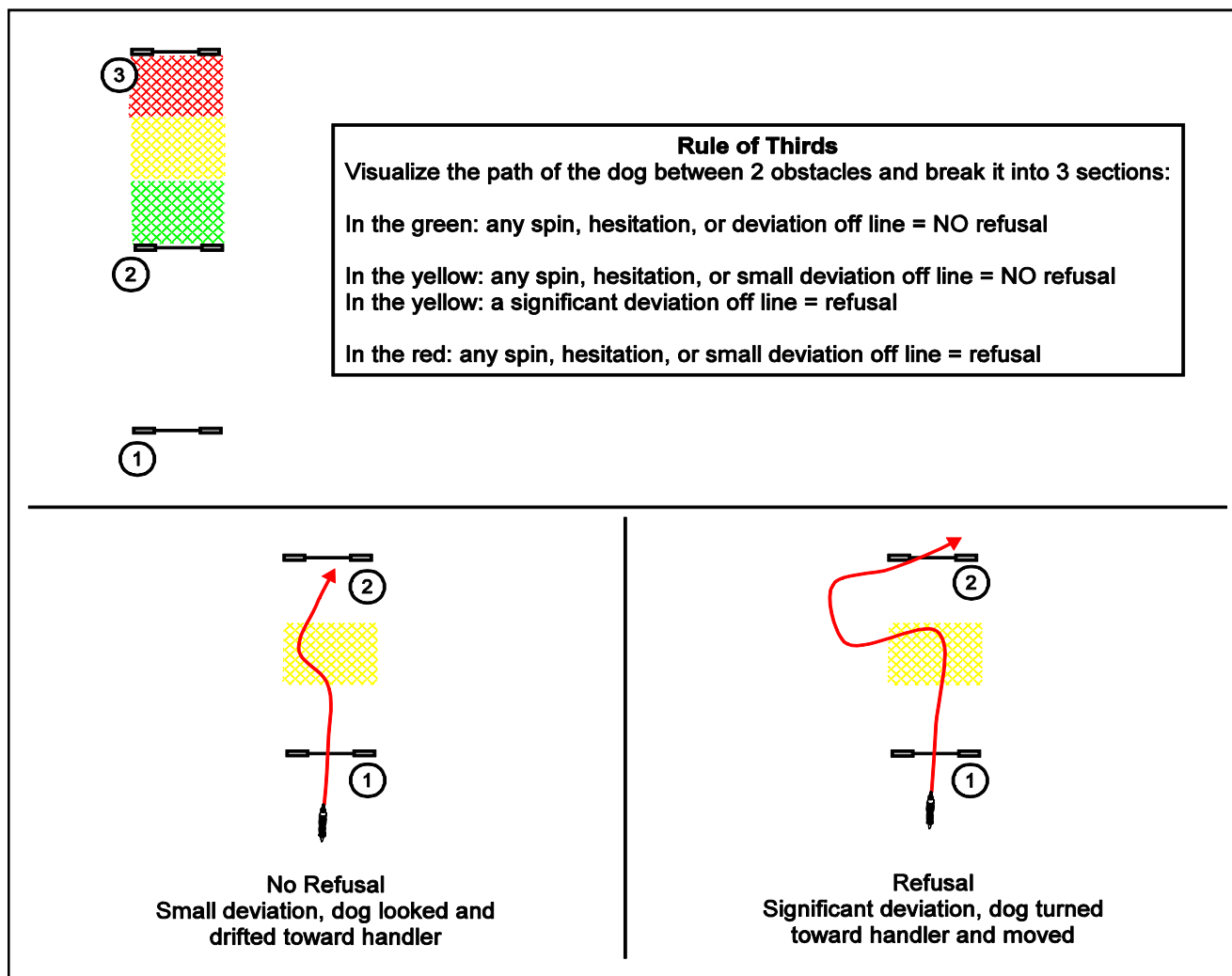


## RULE OF THIRDS

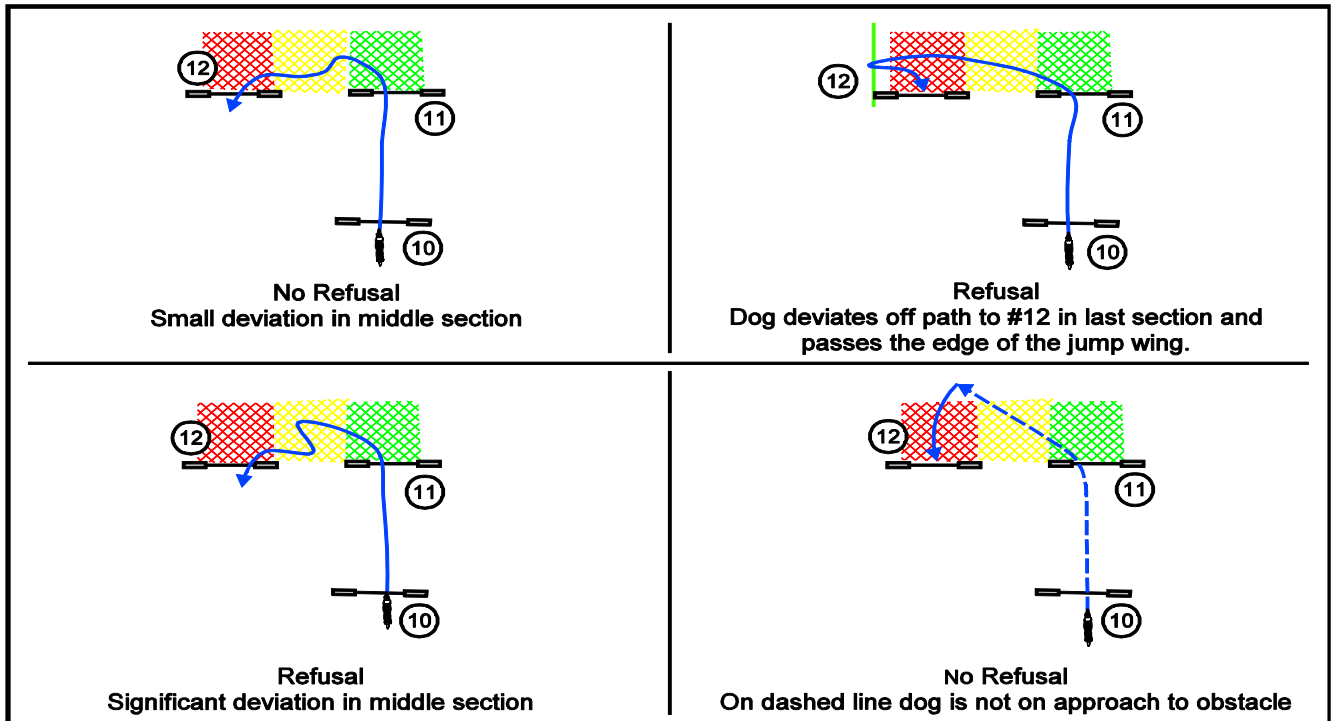
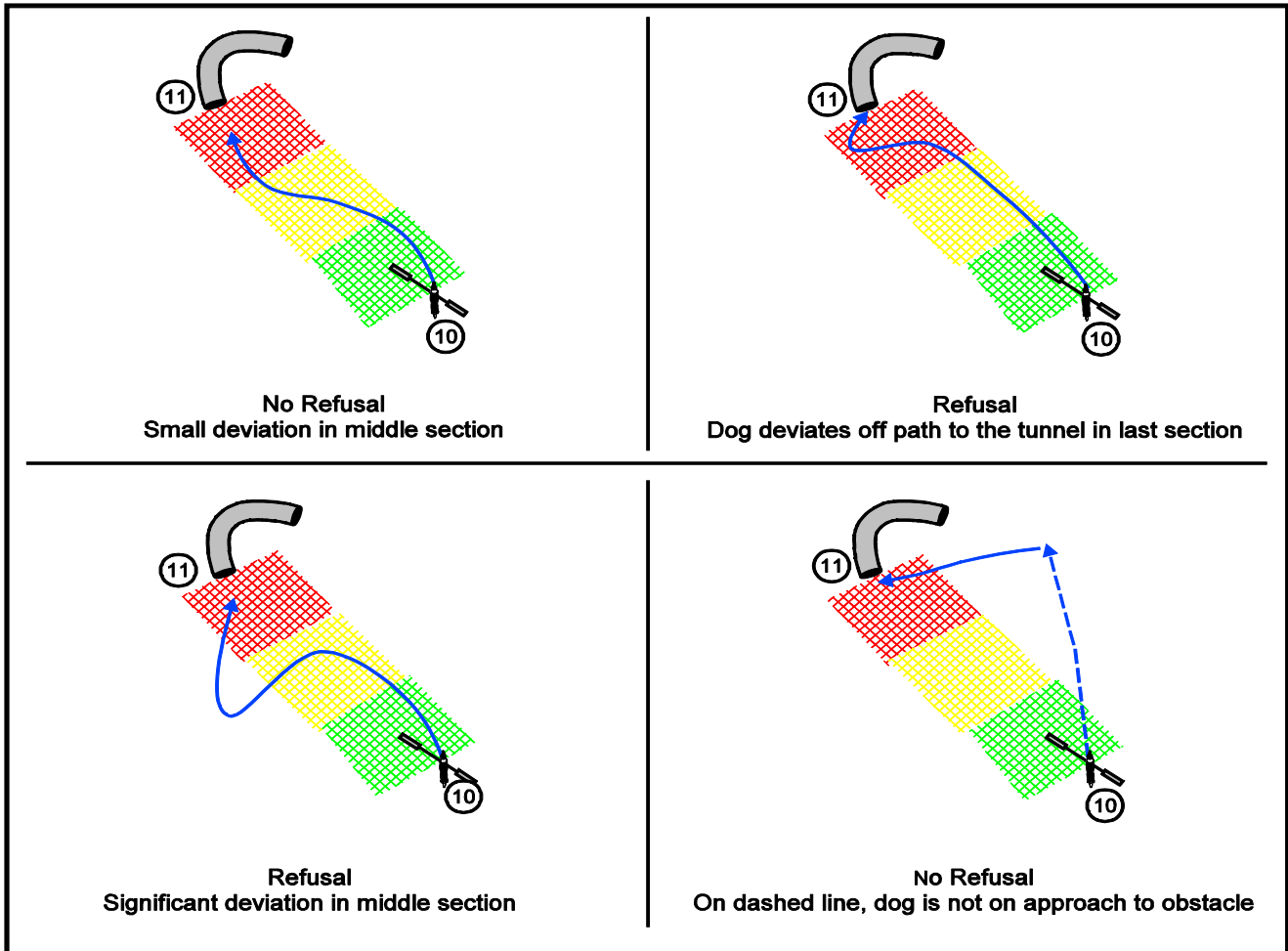
To help judges determine when a spin, a hesitation, or a deviation off line is considered a refusal, we use the rule of thirds.

Visualize the path of the dog between 2 (two) obstacles and break it into 3 (three) sections:

- In the first one-third the dog is landing or leaving the prior obstacle and orienting toward the next obstacle. A refusal cannot be called in this section.
- In the second one-third, the middle ground between two obstacles, only a significant deviation from the dog's line to the next obstacle can be called a refusal.
- In the final one-third, closest to the next obstacle and on the final approach, any spin, hesitation, or deviation off line is a refusal. A significant hesitation is as long as it takes the judge to say the words, "significant hesitation."

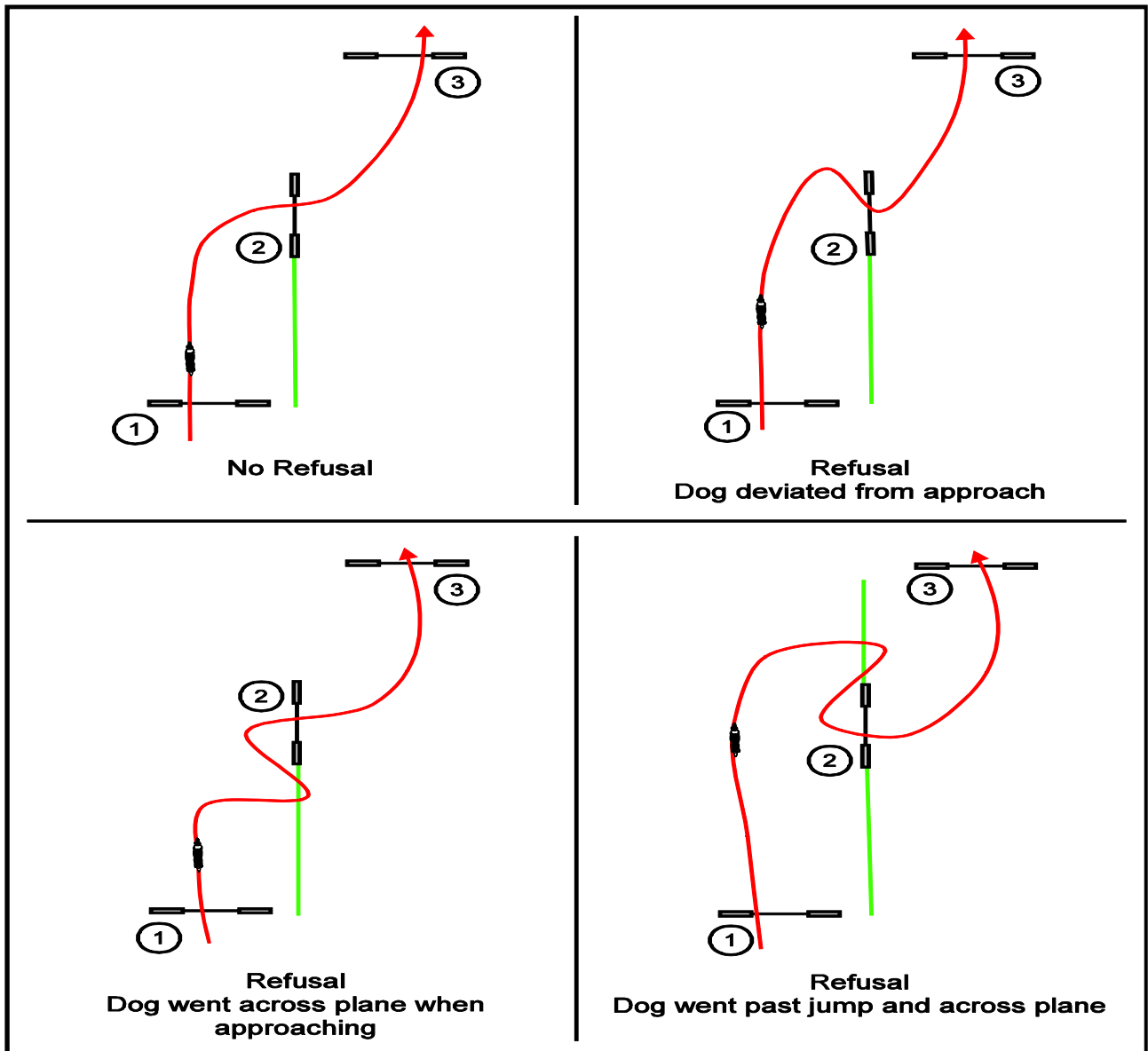


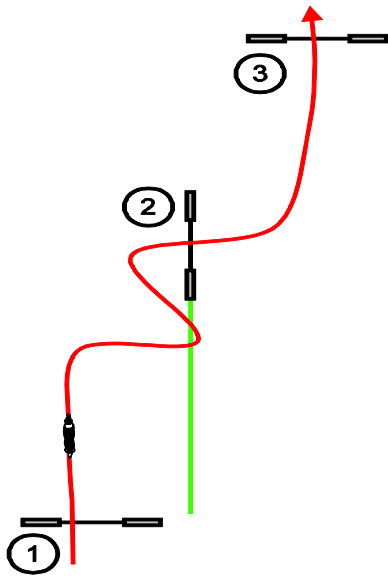
EXAMPLES OF RULE OF THIRDS



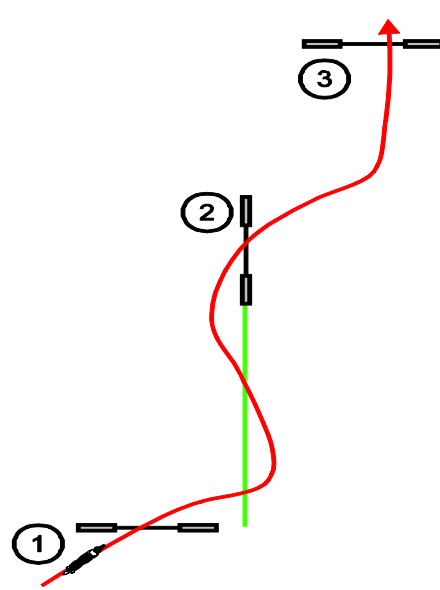


# ADDITIONAL REFUSAL CLARIFICATIONS

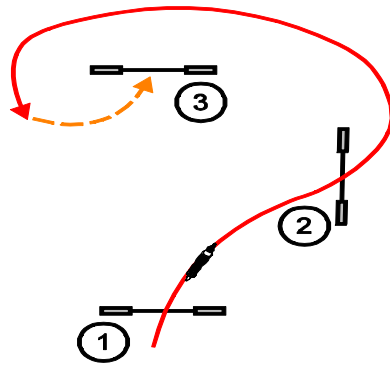




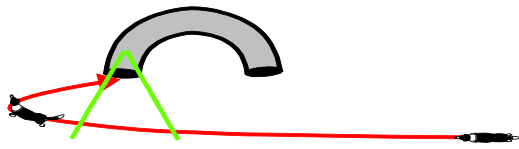
**Refusal**  
Dog deviated and went across plane when approaching



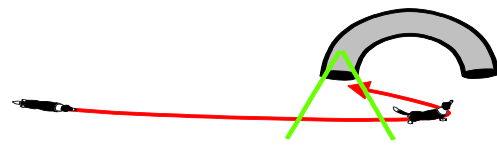
**No Refusal**  
Dog was not on approach when he crossed plane



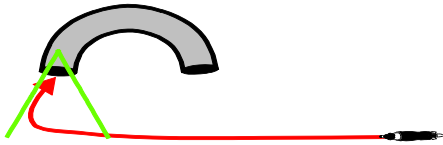
**No Refusal**  
Dog is not on approach until dashed line



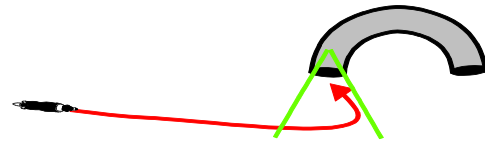
**Refusal**  
Dog has gone past tunnel entrance and must turn back to re-approach



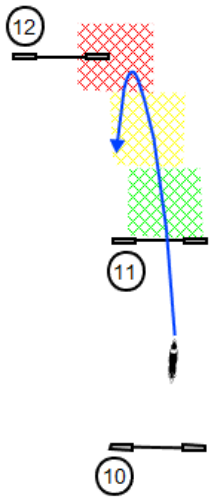
**Refusal**  
Dog has gone past tunnel entrance and must turn back to re-approach



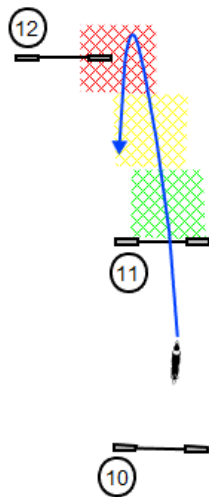
**No Refusal**  
Dog has not gone past tunnel entrance is just swerving on approach line



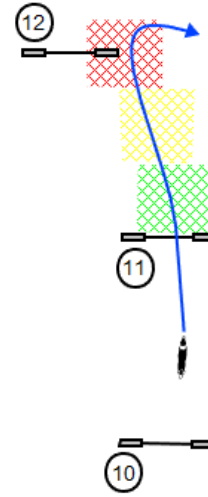
**No Refusal**  
Dog has not gone past tunnel entrance is just swerving on approach line



**No Refusal**  
As dog is not yet on take-off side of jump



**Refusal**  
Dog is on take-off side and has crossed back over refusal plane



**Refusal**  
Dog is on take-off side and has turned away from the jump

## MISSED CONTACTS VERSUS REFUSALS

- **For the A-frame and Dogwalk:** Leaving the obstacle prior to beginning descent of the down ramp—defined as the dog touching the down ramp with *any* portion of his body—shall constitute a refusal. If the dog touches the down ramp and then leaves before touching the contact point, it is a missed contact, *not* a refusal.
- **For the Seesaw:** If the dog leaves the obstacle before the pivot point, a refusal will be incurred. Once the dog passes the pivot point with *any* portion of his body and then leaves before touching the contact point, it is a missed contact, *not* a refusal. Leaving the obstacle on descent with all four paws before the plank has reached the ground, constitutes a fly-off. If the dog is deemed to leave the plank before it reaches the ground, and misses the contact, this will only constitute one fault.

**Transfer Table of Highest Level in Standard Agility**

AKC/ CKC	USDAA/ AAC	CPE	UKI International Program	UKI Speedstakes Program
Novice	Starters	Level 1, 2, 3	Beginners	SS Beginners
Open	Advanced	Level 4,	Novice	SS Novice
Excellent A	Masters	Level 5, C	Senior	SS Senior
Excellent B	MAD	----	Champion	SS Champion

**Class Places and Points**

Class Place	1-10 entered	11 to 30 entered	31 and above
1st	6 points	12 points	Refer to following table
2nd	5 points	8 points	
3rd	4 points	7 points	
4th	4 points	5 points	
Clear Round	4 points	4 points	

Class Placement	1st	2nd	3rd	4th	5th	6th	7th	8th	9 <sup>th</sup>	10th	Clear round
Points	12	11	10	9	8	7	6	5	4	4	4

**Jump/A-frame Heights**

Regular Jump Height	Dog's Height	Long Jump (MAXIMUM)	Number of Units	A-frame Height
8 inch	11" & under	16"	1-2	5'3"
12 inch	14" & under	24"	2	5'3"
16 inch	17.5" & under	32"	3	5'7"
20 inch	22 & under	40"	4	5'7"
22 inches	Any	44"	5	5'7"
24 inches	Any	48"	5	5'7"

Select & Nursery Option Heights	Dog's Height	Long Jump Units	A-frame Height
4 inch (s)	11" & under	Not allowed	5'3"
8 inch (s)	14" & under	1	5'3"
12 inch (s)	17.5" & under	1	5'3"
16 inch (s)	22" & under	2	5'3"
20 Inch (s)	Any	3	5'3"

<b>Ascending Spread Lengths *</b>		
<i>*Judges may decrease spread lengths as they see fit</i>		
<b>Jump Height</b>	<b>Not allowed in Select</b>	
	Suggested	Maximum
8 inches	6 inch	7.5 inch
12 inches	9 inch	11.5 inch
16 inches	12 inch	15.5 inch
20 inches	15 inch	18.5 inch
22 inches	16 inch	20.5 inch
24 inches	20 inch	22.5 inch

### Gamblers Obstacle Points

Points	Obstacle
1 point	Jumps
2 points	Tunnels Tire Spread jumps Long jump Wall
3 points	Teeter Weave poles (6 poles) Table with down and go release by judge
4 points	A-frame
5 points	Dogwalk Weave poles (12 poles)

### Big Dogs 24", 22", 20" Dogs Rates of Travel

Agility		Jumping & Speedstakes	
Level	yards/second	Level	yards/second
Beginner	2.5 – 2.9	Beginner	2.75 – 3.25
Novice	2.5 – 2.9	Novice	2.75 – 3.25
Senior	2.9 – 3.15	Senior	3.25 – 3.5
Champion	2.9 – 3.15	Champion	3.25 – 3.5
Select	+ 3 seconds	Select	+ 3 seconds
Nursery	2.5 – 2.9		

### Small Dogs 16", 12", 8" Dogs Rates of Travel

Agility		Jumping & Speedstakes	
Level	yards/second	Level	yards/second
Beginner	2.5 – 2.9 add 20%	Beginner	2.75 – 3.25 add 20%
Novice	2.5 – 2.9 add 15%	Novice	2.75 – 3.25 add 15%
Senior	2.9 – 3.15 add 10%	Senior	3.25 – 3.5 add 10%
Champion	2.9 – 3.15 add 10%	Champion	3.25 – 3.5 add 10%
Select	+ 3 seconds	Select	+ 3 seconds
Nursery	2.5 – 2.9 add 20%		