

# THE CSJ AGILITY OPEN RULES AND REGULATIONS 2024

Rules and regulations for the CSJ Open held on 13th – 16th June 2024

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## 1.0 General Regulations

### 1.1 Dog and Handler eligibility

Any dog, whether pedigreed or mixed, that is healthy and sound, trained, and over 18 months of age is eligible to participate in the CSJ Agility Open.

Bitches in season may compete at the event but handlers must notify the office by email or on the Wednesday afternoon. They will run in their assigned position in the running order, but with a notation in the running order (such as BIS) so that both other competitors and ring crew are aware. A protective mat will be used at the start line. If a bitch comes into season during the event, the event office must be notified immediately.

Dogs that are blind are not eligible.

Pregnant bitches are not eligible.

Dogs that have been exposed to any infectious disease during the 21 days prior to the event are not eligible.

The CSJ Agility Open is open to any person, without discrimination, whom acknowledges and agrees to abide by all regulations set forth by the CSJ Agility Open.

Exhibitors and/or attendees at the CSJ Agility Open are expected to behave in a civilized and sportsmanlike manner toward other people and toward their dogs. Failure to do so may lead to expulsion from the event, and future CSJ Agility Open championships, at the discretion of the CSJ Agility Open Organising Committee.

Handlers are permitted to run multiple dogs in the event.

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

Ring crews and judges will work hard to ensure that jump poles and other equipment is properly set before each run, but the ultimate responsibility of checking the course and making sure that it is appropriate for the dog lies with each dog's handler.

### 1.2 Refusal of Entry

The CSJ Agility Open Organising Committee may refuse the entry of any competitor or dog should the Committee believe that participation by the competitor or dog could be prejudicial to the sport or the event. In such case, the Committee must notify the competitor in writing upon receipt of the entry.

Moreover, during the event, the CSJ Agility Open Organising Committee reserves the right to prohibit a competitor or dog from competing if the Committee determines that participation by that competitor or dog could be prejudicial to the sport or the event.

The burden of responsibility for the appropriateness of such action rests solely with the CSJ Agility Open Organising Committee.

### 1.3 Jump/A-frame Heights

JUMP HEIGHT NAME	DOG'S HEIGHT	JUMP HEIGHT	A-FRAME HEIGHT	ASCENDING SPREAD LENGTH	LONG JUMP LENGTH	TYRE HEIGHT CENTRE
250	320mm and under	250mm	1.7m	215-235mm	500mm (2 boards)	490mm
300	380mm and under	300mm	1.7m	260-280mm	600mm (2 boards)	490mm
400	440mm and under	400mm	1.7m	350-370mm	800mm (3 boards)	550mm
500	500mm and under	500mm	1.7m	440-460mm	1000mm (4 boards)	650mm
600	Any	600mm	1.7m	530-550mm	1200mm (5 boards)	800mm

\* Note: The length of the ascending spread is measured from the front side of the first pole to the back side of the second pole.

- Dogs may jump in a higher height division than their measured height.
- A dog may only jump at one height throughout the entire competition.

### 1.4 Measuring of dogs

All dogs jumping less than 600mm will need to have an official recorded UKA, WAO or previous CSJ Agility Open measurement. If the dog does not have this, then they must be measured on the Wednesday afternoon at the event. If at this measure, a dog's height exceeds the maximum allowed for the jump height which they are entered in, the dog will be moved to the appropriate height category for the duration of the event.

Dogs will be measured using official measuring devices. The dog will be 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 (top of the shoulder blades) to the flat surface.

Dogs must be able to be measured. Dogs that cower, that are aggressive toward the measuring official, or that are generally difficult while being measured so that an accurate measurement cannot be obtained, may be excluded from competing at the CSJ Agility Open or have to jump in a higher height than entered. Refunds will not be given if

a handler does not wish to compete at the higher height if the dog measures out or an accurate measure is unable to be obtained.

## 1.5 Rules of Conduct

The CSJ Agility Open promotes dog agility pursuant to regulations consistent with international standards as a competitive, spectator sport. All competitors, officials, and event personnel shall conduct themselves in a professional and sportsmanlike manner consistent with the foregoing statement of purpose and seek to uphold, and enhance where possible, the image of the sport and CSJ Agility Open through such conduct and actions.

Each competitor and official at an event, including judges, members of the organising committee, and other key personnel have the responsibility to read and understand CSJ Agility Open rules and regulations, before entering, conducting, or officiating an event. Further, each competitor and manager acknowledge through their entry to the event that their participation in the event is a privilege and not a right. By virtue of their entry in the event, competitors acknowledge and agree to comply with all rules and regulations and agree to accept any sanctions that may be imposed for failure to comply.

The judge has sole responsibility for determining when it is appropriate to excuse a dog and competitor from the ring based on matters related to competitor misconduct. The CSJ Agility Open Show Manager has sole responsibility for determining when an infraction should result in expulsion of a competitor, manager, or other team official from the event and/or from future events.

The following is a partial list of infractions on which the judge or event officials may take action:

- Abuse or harsh handling of a dog on the grounds
- Actions that may have the appearance of abuse of a dog
- Intimidation and/or impolite confrontation of judges, event officials, event helpers, or other competitors
- Continuing to argue a point with the competition manager or event manager after an official decision has been made.
- Wilful misconduct or interference with another handler's right to compete
- Language or behaviour in the ring construed to be detrimental to the spirit of good sportsmanship or that threatens to reduce the spectator appeal of the event
- Violation of procedural rules
- Violation of any rules of the property/facility where the event is being held, including ignoring no smoking area signage, failure to pick up after your dog, taking your dog into off-limits areas, damage to facility property, leaving rubbish etc.
- Compulsive, correctional training on the grounds
- Misuse of equipment in the training ring or moving equipment in the training ring
- Creating excessive delays as a failure to respect the authority of event officials
- Wilful misrepresentation on entry forms
- Wilful misrepresentation of animals
- Dog aggression
- Failure to exercise diligence in the control of the behaviour of their dog

Smoking and Vaping are not allowed within 5 metres of a ring.

## 2.0 Classes

### 2.1 Agility

The object of this class is to negotiate a full course of agility equipment. There will be a minimum of 19 (nineteen) obstacles and a maximum of 22 (twenty-two) obstacles.

All obstacles must be performed in the order and direction defined by the numbers. Numbers should be placed on the appropriate side of the obstacle to designate the direction the obstacle should be taken.

The Agility class *must* include the dogwalk, A-frame, seesaw, and 12 (twelve) weave poles. Other obstacles allowed: pipe tunnel, jumps, tyre, spread jumps, wall, and long jump.

### 2.2 Jumping

The object of this class is to negotiate a course without contact equipment. There will be a minimum of 19 (nineteen) obstacles and a maximum of 22 (twenty-two) obstacles.

All obstacles must be performed in the order and direction defined by the numbers. Numbers should be placed on the appropriate side of the obstacle to designate the direction the obstacle should be taken.

The Jumping class *must* include jumps and 12 (twelve) weave poles. Other obstacles allowed: pipe tunnel, tyre, spread jumps, wall, and long jump. The Jumping class *cannot* include the dogwalk, A-frame or seesaw.

### 2.3 Speedstakes

The object of this class is to negotiate a Jumping course that also includes an A-frame. There will be a minimum of 19 (nineteen) obstacles and a maximum of 22 (twenty-two) obstacles.

All obstacles must be performed in the order and direction defined by the numbers. Numbers should be placed on the appropriate side of the obstacle to designate the direction the obstacle should be taken.

The Speedstakes class *must* include 12 (twelve) weave poles and an A-frame, both of which may be taken up to 2 (two) times each. Other obstacles allowed: pipe tunnel, jumps, tyre, spread jumps, wall, and long jump. The Speedstakes class *cannot* include the dogwalk or seesaw.

### 2.4 Steeplechase

The object of this class is to negotiate a course made up of only jumps and pipe tunnels. There will be a minimum of 19 and a maximum of 22 (twenty-two) obstacles.

All obstacles must be performed in the order and direction defined by the numbers. Numbers should be placed on the appropriate side of the obstacle to designate the direction the obstacle should be taken.

### 2.5 Gamblers

The goal of Gamblers is to accumulate as many points as possible within the time allotted by the judge, and then to make a strategic decision to perform one of the two short “gamble” sequences within a specified time period to earn bonus points. The competitor who earns the most points wins.

The Gamblers course is set up with the obstacles placed randomly around the ring, without specific flow. Each obstacle is assigned a point value (see table below). A handler earns those points by *successfully* completing the obstacle. An obstacle can be performed only 2 (two) times for points. There is no penalty for taking the obstacle additional times during the opening period (unless the judge deems it is loitering for the gamble as described below), but no points will be awarded.

POINTS	OBSTACLE
1 point	Jumps
2 points	Tunnels Tyre Long Jump Spread Jumps Wall Jump
3 points	Seesaw 6 weave poles
4 points	A-frame
5 points	Dogwalk 12 weave poles

If they choose to do so, judges may include a bonus combination of obstacles in their Gamblers course design. The judge will determine the points earned for successful performance of this bonus combination.

Obstacles that are one-directional (that is, the seesaw, spread jumps and the long jump) must be taken in the correct direction to earn points.

A Gamblers run consists of two parts: an opening period and a gamble period. The first part is the opening period, which has a designated course time of 30 seconds. Handlers accumulate points by successfully performing obstacles of their choice during this time period. At the end of the opening period, a whistle or horn sounds to indicate the beginning of the gamble period. During the gamble period, handlers will have a specified amount of time to complete their choice of one of two special challenge sequences that are worth bonus points.

### General Gamblers Rules

- The start and finish jumps are used for timing, these obstacles will not have any point value and must be taken in the direction specified by the judge. The start jump is “live” at all times during the run. This means that if the start jump is taken after the dog has started the run, point accumulation ends and the handler should go directly to the finish jump. Going over the finish jump in either direction stops time and ends the run no matter when it is taken. Failure to take the finish jump at the end of the run will result in no time being recorded and the loss of *all* accumulated points.
- If the dog takes an obstacle before taking the start jump to start the clock or takes the start jump in the wrong direction and does not correct this, he will be eliminated.
- Once the dog has completed the gamble sequence, or if the whistle/horn sounds to signal they are out of time, the handler must direct the dog to the finish 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. If the dog jumps the finish jump in the wrong direction, they will not score any gamble points but will get the points they accumulated in the opening.
- There will be no penalty if the dog takes additional obstacles, including running through the weave poles, on route to the finish jump.
- If an obstacle is attempted but not completed successfully (for example, taking the A-frame but missing the contact), a dog may attempt the obstacle again, as many times as necessary to complete it successfully. Alternatively, the handler may choose to move on and attempt a different obstacle without penalty.
- If an attempt at an obstacle is successful, the judge will call out the obstacle value or number of the obstacle. If an attempt is unsuccessful, the judge will call out something to indicate that you have not earned any points (for example: “No,” “Fault,” or “Zero”) and the obstacle may be reattempted immediately if the handler desires. If the dog is unsuccessful on the first attempt at a contact or weave when there is a “back to back” rule in place, then they may attempt it again immediately.



- If an obstacle is knocked in such a way as to alter it from its original state during the opening period it will not be available to score further points on during the opening period.
- The opening period ends when the whistle is blown or the horn sounds. This also designates the beginning of the second part of the run and time begins for the gambles. If, however, a dog is negotiating an obstacle when the horn sounds to end the opening period, points will be awarded if the obstacle has been **completed**, which is the point at which it is no longer possible for the dog to fault the obstacle (that is, landing for jumps, front feet on the ground after having touched the contact zone with at least one foot, front feet have exited a tunnel, head past last weave pole).
- When the whistle blows or the horn sounds to signify the end of the opening period, if a dog is in the process of negotiating an obstacle, which is also obstacle 1 in any gamble, but has not completed it, they will not score points for the opening section. In addition, because the obstacle has been started before the whistle or horn sounds, it must be repeated if the handler wishes to try and attempt that gamble.
- Once the whistle has blown or the horn has sounded, taking another obstacle on the way to the gamble is not faulted and is just time wasting, unless this obstacle is in the gamble in which case this is no gamble and game is over. Once the judge deems the gamble sequence is started then they can fault. For example, the dog refuses gamble obstacle 1 and then takes another obstacle
- There are no refusals judged during the opening period, but refusals do apply in the gamble period.
- It is at the judge's discretion as to whether a dog may perform the same obstacle "back to back" (performing a bi-directional obstacle successfully in one direction and then immediately turning around and performing the obstacle in the opposite direction). This information will be provided by the judge in the written briefing.
- A dog may not successfully perform a contact obstacle followed by another contact, or perform a set of weave poles followed by another set of weave poles. It is at the judge's discretion as to whether they allow weave poles to be followed by a contact obstacle or vice versa. This information will be provided by the judge in the written briefing.
- If a dog takes 2 (two) consecutive gamble obstacles in the *same* gamble in succession (one after the other) during the opening period, he will receive points for those obstacles, but will be ineligible to earn points for the gamble, even if he completes it successfully.

For example, on a gamble numbered 1-4, if you take:

#1 you cannot take #2 in any direction but you can take any other gamble obstacle.

#2 you cannot take #3 in any direction but you can take any other gamble obstacle

#3 you cannot take #4 in any direction but you can take any other gamble obstacle and so on

If the two gambles have different obstacles, then if the dog takes 2 (two) consecutive obstacles from one gamble in the opening, he may still attempt the other gamble in closing and be awarded the points if he completes it successfully. Handlers may, however, do the *same* gamble obstacle 2 (two) times successfully for points during the opening without negating their opportunity to earn points for a successful gamble. They may also do 1 (one) obstacle in gamble #1 followed by 1 (one) obstacle in gamble #2, or vice versa.

- The handler touching the dog or an obstacle (whether intentional or accidental contact) in a manner that aids the dog's performance will result in 0 (zero) points being awarded for the obstacle.
- Stopwatches or other timing devices are allowed during the course walk-through, but may not be used as aid during the actual competition.
- The judge has the discretion to apply additional rules to the Gamblers class as long as those rules are defined in the judge's briefing.

## The Gamble

- The judge will present 2 (two) gamble sequences, one of which will be more challenging and therefore worth more points. It is up to the handler to choose (therefore, to gamble) which option to attempt.  
Option 1 Gamble (less difficult) = 10 points  
Option 2 Gamble (more difficult) = 20 points
- The time allotted for the gamble period shall be determined by the judge's discretion.
- The gamble points shall be awarded if the dog completes the chosen sequence without faults within the specified time.
- The judge may choose to incorporate a distance restriction into either of the gamble sequences, requiring that handlers direct their dogs through the sequence without being next to them. In this case, the judge will use lines on the ground to designate the handler restriction area. The handler must remain inside this marked area and not step on or over the line(s), into the gamble area, while they direct the dog to complete the gamble. The handler is allowed to lean over the line and extend their arm over the line; they just can't step on or over it. In addition, the dog may cross over the line(s) without any penalty.
- Although the handler must be inside the designated handler area before directing the dog to the first gamble obstacle, it is *not* necessary for the dog to be inside the handler area. When the horn sounds to end the opening sequence, the handler may immediately direct the dog to do gamble obstacle #1 regardless of the dog's position.
- Refusals will be judged in the gamble sequence and will nullify the ability to earn gamble points.

The dog will *not* be awarded 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.
- A Gamble obstacle is knocked in such a way as to alter it from its original state during the opening period.
- The handler violates the "No Loitering Rule." Handlers must be actively attempting obstacles to earn points until the moment the horn sounds to end the opening period. If a handler stops a dog on a contact, repeats an obstacle that has already been completed twice successfully for points, or otherwise significantly hesitates while waiting for the horn to blow, they will be called for loitering.
- The dog performs 2 (two) gamble obstacles consecutively within the same gamble during the opening period.

Any scenario not defined in the rules is at the judge's discretion.

Points shall determine the placement of dogs. The run ends when the dog takes the finish jump and stops time. Time is a tiebreaker only.

## 2.6 Snooker

The object of the game is to earn as many points as possible within the course time set by the judge. Scoring is similar to the billiards game of Snooker; however, the judge may place the obstacles in the ring in any position.

The judge will design a course consisting of 3 or 4 (three or four) red jumps and an obstacle representing each of the other Snooker colours. These will be scored as shown in the table below.

COLOUR	POINTS
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- The course time is set per the judge's discretion and may be different for different height divisions. The objective is for the handler to complete their opening sequence and their closing sequence (#2-#7) within this assigned time. Handlers do *not* have to take the finish jump within the designated course time. The finish jump is used solely to record total time on course in the event of a tie.
- A red jump must be successfully completed, in either direction, in order for the dog to be able to attempt a coloured obstacle of #2 through #7. Points are then awarded for successful completion of the coloured obstacle.
- Once a red jump has been completed (successfully or not) it may not be attempted again. If it is that is Game Over.
- If one of the red jumps is faulted, the handler may choose to take the 4<sup>th</sup> red (if there is one) followed by a colour before proceeding to the closing sequence. This is not compulsory and the handler can choose to go straight to the closing after the 3<sup>rd</sup> red & colour attempt.
- Obstacles that are one-directional (that is, the seesaw, spread jumps, and the long jump) must be taken in the correct direction to earn points. If the dog takes a one-directional obstacle in the wrong direction in the opening, the game is over.
- For obstacles that are bidirectional, the placement of the course number indicates the approach side of the obstacle in the closing sequence.
- Combination Obstacles: Opening - The judge may choose to set up a combination of obstacles to make up any coloured obstacle. The judge may designate the order of the combination, but may also allow the individual obstacles in the combination to be taken in any order or direction during the opening sequence. Once a combination is started, subsequent obstacles in that combination must be attempted to the point of completion, unless the dog incurs a standard fault on one of the obstacles. If this occurs (the judge will call out the fault), the handler does not have to finish the combination and may leave the obstacle to continue to the next red jump or to start the closing as appropriate. No points will be awarded and time will be wasted if the dog finishes the combination. If the dog returns to a previously completed obstacle in the combination, this is game over. If the dog takes a non-combination obstacle during the combination, this is game over. If the dog takes the combination out of a designated order or direction, this is game over.
- Combination obstacles: Closing – Any combination obstacles must be taken in the designated order and direction in the closing. If the dog faults a combination obstacle in the closing, the game is over.
- A dog is deemed to have started an obstacle once it engages with the obstacle. Once a dog engages with a coloured obstacle they must continue with the obstacle to the point of completion or standard fault.
- Snooker definition of Engaged – the dog get onto an obstacle, goes into an obstacle, touches any part of an obstacle in any way, running under any part of an obstacle, jumps over any part of an obstacle.
- Snooker definition of Standard fault – a missed down contact, a pole/brick/long jump element knocked down, breakaway tyre opening, missing a weave pole after entering correctly.
- Displaced elements will not be re-set for coloured obstacles #2-#7, eg Knocked Jump pole or long jump board. However, as long as the dog goes through the uprights on the next attempt of that coloured obstacle, points will be awarded.
- If an obstacle is demolished by handler or dog in such a way that it can no longer be attempted then no further points can be scored on this obstacle during the game.
- A judge may set a course where scoring three 7s could be deemed difficult to achieve.
- Stopwatches or other timing devices are allowed during the course walk-through, but may not be used as an aid during the actual competition.
- The judge has the discretion to apply additional rules to the Snooker class as long as those rules are defined in the judge's briefing.

## OPENING SCENARIOS

Refusal of any red	Re-attempt obstacle and if completed correctly points will be awarded
Taking a red jump followed by another red jump	Game over
Faulting a red jump	Go directly to another red (if available)
Faulting any of the first 3 reds.	The 4 <sup>th</sup> red is now available to score (if available)
Faulting the third red jump	Begin closing (#2-#7) or attempt 4 <sup>th</sup> red (if available)
Faulting all red jumps	Begin closing (#2-#7)
Not going directly to another red when a red jump has been faulted, or not going to the closing sequence when the red jump faulted was the last red jump, as appropriate.	Game over
Taking the 4 <sup>th</sup> red after successfully completing the first 3 (three) reds	Game over
Taking the last red jump in the opening followed by the 2-point yellow for points	Repeat #2 yellow to begin closing #2-#7
Taking a coloured obstacle followed by another coloured obstacle	Game Over
Engaging with a coloured obstacle and then leaving before completion or standard fault	Game over
Faulting a coloured obstacle.	No points awarded, go to next red if any “unused” reds are remaining; otherwise must start the closing
Refusing a coloured obstacle after engaging with it and then attempting a <u>different</u> coloured obstacle	Game Over
Engaging with a combination obstacle and then leaving before attempting all elements (unless a standard fault incurred)	Game Over
Omitting an obstacle in a combination obstacle	Game Over
Faulting any part of a combination obstacle	No points awarded, go to next red if any “unused” reds are remaining; otherwise start the closing. You are just wasting time by continuing the combination (a faulted combination obstacle does not have to be completed before going on)
Refusing second or subsequent parts of a combination obstacle.	Repeat the refused obstacle to get points. If you continue on the course this is game over.
Taking a combination obstacle out of the judge’s specified order	Game Over
Combination obstacle completed correctly but dog then takes an additional obstacle in the combination	Game Over
Dog enters the weave poles, but misses the correct entry	Dog has engaged with the obstacle, it must reattempt to the point of completion or incurring a standard fault. If not then game is over.
Dog jumps off the seesaw before the pivot point, jumps off the dogwalk before the down ramp, or jumps off the A-frame before the down ramp	Dog has engaged with the obstacle, it must reattempt to the point of completion or incurring a standard fault. If not then game is over.
Dog enters tunnel and backs out or exits via the entry	Dog has engaged with the obstacle, it must reattempt to the point of completion or incurring a standard fault. If not then game is over.

Taking a one-directional coloured obstacle (eg spread, long jump , seesaw) in the wrong direction	Game Over
Refusal of a coloured obstacle where dog runs past or spins in front of obstacle	This type of refusal is not judged in Snooker opening as the dog has not engaged with the obstacle.
Handler touching dog or an obstacle (whether intentional or accidental contact) in a manner that aids the dog's performance	No points awarded, go to next red if any "unused" reds are remaining; otherwise start the closing

### CLOSING SCENARIOS

Red jump taken	Game Over
Obstacle(s) taken on way to finish jump after completing black #7 or after horn or judge's whistle sounds	Not faulted, no additional points received
Coloured obstacle taken out of order	Game Over
Refusal of obstacle	Game Over
Coloured obstacle faulted	Game Over
Combination obstacle taken out of judge's specified order	Game Over
Combination obstacle completed correctly but dog then takes an additional obstacle in the combination	Game Over
Handler touching dog or an obstacle (whether a red or coloured obstacle, and whether intentional or accidental contact) in a manner that aids the dog's performance	Game Over

### OPENING AND CLOSING SCENARIOS

Whistle/horn blown for time up once dog has engaged with an obstacle.	Points awarded if obstacle has been performed to completion, which is the point at which it is no longer possible for the dog to fault the obstacle (that is, landing for jumps, front feet on the ground after having touched the contact zone with at least one foot, front feet have exited a tunnel, head past last weave pole). Points awarded for a combination only if all obstacles are performed correctly and the last obstacle in combination meets obstacle completion criteria identified in the rules before the whistle/horn is blown for time.
Dog does not take finish jump after game ends or takes it in the wrong direction.	Elimination
If a jump bar is knocked on a coloured obstacle.	Provided the dog goes through the uprights on the next attempt of the coloured obstacle, points will be awarded
Whistle/horn blows to signal end of time	Game Over
Judge blows their whistle	Game Over

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

## **SNOOKER SCORING**

Points shall determine the placement of dogs. Time is a tiebreaker only. The maximum amount of points that can be earned in the game is 51 points as shown below.

- In the opening sequence, 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)
- In the closing sequence, 27 points are earned if all coloured 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)

### **2.7 Challenger Round**

If you do not make it to one of the Sunday Finals (Speedstakes or CSJ National Championships), this class is available. (You must have run in round 1 of the CSJ National Championship to be eligible to run in this class and not have withdrawn from round 2 or any pentathlon round).

All dogs failing to qualify for either the Pentathlon Speedstakes round or the CSJ National Championship Finals on Sunday will be entered into this event automatically. Dogs that have qualified for one of these events are not eligible for the Challenger Round

This is a one-round agility class with no connection to any previous classes. Time is only a tie breaker and least faults win. In the event that there is still a tie, the winner will be decided by run-off over the agility course.

The winner in each height secures a place in the CSJ National Championship Final unless eliminated. CSJ Challenger winners will run first in the Final.

## 3.0 Judging

### 3.1 Judges and Judging

Judging of the course will begin once the timer or judge gives the competitor permission to start. Once a dog has negotiated the last obstacle, stopping the clock, judging of the course will cease unless the performance of this obstacle is faulted; for example, pole knocked and falling.

A competitor's conduct and behaviour toward his or her dog will be judged by the judge the entire time the competitor is within the boundaries of the competitive ring. The dog's behaviour will be judged as well for the time it is in the boundaries of the competitive ring in regards to aggression, out of control, urination etc.

A judge may decide to use an assistant judge if required; for example; as a line judge in the Gamblers class, a contact judge in an Agility class, or a box judge in the Relay class. In all cases, the final judging decision will be with the class judge.

### 3.2 Course Design

Courses will be designed with a minimum distance of 5 meters (16.5 feet) between obstacles, using the judge's interpretation of the large dog's path. However, when two tunnels are placed side by side or a tunnel is next to a contact obstacle, the minimum distance does not apply.

Using the Judges interpretation of the large dog's path, the only maximum distance specified is that contact obstacles may be no more than 8 metres from the previous obstacle. Other than this, there is no maximum distance specified; however, it is recommended that courses are designed with the majority of distances between obstacles under 8 meters (26ft).

The tyre, spread jump, long jump, and wall may only be taken once in standard classes.

Only single jumps may be used for the start obstacle and the finish obstacle.

Judges are required to measure their courses to determine the course time. The course will be measured using a surveyor's wheel and shall be measured in units of metres.

Course times for Snooker and Gamblers are set separately by the judge.

## 4.0 Obstacle Performance Standards

Below is a description of how each obstacle must be performed and the specific faults that can occur.

### 4.1 A-frame

The dog must ascend the ramp in the direction designated by the judge, cross the apex, and descend the other ramp, touching any portion of the contact point with any part of his body before dismounting 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 with any part of his body, a missed contact fault will be incurred.
- Leaving the obstacle prior to beginning descent of the down ramp shall constitute a refusal.
- As the dog approaches the A-frame, he must leave the ground to ascend the obstacle before the top line of the up contact or he will incur a refusal.
- Once a dog touches the down ramp with any part of his body, if he leaves the plank before touching the contact point, he will be assessed a missed contact fault, *not* a refusal.
- Ascending the wrong ramp constitutes a wrong course.
- Running under the A-frame constitutes a wrong course except when the dog is attempting a tunnel under the contact (refusal), the contact is the next correct obstacle in sequence (refusal), and in Gamblers and the opening of Snooker.
- Missing the up-contact point shall not be faulted.



- If a dog gets on the up contact facing the wrong way this will be deemed a refusal, not an elimination.
- 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. 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.

## 4.2 Dogwalk

The dog must ascend the ramp in the direction designated by the judge, cross the horizontal middle plank, and descend the other ramp, touching any portion of the contact point with any part of his body before leaving 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 with any part of his body, a missed contact fault will be incurred.
- Leaving the obstacle prior to touching the down ramp with any portion of his body constitutes a refusal.
- As the dog approaches the Dogwalk, he must leave the ground to ascend the obstacle before the top line of the up contact or he will incur a refusal.
- Once a dog touches the down plank with any part of his body, if he leaves the plank before touching the contact point, he will be assessed a missed contact fault, *not* a refusal.
- Ascending the wrong plank constitutes a wrong course.
- Running under the dogwalk constitutes a wrong course except when the dog is attempting a tunnel under the contact (refusal), the contact is the next correct obstacle in sequence (refusal), and in Gamblers and the opening of Snooker.
- Missing the up-contact point shall not be faulted.
- If a dog gets on the up contact facing the wrong way this will be deemed a refusal, not an elimination.
- 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. 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.

## 4.3 Seesaw

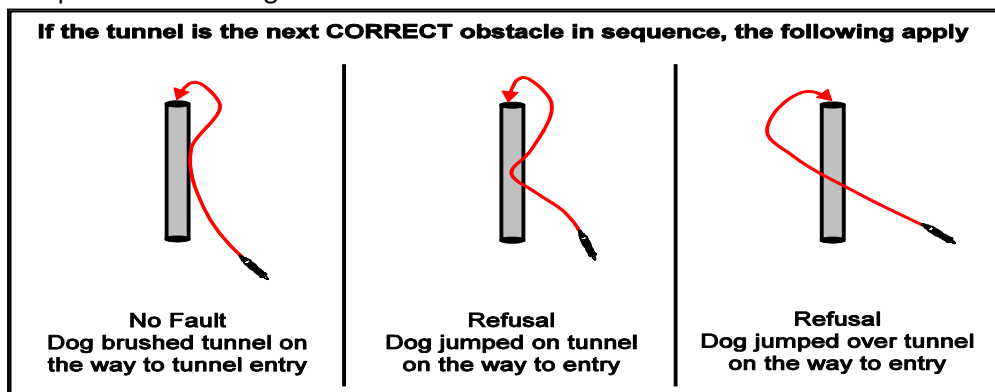
The dog must ascend the plank, cross the pivot point causing the plank to tip to the ground on the other end, and descend the plank. The plank must touch the ground before the dog leaves the obstacle (at least one paw must remain on the plank). The performance of the obstacle will be considered completed when all four paws touch the ground.

- If the dog does not touch the down contact point with any part of his body, a missed contact will be called.
- If the dog leaves the obstacle prior to touching the plank past the pivot point, with any portion of his body, a refusal will be incurred.
- As the dog approaches the seesaw, he must leave the ground to ascend the obstacle before the top line of the up contact or he will incur a refusal.
- Once the dog passes the pivot point with any part of his body, if he leaves the plank before touching the contact point, he will be assessed a missed contact fault, *not* a refusal.
- If the dog leaves with all four paws before the plank has reached the ground, it constitutes a fly-off and results in 5 faults. If the dog is deemed to leave the plank before it reached the ground *and* he misses the contact, he will only be penalized a total of 5 (five) faults.
- Missing the up-contact point shall not be faulted.
- If a dog gets on the up contact facing the wrong way this will be deemed a refusal, not an elimination.
- 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 an elimination for taking the piece of equipment in the wrong direction. 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.

## 4.4 Pipe Tunnel

The dog must enter the end of the tunnel designated by the judge and exit from the other end of the tunnel.

- Backing out of the tunnel, exiting via the entrance, or jumping over the tunnel shall constitute a refusal.
- If the dog attempts to enter through the exit end of the tunnel, a wrong course will be assessed. If the dog's nose breaks the plane of the tunnel entry, he has attempted to enter the tunnel; his body does not have to make physical contact with the tunnel in order to be called for a wrong course.
- Jumping over the tunnel when it is *not* the correct obstacle in the course sequence will be assessed a wrong course, unless this is done as part of the dog refusing a contact obstacle where the tunnel is placed under or in very close proximity to the contact, in which case it will be assessed a refusal.
- Coming in contact with the tunnel or jumping on it or over it when *it is* the next correct obstacle in sequence is explained in the diagram below.



## 4.5 Jumps

The dog must jump over the top pole or plank of the jump in the direction designated by the judge, crossing between the jump's two side standards/uprights without displacing the top pole or plank on the jump.

- Jumping over the jumps wings/standards or running under the pole will constitute a refusal.
- Taking the jump from the wrong direction or running under the pole from the wrong direction will constitute a wrong course.
- If the dog knocks down a lower pole or plank on the jump without displacing the top pole, or plank, then there is no fault.

A refusal at a jump must be corrected before continuing on course or a wrong course fault will be assessed. If, as a result of a refusal, any part of the obstacle is displaced meaning that it can no longer be completed correctly, an elimination will be incurred.

## 4.6 Wall Jump

The dog must jump over the wall, passing between the 2 (two) pillars, in the direction designated by the judge without knocking any piece of the wall to the ground, including the pillars.

- Jumping up on the wall rather than trying to jump over it will constitute a refusal.
- Banking or pushing off the top of the wall in the process of attempting to jump the obstacle will not be faulted unless the dog displaces a piece of the wall.
- Taking the wall jump 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, as a result of a refusal, any part of the obstacle is displaced meaning that it can no longer be completed correctly, an elimination will be incurred.

## 4.7 Spread Jump

The dog must jump over both top poles or planks of the jump in the direction designated by the judge, crossing between the jump's 2 (two) side standards/uprights without displacing either top pole or plank on the jump.

- Jumping over the jump wings, running under the poles, or failure to jump the front and back wing jumps comprising the spread as one unit will all constitute a refusal.
- Taking the jump from the wrong direction or running under the poles from the wrong direction will constitute a wrong course.
- If the dog knocks down a lower pole or plank on the jump without displacing either of the two top poles or planks then there is no fault.

A refusal at a spread jump must be corrected before continuing on course or a wrong course fault will be assessed. If, as a result of a refusal, any part of the obstacle is displaced meaning that it can no longer be completed correctly, an elimination will be incurred.

## 4.8 Long Jump

The dog must jump over the planks of the long jump without any of the planks falling over. The dog must cross between the front marker poles in the direction of the lowest plank, clear the span of the planks, and exit between the back-marker poles.

- The dog will incur a fault if he walks on, paddles on, or steps between or on the planks. Paddling or stepping on a plank means that the bottom of the dog's foot is placed on the equipment or on the ground and is weight-bearing. If the dog is attempting to jump the obstacle and paddles or steps on or in between the planks, it is judged as a standard fault. If the dog is making no attempt to jump, then paddling or continuously stepping or in between the planks will be judged as a refusal.
- Casual contact with a plank or a marker pole by a dog or handler, or a marker pole being knocked over (even if this causes a plank to fall) will not be faulted.
- 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.

A refusal at the long jump must be corrected before continuing on course or a wrong course fault will be assessed. If, as a result of a refusal, any part of the obstacle is displaced meaning that it can no longer be completed correctly, an elimination will be incurred.

## 4.9 Tyre

The dog must jump through the tyre in the direction designated by the judge.

- Jumping between the frame and the tyre or jumping over or under the tyre constitutes a refusal.
- Taking the tyre from the wrong direction, jumping between the frame and the tyre, or jumping over or under the tyre from the wrong direction, will constitute a wrong course.

A refusal at the tyre must be corrected before continuing on course or a wrong course fault will be assessed.

If the tyre breaks while the dog is jumping/attempting to jump through the hoop, 5 faults will be incurred.

Breaking the tyre is defined as the magnets needing to be reset, even if the tyre has not fully broken.

If, as a result of a refusal, any part of the obstacle is displaced meaning that it can no longer be completed correctly, an elimination will be incurred.

The tyre jump should be set up for a reasonably straight approach from the previous obstacle

## 4.10 Weave Poles

The dog must weave through the entry line of poles in a continuous *forward* motion, which begins by passing between poles #1 and #2 from right to left. He must then pass between poles #2 and #3 from left to right and continue this weaving pattern until he passes between the last two poles.

- *Each* incorrect entry is a refusal and will be assessed 5 faults. For example, if the dog misses the entry the first time he approaches the poles, he earns a refusal. If the handler brings the dog around to reattempt the poles, but the dog misses the entry again, he would earn a second refusal (an additional 5 faults).
- Once the dog enters correctly, the dog will only be faulted once (a 5-point standard fault) for a mistake during the duration of the weave poles.
- Failure to complete the obstacle correctly before negotiating another obstacle constitutes a wrong course.
- If the dog back weaves (that is, the dog weaves through two gates so that he takes 3 (three) poles in the wrong direction), a wrong course will be incurred.
- If the dog comes out of the poles, the dog must either re-enter the poles exactly where he came out or must re-start the weaves again. If the handler chooses to re-start the poles and the dog enters incorrectly, it is a refusal and will be faulted.

A refusal at the weave poles must be corrected before continuing on course or a wrong course fault will be assessed.

See weave diagrams on pages 29 – 31.

## 4.11 Start Line Rules

When the handler goes to the start line, the electronic timing system will give a pre-determined start signal (a word such as “Ready” or “Go” or a beep) when the judge and timer are ready for the run to start. The handler has 30 seconds in which to start their course run once the signal is given. Exceeding this time limit will be faulted as an elimination.

A handler may take a toy to the start line. If it is taken past the plane of the first obstacle this will incur an elimination.

After removing the dog’s lead, the handler may not place the lead or toy in front of their dog at the start line or it will be faulted for use of a training aid in the ring (elimination). The lead or toy must be placed behind the dog or to the side.

The lead or toy will be taken by a ring steward once the dog leaves the start line and placed at the exit of the ring in a designated contraband box. Only the handler may retrieve their lead or toy from this box. Anyone else removing the lead or toy from the contraband box before the dog has exited the arena will result in an elimination.

- If the handler chooses to lead out from the dog at the start line, they may not return to their dog once they have passed the plane of first obstacle. Passing back over the plane of the first obstacle will result in 5 faults, passing back over the plane and touching the dog will result in an elimination.
- Taking any obstacle before the start signal has been given will result in an elimination.
- The dog must start behind the plane of the start line. Setting up the dog past the plane of the start line will result in a 5-fault penalty.
- If the dog passes the plane of the first obstacle without taking that obstacle or commits a refusal during performance (for example, going under the pole of the first jump, jumping the wing rather than the pole, etc.), the dog will earn a 5-fault refusal in Jumping, Agility, or Speedstakes regardless of whether he has triggered the start-line sensors. In Gamblers or Snooker, 5 points will be deducted from the dog’s score. If the start-line sensors were not triggered, a video review will take place to establish the correct time for the run. In Gamblers and Snooker, a manual whistle will be blown to signal time. Handlers must fix the run-out or refusal error and have the dog take the obstacle correctly in the direction specified by the judge or it is an elimination.
- If the handler resets the dog, without touching him, after the dog has refused the first obstacle, he will earn another 5-fault refusal penalty. If the handler touches the dog while resetting him, it is an elimination.

- A dog cannot be called for a significant hesitation refusal on the start jump. It can be faulted for running past or turning away once on approach. If one of these refusals is called then the dog will be deemed to have begun and normal judging begins.
- Handlers will be deemed late and unable to run (elimination) if they are not present to walk into the ring immediately the previous dog has crossed the finish line.

#### 4.12 Finish Line Rules

- If the handler triggers the finish-line sensors of the timing system instead of the dog in Jumping, Agility, or Speedstakes, they will be eliminated. In Gamblers or Snooker, 0 points will be scored.
- Once a dog has negotiated the last obstacle, stopping the clock, judging of the course will cease unless the performance of this obstacle is faulted; for example, pole knocked and falling.

### 5.0 Scoring

#### 5.1 General Scoring

All faults and refusals will be assessed 5 (five) faults unless stated differently below.

Any eliminations in games classes will score 0 points and be given a time of 100 seconds.

Eliminations will be assessed 50 faults plus 50 seconds will be added for the dog’s course time.

The maximum course faults a dog can accumulate is 50, whether by elimination or other combined course faults. So, for example, if a dog earns a refusal and a missed contact and then goes off course and is eliminated, his total course faults will be scored as 50.

The maximum total score that can be accumulated in a single class (excluding Team Relay) is 100, so any dog earning over this will have their score changed to an Elimination.

#### 5.2 Start and Finish Line Scoring

Dog passing the plane of the first obstacle without taking that obstacle or committing a refusal during performance of the first obstacle (for example, going under the first jump, jumping the wing rather than the pole, etc.) regardless of whether he triggered the timing sensors or not. If the start-line sensors were not triggered, then a video review will determine the correct time for the run. Handlers must still fix the run-out or refusal error and have the dog take the obstacle correctly in the direction specified by the judge or it is an elimination.	5 faults or 5-point deduction in Games
Handler resetting (without touching) the dog after the dog has refused the first obstacle	5 faults or 5-point deduction in Games
Handler triggering the finish sensors of the timing system instead of the dog	Elimination or 0 points scored in Games
Handler setting up the dog at the start line past the plane of the first obstacle	5 faults or 5-point deduction in Games

Handler leading out past the plane of the first obstacle and, instead of starting the course, returning to the dog and passing back over the plane of the first obstacle.	5 faults or 5-point deduction in Games
Handler touching the dog while resetting him after the dog has refused the first obstacle	Elimination
Handler placing the dog's lead or toy in front of their dog at the start line	Elimination
Handler taking lead or toy past the plane of the first obstacle	Elimination
Leading out past the plane of the first obstacle and, instead of starting the course, returning to the dog (passing back over the plane of the first obstacle) and touching the dog.	Elimination
Attempting or taking an obstacle before permission has been granted to begin the course	Elimination
Taking more than 30 seconds to start after the timing system start signal sounds	Elimination
Handler not present to walk into the ring once the previous dog has crossed the finish line	Elimination
Negotiating an obstacle before permission to begin has been granted	Elimination

### 5.3 Obstacle faults and scoring

Missed down contact point on seesaw, A-frame or dogwalk	5 faults
Flyoff on seesaw (no additional faults will be given if the dog also misses the contact zone)	5 faults
Displacing a bar, planks or pole from a jump	5 faults
Knocking down any part of the wall, including the pillars	5 faults
Knocking a long jump plank	5 faults
Walking on, paddling on, or stepping between or on the planks of the long jump	5 faults
A bar, long jump plank, wall brick or pillar falling after the dog has started the next obstacle	No fault
Entering the weave poles incorrectly, a refusal (assessed for each missed entry)	5 faults
Popping out of the poles after a correct entry (a one-time penalty)	5 faults
Breaking the tyre while the dog is jumping/attempting to jump through the hoop,	5 faults
As a result of a refusal, causing any obstacle to be in a state where it can no longer be completed correctly, e.g. displacing any part of a jump, a long jump or a wall, breaking the tyre.	Elimination

### 5.4 Course/Handling faults and scoring

Refusal	5 faults
Running the wrong course	Elimination
Back weaving	Elimination
Failure to complete an obstacle	Elimination
Failure to go through the uprights of a jump where the pole has already been knocked down	Elimination
3 (three) refusals on course	Elimination
Dog running under a contact obstacle when the next correct obstacle in sequence is the contact or a tunnel under the contact	5 faults
Dog running under a contact obstacle in any other scenario with the exception of Gamblers and the Snooker opening	Elimination

Dog touching the wrong side of an obstacle on an around the back sequence	Elimination
Dog wearing an illegal collar	Elimination
Assistance from any person other than the handler that helps a dog gain an improved performance (referred to as outside assistance)	Elimination
Someone other than the handler removing a dog's leash from the designated contraband box before the dog has exited the arena.	Elimination
Use of training/performance aids or devices during a run, including training/bait/bum bags/toys and stopwatches or anything which the judge deems can be used as a training aid going past the plane of the first jump	Elimination
Handler touching the equipment or the dog, whether accidentally or intentionally, in a manner that aids performance but, in the judge's opinion, does not avoid what would otherwise be an off-course. (Incidental contact with the dog or an obstacle that does not result in saving time or avoiding other course faults is not faulted.)	5 faults or 0 points for obstacle in Games
Handler touching the equipment or the dog, whether accidentally or intentionally, in a manner that prevents an off-course	Elimination
Handler accidentally or deliberately altering a piece of equipment so that it cannot be completed correctly.	Elimination
Handler going through, under, or over any obstacle (The handler may lean over an obstacle as long as they do not actually touch the obstacle, and they may break the line of the weave poles with their hand as long as they do not touch the dog or a pole.)	Elimination
Dog leaving the ring without finishing the course	Elimination
Dog fouling the ring (urinating, defecating, or vomiting)	Elimination
Dog cannot be caught at end of run and remains in ring, disrupting the next competitor	Elimination
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, for example, 1.492 seconds over time = 1.492 faults.	1 to 1 ratio

## 5.5 Other faults and scoring

Food in the ring	Elimination & Dismissal
Repeating obstacles deliberately to practice/train a dog will be deemed as training in the ring. The handler will be asked to leave the ring immediately.	Elimination & dismissal from event
Signs of aggression in the dog toward humans or other dogs	Elimination & dismissal from event
Unsportsmanlike conduct toward a judge, event official, event helper, or venue management	Elimination & dismissal from event
Directly challenging a judge regarding a call	Elimination & dismissal from event
Language or behavior in the ring construed to be detrimental to the spirit of good sportsmanship or that threatens to reduce the spectator appeal of the event	Elimination & dismissal from event

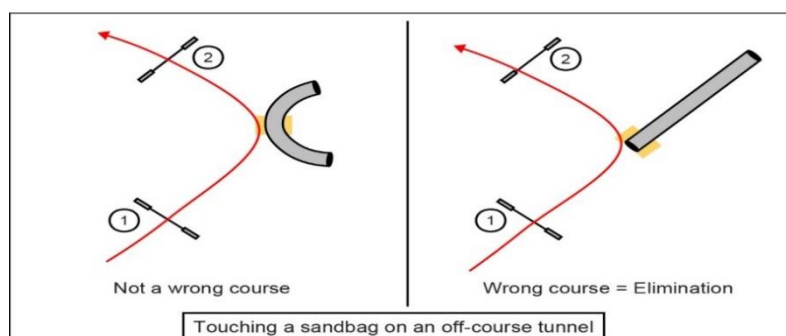


Violation of any rules of the property/facility where the event is being held, including ignoring no smoking area signage, rearranging practice equipment, failing to pick up after your dog, taking your dog into off-limits areas, damaging facility property, leaving rubbish etc.	Elimination & dismissal from event
Abusive or harsh handling in or out of the competition ring	Elimination & dismissal from event

## 5.6 Wrong course

The dog will be assessed with running the wrong course if he in any way touches, jumps over, or goes under an obstacle out of the designated course sequence or he begins to take an obstacle in the wrong direction.

- For the tunnel, the dog is deemed to be beginning the obstacle when his nose breaks the plane of the entry; he does not have to make contact the tunnel to be called off course.
- Touching a sandbag on an off-course tunnel without making contact with the tunnel does not constitute a wrong course when the dog is approaching the tunnel from the side; however, touching a sandbag on an off-course tunnel when the dog is approaching the tunnel straight on approach is a wrong course. Refer to diagram below.
- For the weave poles, the dog is deemed to be beginning the obstacle if his nose breaks the plane between any 2 (two) poles.
- Running under a contact obstacle when it is **not** the next obstacle in sequence is a wrong course except in the following instances: when the dog is attempting a tunnel under the contact (refusal), in Gamblers, in the opening of Snooker.



## 5.7 Timing & Equipment Failure

If during a competitor's run, the electronic timing fails, either having not started or stopping for any reason, the time will be taken from a video review. If there is no video review then a rerun will be offered. However, all faults or points from the first run will count with the exception of faults earned on the problem obstacle. If the dog ran clear the first time, he is just running the second time for time.

The handler is responsible for checking the course and making sure that the equipment is set correctly for their run. If there is an equipment failure during the run or it is immediately identified that an obstacle has been set incorrectly, the dog will be given a re-run. However, all faults or points from the first run will count with the exception of faults earned on the problem obstacle. If the dog ran clear the first time, he is just running the second time for time.

In the event of a re-run, the judge must deem that the handler has made a true and sportsman-like effort to complete the course correctly or additional faults can be added.



## 5.8 Interference with the Dog on Course and/or Weather interference with the Equipment

If a spectator, animal, or something in the environment interferes with the dog on course in a manner that is not considered normal for a large national spectator event, and the judge deems that interference to have had a detrimental effect on the dog's run, the judge may offer a re-run. The judge will try to stop the handler as soon as the interference occurs.

If a weather condition causes a jump pole to fall, a long jump plank to fall over, a brick to fall out of the wall or the tyre to open, the dog should proceed through the piece of equipment in the correct direction and continue on the course. If the judge deems the piece of equipment has become dangerous or the altered state of the equipment has caused a significant disadvantage or advantage they should ask the handler to stop. If a handler chooses to abort the run and the judge does not agree it was dangerous or was disadvantageous, then the handler will be eliminated.

If a competitor is stopped by the judge, the competitor should then leave the ring, without performing any additional obstacles, and the re-run should occur within 5 (five) minutes.

All faults or points from the first run will count up to the point of the interference. The judge must deem that the handler has made a true and sportsman-like effort in the re run, to complete the course correctly (e.g., work the contacts as the handler did in the first run) or additional faults can be added.

## 5.9 Questioning a Score

### What can be questioned?

- Scribe mistakes and any other clerical errors
- Incorrect application of CSJ Agility Open rules that does not involve a judgement call; for example, if the judge signals a fault for an up contact on the dogwalk (which is not a fault under these rules) that call can be questioned.

Contact calls may not be challenged.

Refusals may not be challenged

### When can a score be questioned?

The results of the runs will be displayed at the ring exit. This information must be checked by the competitor immediately after their run. Any mistake must immediately be brought to the attention of the Ring Manager within 2 minutes (or 2 dogs) after their run. (After this time the mistake cannot be challenged.) The Manager will check the score and correct any clerical error. If the problem with the score is an incorrect application of a rule, the ring manager will discuss with the judge. The decision of the judge is final.

Results will be verified and printed at the close of the class and posted online and on notice boards, with copies available at the team manager's table.

Competitors cannot directly challenge a judge in any instance or they face dismissal from the event.

Competitors who use social media to dispute a judge's call or cast aspersions about the results of the event may be dismissed from the event and banned from future events as seen fit by the CSJ Agility Open organising committee.

## 5.10 Collars and Leads

Dogs must not wear any type of slip or half-slip 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. A rolled leather collar is also allowed.

A dog may wear a maximum of two collars providing the second collar is used for veterinary treatment, such as a flea collar, magnetic collar etc. These second collars must conform with the above description of permitted collars.

Stop pad protectors may be worn by a dog. 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.

Leads will be placed in a contraband box at the exit of the ring. They cannot be placed at the end of the course. 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. If it is deemed by the judge that this has taken place the dog will be eliminated.

Electric collars may not be used anywhere on the event grounds. Citronella spray collars or similar devices are not permitted within 50m (approx. 164+ feet) of a competition ring. Handlers in breach of this rule will be asked to leave the event.

## 6.0 Equipment Specifications

The following obstacles meet with the approval of CSJ Agility Open. A 1.5cm variable on measurements will be accepted except for jump height cups and weave pole distances. The event equipment supplier must be approved by the CSJ Agility Open committee and will be publicised before the event.

### 6.1 Wing Jumps

Width of wings: 400mm minimum

Length of poles: 1.20m minimum. 1.60m maximum

Plank length: 1.20m minimum. 1.60m maximum

Pole thickness: 40mm minimum

The heights available must be: 250mm, 300mm, 400mm, 500mm, and 600mm

The top pole or plank must be easily displaced by the dog

### 6.2 Wall Jump

A wall should have displaceable units on the top

The width of central jumping area is a minimum of 1000mm and a maximum of 1600mm excluding pillars

Depth of wall is a minimum of 200mm at base and a minimum of 135mm at highest point

Pillar height should be a minimum of 900mm

Displaceable blocks and tiles on top no greater than 200mm wide

The heights available must be: 250mm, 300mm, 400mm, 500mm, and 600mm

It is at the judges' discretion whether to peg the wall pillars, however, they should be pegged or weighted/secured if weather conditions create the need for this

### 6.3 Spread Jump

A spread jump is made by placing two wing jumps together with the poles set at ascending heights

The heights available for the back pole must be: 250mm, 300mm, 400mm, 500mm, and 600mm

The heights available for the front pole must be: 200mm, 250mm, 300mm, 400mm, and 500mm

The back pole of the spread will be set at the same height as the regular jump height. The front pole of the spread will be set at least one jump height lower than the back pole for all height divisions.

Length of spread: Defined in jump height table. The length will be measured from the front side of the front pole to the back side of the back pole, on a flat trajectory.

## 6.4 Tyre

The tyre consists of a hoop mounted in a rigid frame. The height of the hoop must be adjustable.

The hoop must be of a consistent shape and constructed using an impact-absorbing material. The hoop should swing open in a saloon doors fashion, thereby having no pieces fall to the ground. Both sides must have an ability to swing open 90 degrees or more from the closed hoop position. The hoop must not be self-return but manually reset. The two halves should be held in place at the top and bottom of the hoop using magnets.

Diameter of hoop aperture: 500mm minimum

The frame must not be higher than the top of the hoop when the hoop is set at maximum height

The hoop must be closely coupled to the frame (that is, not suspended by a chain or other mechanism) and secured in such a way that dogs cannot knock the obstacle over from either direction.

The heights available, measured in a straight line from the ground to the centre of the hoop, must be: 490mm, 550mm, 650mm, and 800mm. 250 dogs will jump at the 300 height. The Tyre must be pegged down where it is possible to do this. If this is not possible then it should be weighted/secured appropriately.

## 6.5 Long Jump

The long jump is comprised of two to five boards: 250mm and 300mm: 2 boards, 400mm: 3 boards, 500mm: 4 boards and 600mm: 5 boards

Length of boards: 1000mm minimum

Height of first board: 127mm

Height of fifth board: 381mm

Other boards should have heights spread out between the first and fifth board heights.

Maximum length of jump: Defined in jump height table

Marker pole height: 1.20m minimum

The marker poles should be placed at each corner and should not be attached to any part of the obstacle. They must be placed tight to elements. Elements should still be able to fall but marker poles should be close enough to prevent a dog going between a pole and any element.

## 6.6 Pipe Tunnel

Diameter: 600mm minimum

Length: 3.0m to 6.0m

Note: Tunnels that are 3.0m or 4.0m long may only be used in a straight configuration; no bends. Tunnels must have at least one tunnel holder per metre plus one extra holder.

## 6.7 Weave Poles

The number of poles should be six or twelve. The poles must be of rigid construction.

Pole height: minimum 760mm

Pole diameter: 30mm to 38mm

Distance between poles: 600mm

## 6.8 A-Frame

The A-frame is constructed of two ramps, hinged at the apex

Length of ramp: 2.74m

Width of ramp: a minimum of 900mm

Height at apex: 1.7m

The last 1.067m of the bottom of each ramp is a contact point and must be a different colour. Each ramp will have a non-slip surface and anti-slip slats at regular intervals but not within 152mm of the start of the contact area.

## 6.9 Seesaw

The seesaw consists of a plank firmly mounted on a central bracket

Length of plank: 3.66m minimum

Width of plank: a minimum of 295mm

Height of centre of plank: between 600mm and 610mm measured from the ground to the top of the plank

The last 914mm of each end of the plank is a contact point and must be a different colour

The plank will have a non-slip surface, but must not have anti-slip slats

The seesaw must tip between 2-3 seconds when a weight of 1 kilo (2.20lbs) is placed in the centre of the down contact area of the obstacle.

## 6.10 Dogwalk

The dogwalk consists of a central plank with firmly fixed planks at either end

Length of planks: a minimum of 3.66m

Width of plank: a minimum of 254mm

Centre plank height: 120cm measured from the ground to the top of the plank

The last 914mm of the bottom of each ramp is a contact point and must be a different colour

Each plank will have a non-slip surface, with the two end planks also having anti-slip slats at regular intervals but not within 152mm of the start of the contact area

## 7.0 Electronic timing system

A timekeeper shall be assigned to monitor and reset the electronic timing system under direction of the judge. If during a competitor's run, the electronic timing fails, the time will be taken from a video review.

Time shall be measured to 1/1000th of a second.

Sensors should be positioned to form a start and finish line at a position on or immediately in front of the first obstacle and on or immediately beyond the last obstacle. The placement of the sensors must not impede the performance path of handler or dog.

The course distance is measured from the start and finish lines as defined by the sensors.

- If the dog passes the plane of the first obstacle in the process of refusing it, therefore failing to trigger the timing sensors, a video review will be used to establish the correct time for the run. In addition, for a Jumping, Agility, or Speedstakes course the dog will earn a 5-fault refusal penalty plus a 5-second time fault penalty. For Gamblers and Snooker, 5 points will be deducted from the score earned.
- If a dog runs under the pole of the last jump, a refusal will be assessed. If he trips the sensors in doing so, a video review will be used to establish the correct time for the run.
- If the dog runs past or refuses the last jump, a refusal will be assessed. The clock will continue to run until the dog completes the last jump and goes through the sensors to stop time. If the dog leaves the ring without completing the last jump of a Jumping, Agility, or Speedstakes course, he has failed to complete the course and will be eliminated.
- If the dog takes the last jump and goes under or over the timing sensors, failing to trigger them and stop the clock, then a video review will be used to establish the correct time for the run.
- If a handler triggers finish sensors instead of the dog in a Jumping, Agility, or Speedstakes course, an elimination will be incurred. In Gamblers and Snooker, 0 points will be scored. If it is the start sensors the handler triggers, then time will keep running and will not be restarted.

## 8.0 Refusal Guidelines

A refusal is defined as:

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

**Approach is defined as “the dog is actively moving directly towards the obstacle”.**

### **Improperly performing an obstacle, as described in the “Obstacle Performance Standards”**

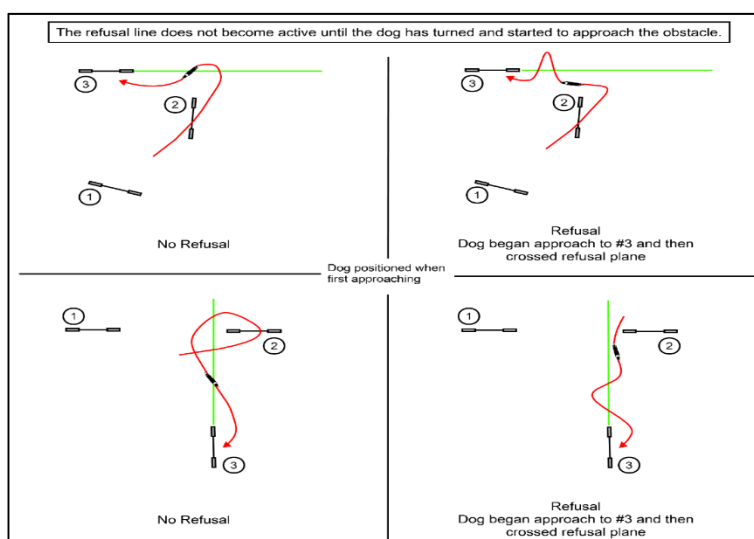
A dog is subject to a refusal regarding obstacle performance standards once they are completely on or in an obstacle with all four feet, or all four feet have left the ground, for a jumping obstacle. A dog that enters the tunnel, steps onto a contact, or enters the weave poles and then stops with fewer than four paws on or in the obstacle, is subject to a refusal call as described in the points below.

Once on a contact with all four feet, the dog may stop or walk backwards (providing it does not turn 180 degrees) without penalty as long as it 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 additional refusals on the re-approach to the obstacle. If the dog turns 180 degrees or more prior to the defined refusal point, a refusal will be incurred. Turning 180 degrees or more once the dog has passed the defined refusal point, will incur an elimination for taking the piece of equipment in the wrong direction. If a dog gets on the up contact facing the wrong way this will be deemed a refusal, not an elimination.

Once in a tunnel with all four feet, the dog may stop or reverse direction without penalty as long as it exits the obstacle correctly. If, however, the dog backs out of a tunnel, (comes back out of the entrance end of the tunnel and one foot touches the ground), he will be given a refusal fault and is then subject to additional refusals on the re-approach to the obstacle.

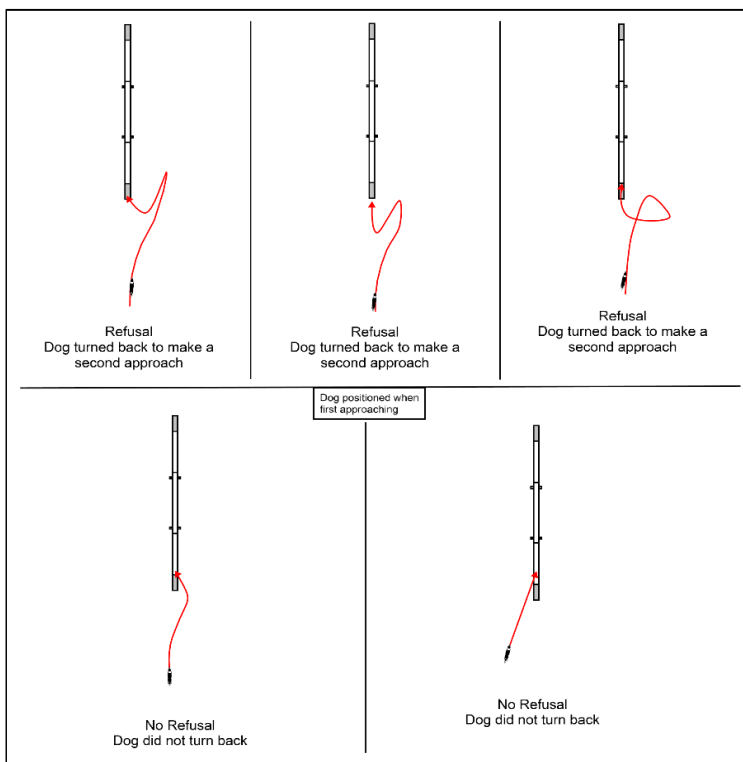
### **Running past the obstacle to be performed**

The refusal line is defined as the front plane of an obstacle, except in the case of contacts and weaves described below. 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 or the entrance side of a tunnel entrance, and on approach.



## Refusal Line for Contacts

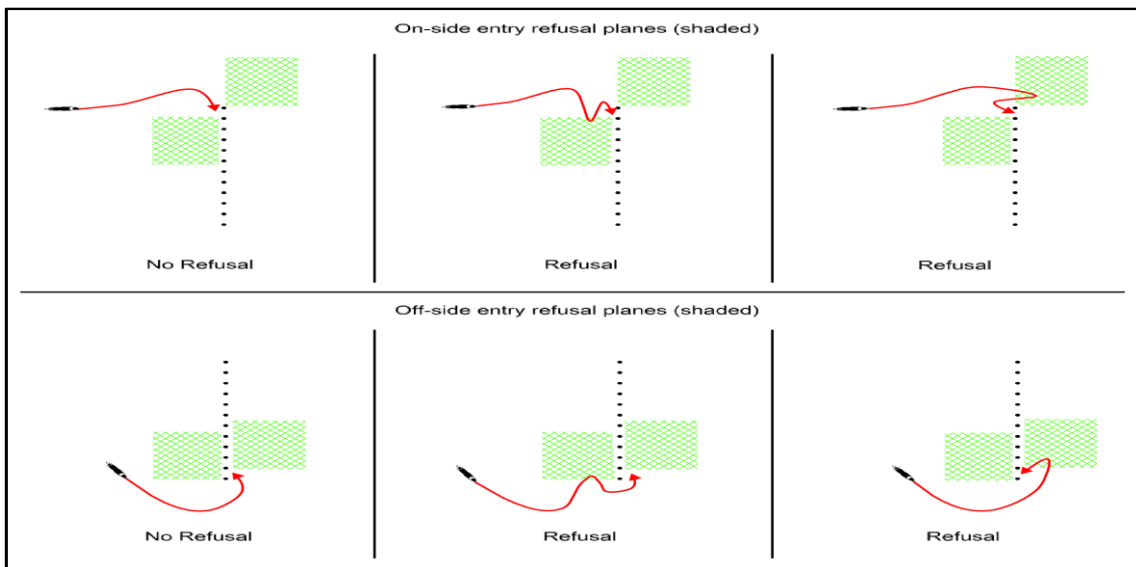
In regard to contacts, a refusal for running past is defined as the dog having to turn back and approach a 2<sup>nd</sup> time.

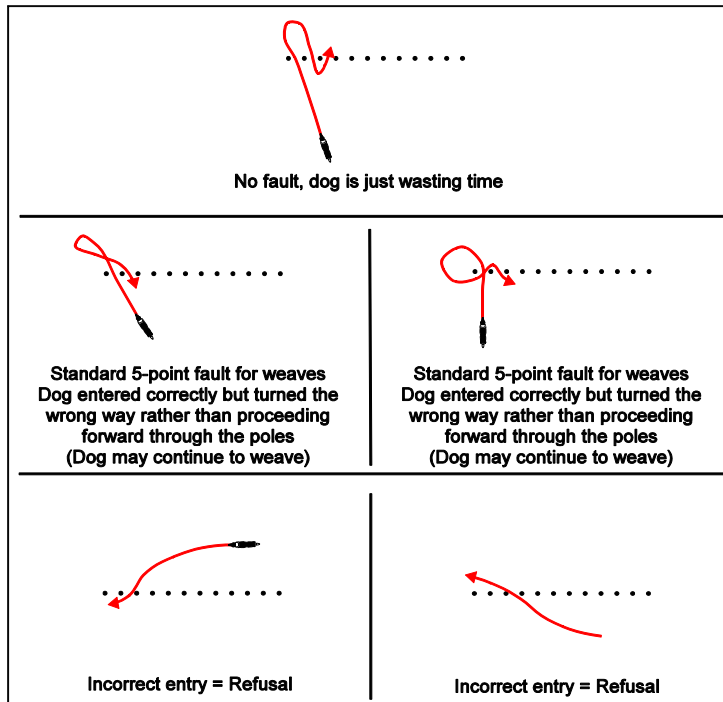


As the dog approaches the obstacle, he must leave the ground to ascend the obstacle before the top line of the up contact or he will incur a refusal.

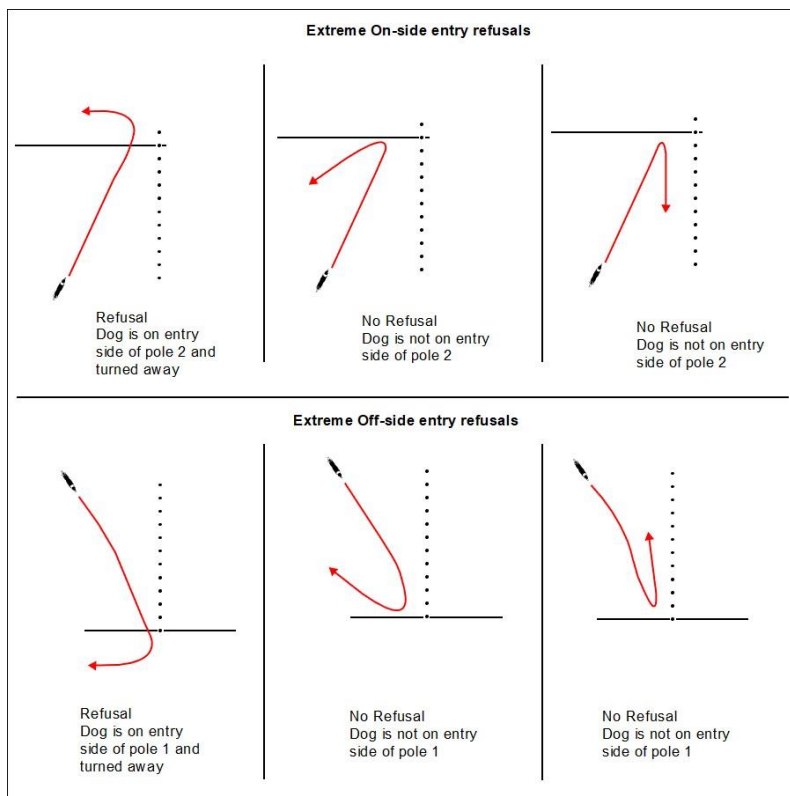
## Refusal Line for Weave Poles with Shallow entries

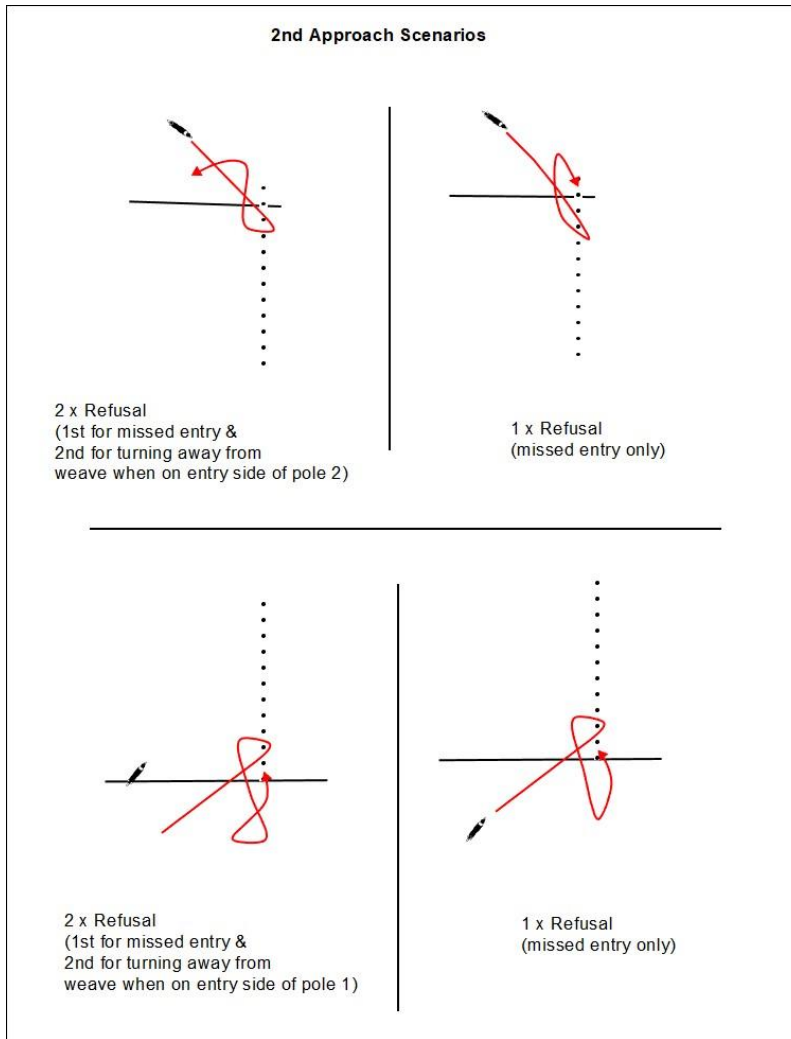
The weave pole refusal plane varies based on which side of the weaves the dog is approaching: "on-side" or "off-side." The dog must make the entry by pole #2. A refusal for running past is defined if the dog has to turn back and approach a 2<sup>nd</sup> time.





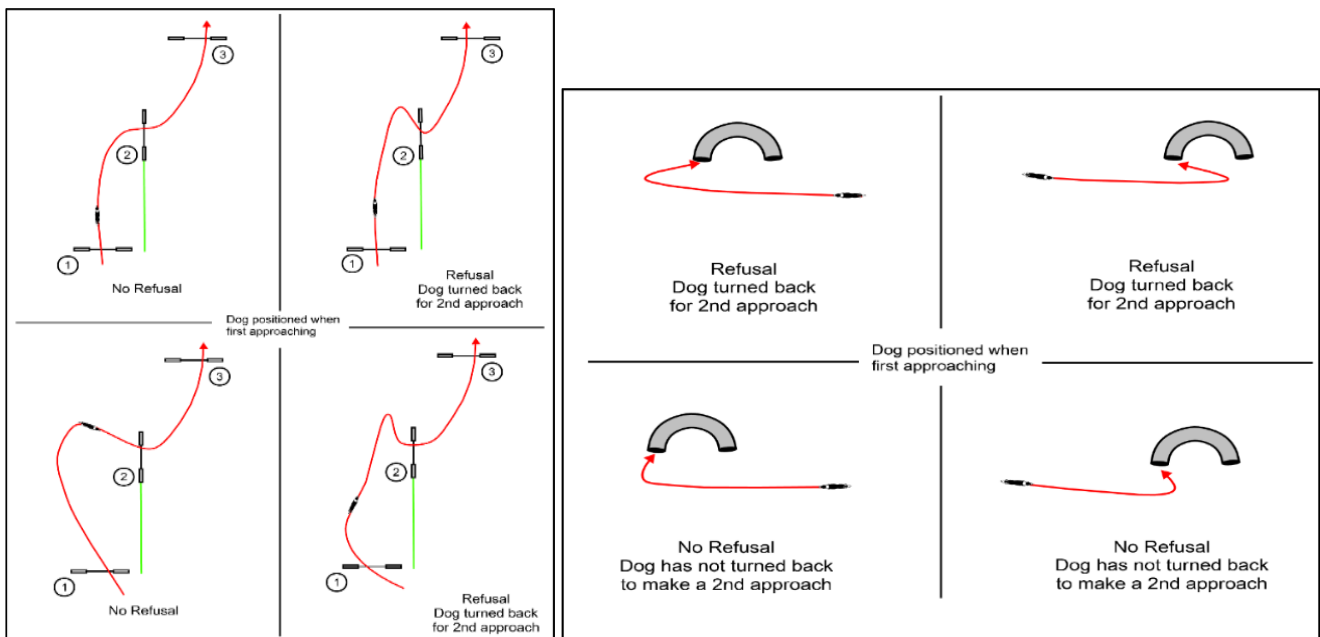
**Refusal guide for weaves with extreme entry angles**





**Run by of obstacle where they do not cross the front plane.**

Where a dog has approached an obstacle on an angle, such as a slice jump, then the dog is deemed to have run past and will incur a refusal if the dog has to turn back and approach a 2<sup>nd</sup> time.



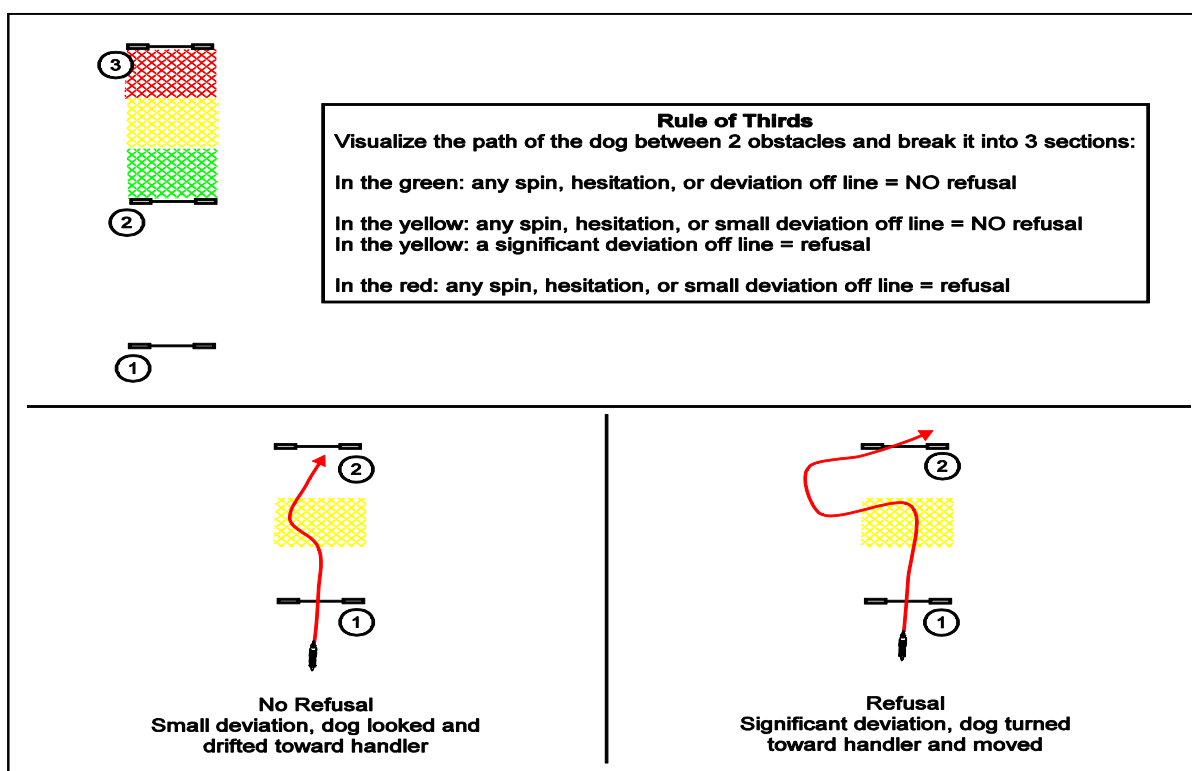


## Rule of Thirds

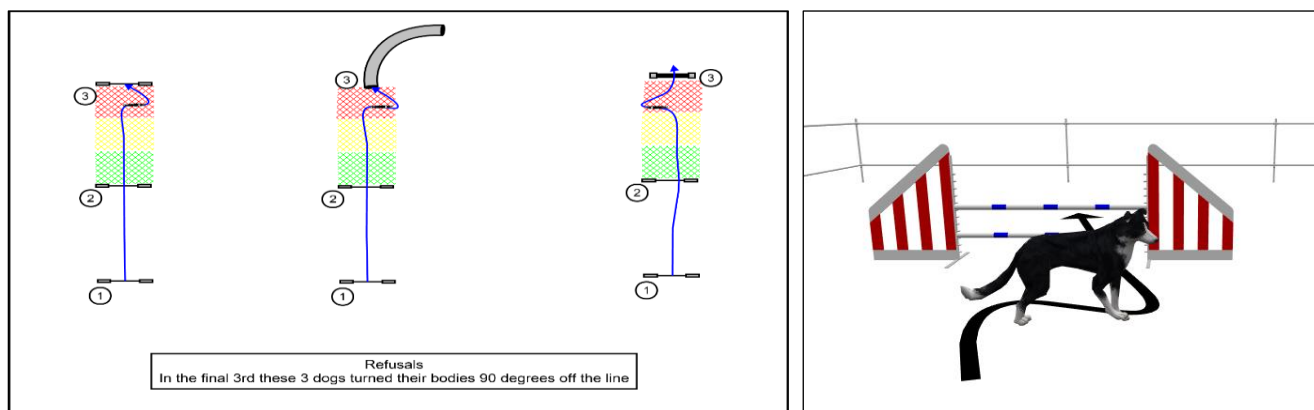
To help judges determine when a spin, a hesitation, or a deviation off line is considered a refusal, we use the rule of thirds.

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

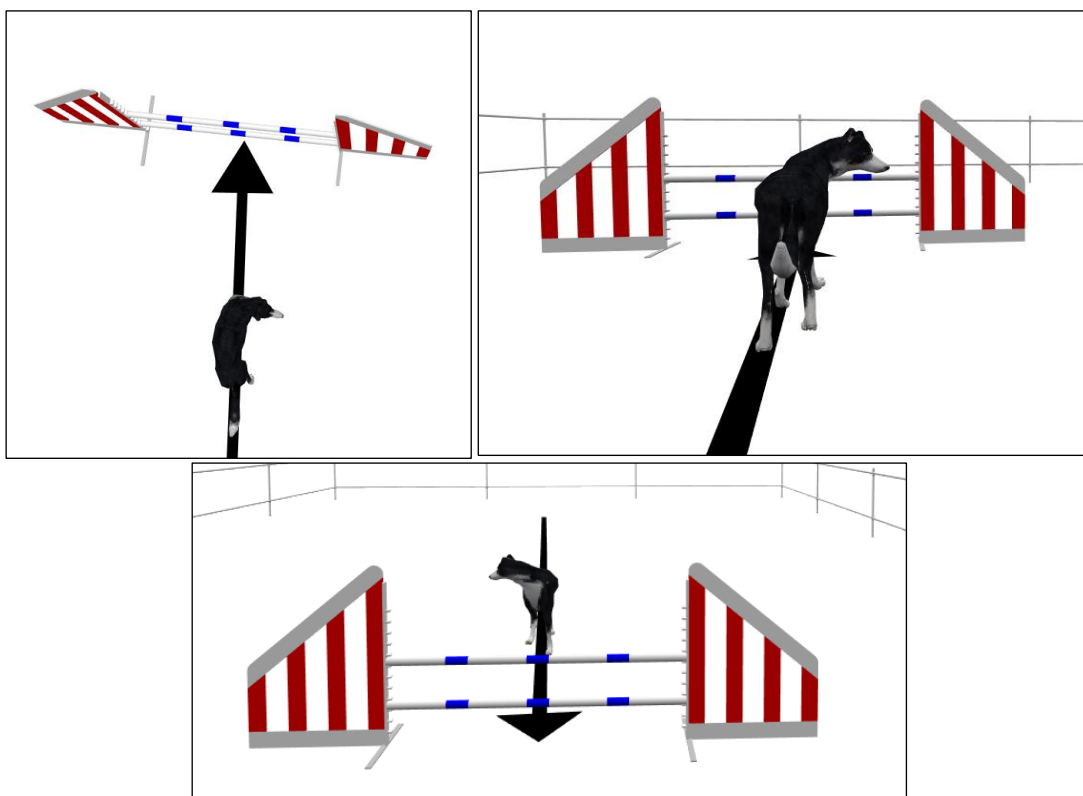
- In the first one-third the dog is landing or leaving the prior obstacle and orienting toward the next obstacle. A refusal cannot be called in this section.
- In the second one-third, the middle ground between two obstacles, only a significant deviation off the dog's line to the next obstacle can be called a refusal.
- In the final one-third, closest to the next obstacle and 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."



A deviation from their line is defined as the dog changing from their approach angle, to be at approximately 90 degrees or more of a turn away from the obstacle with their body, as ruled by the judge. A dog looking over their shoulder but continuing to move forward in the same direction should not be called a refusal.

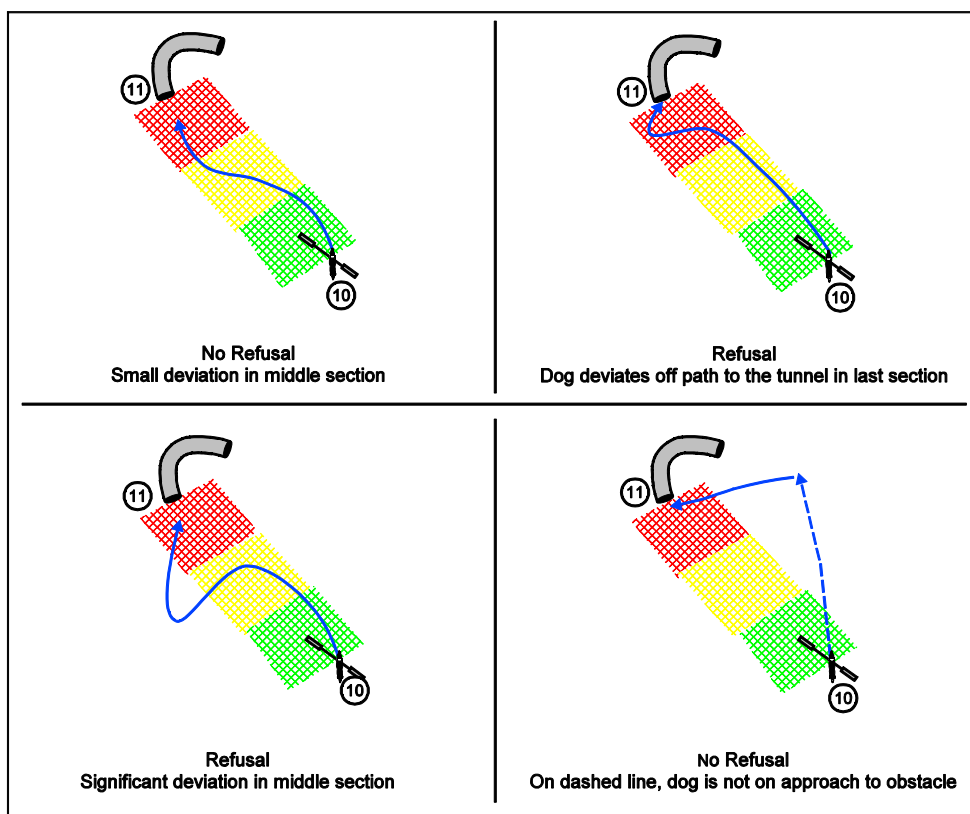


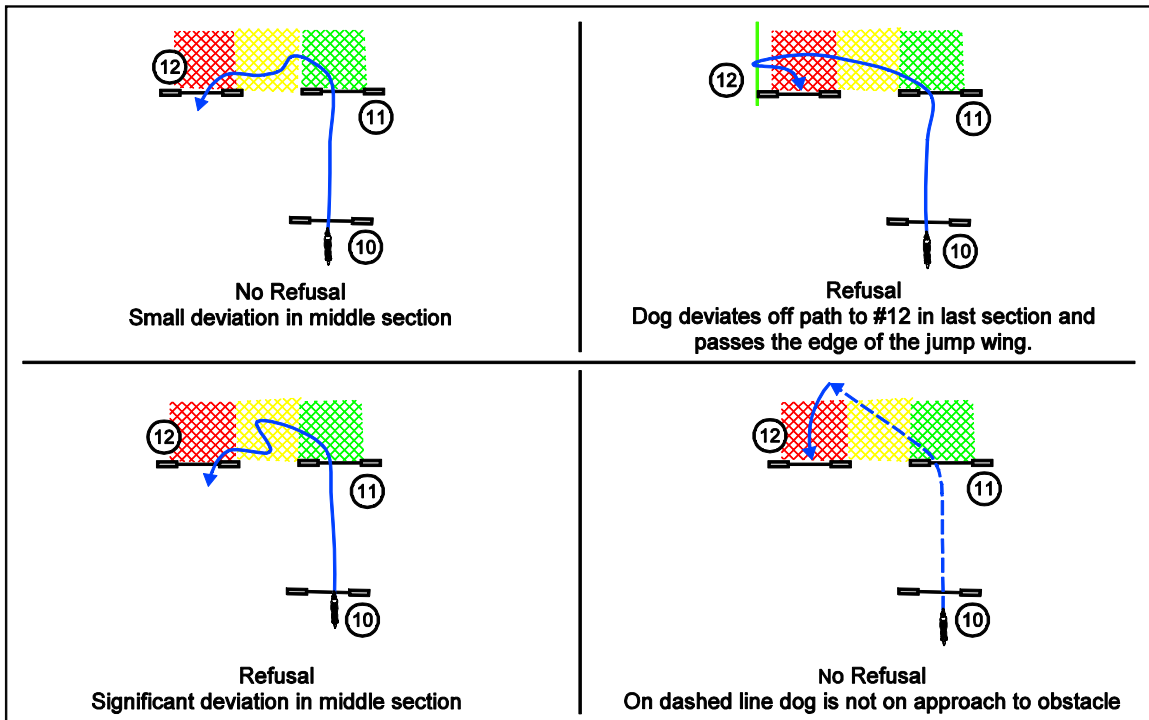
Diagrams above demonstrate Refusal due to a deviation in final third as the dog has turned its body 90 degrees off the approach line.



The three diagrams above are not refusals as the dog has not turned its body 90 degrees off the line of approach and has just looked away.

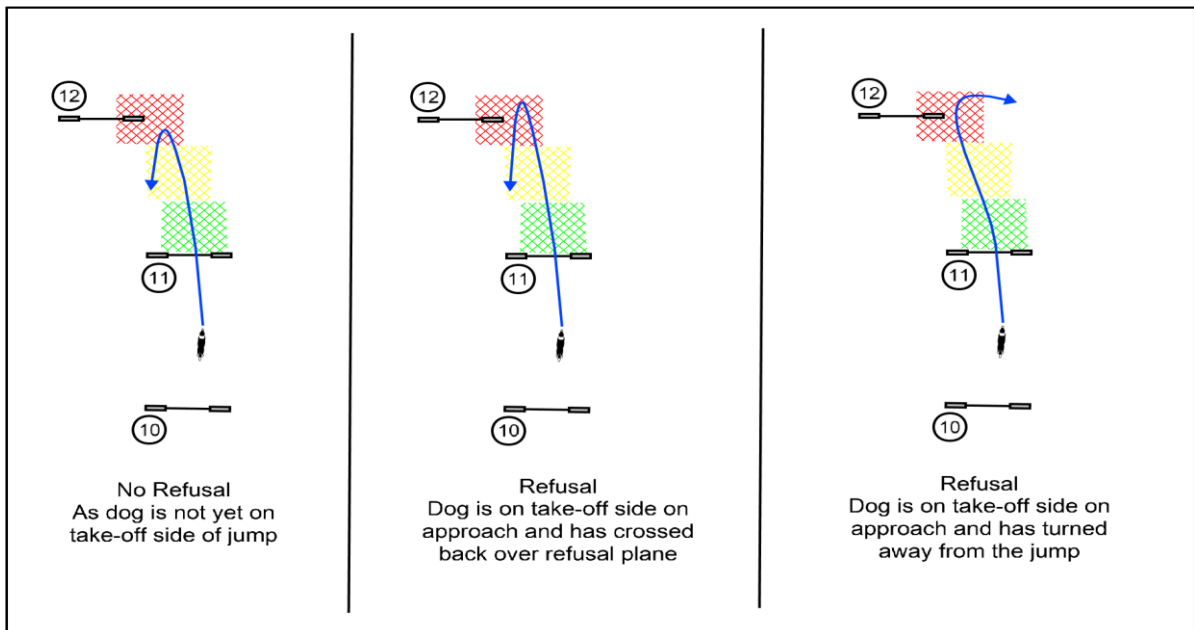
### Examples of Rule of Thirds

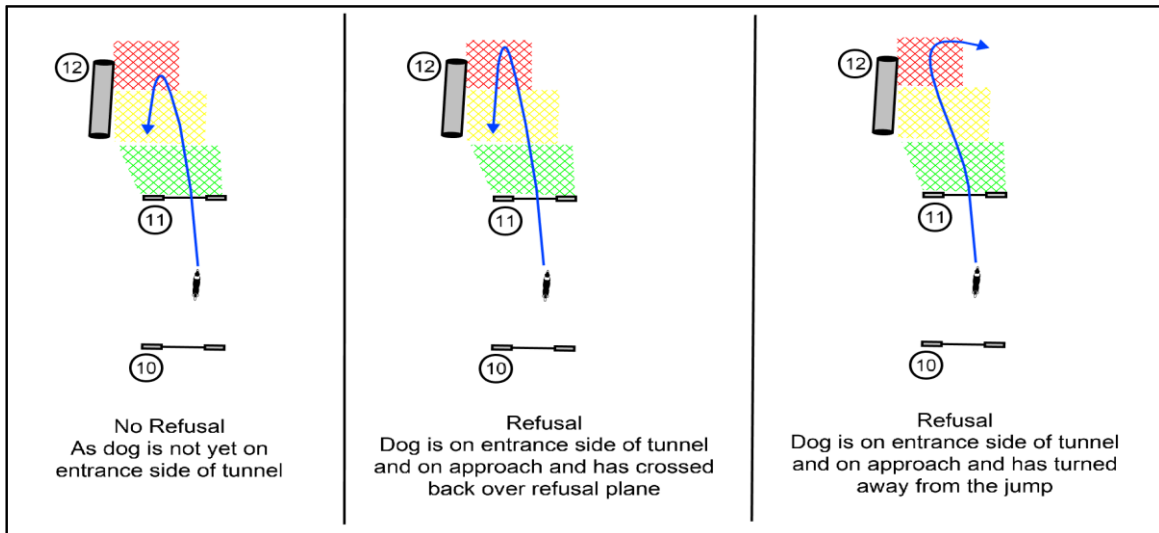




Back Side or blind entrance approaches

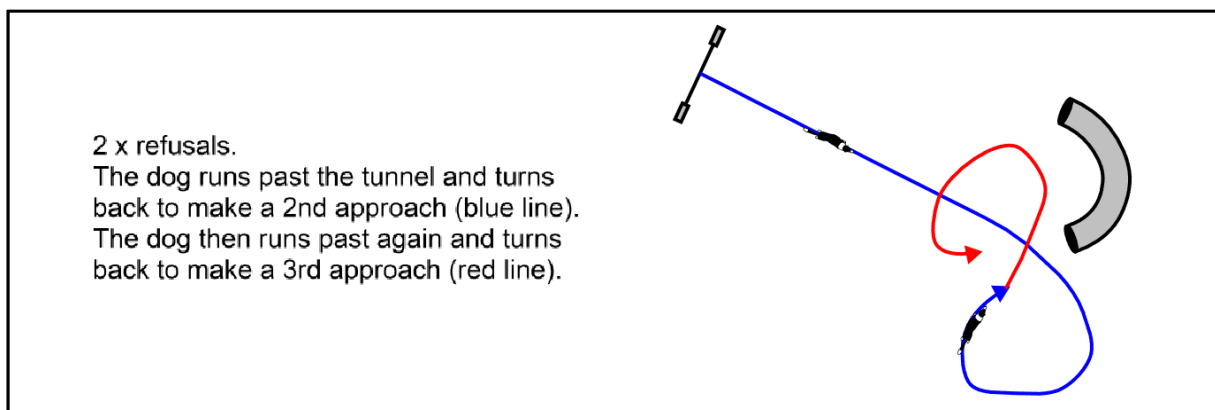
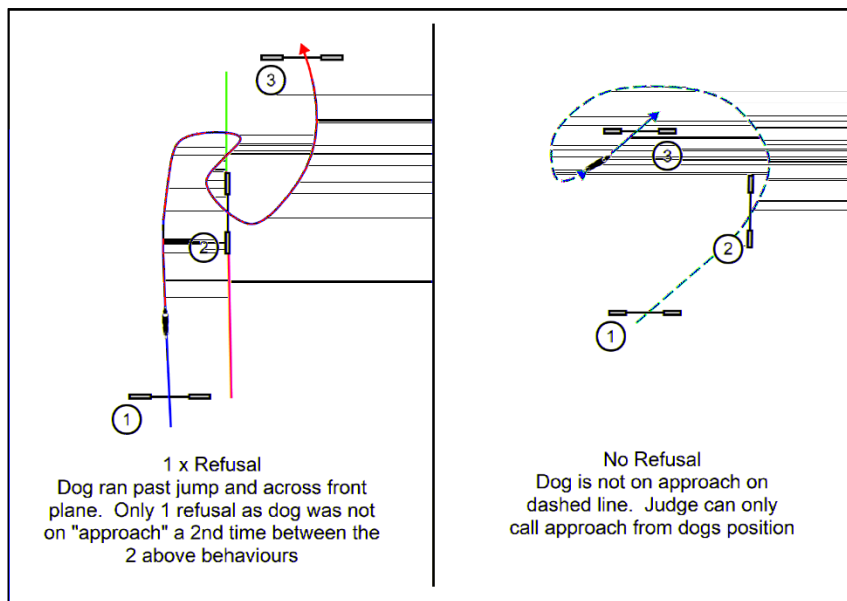
For a refusal to be called, the dog must be on the take-off side or entrance side of a piece of equipment. Once a dog has passed the line of the obstacle with any part of his body and then performs a behaviour that constitutes a refusal, a fault should be called. (For the weaves please refer to the above diagram due to the multiple sides that can be considered the entry side).

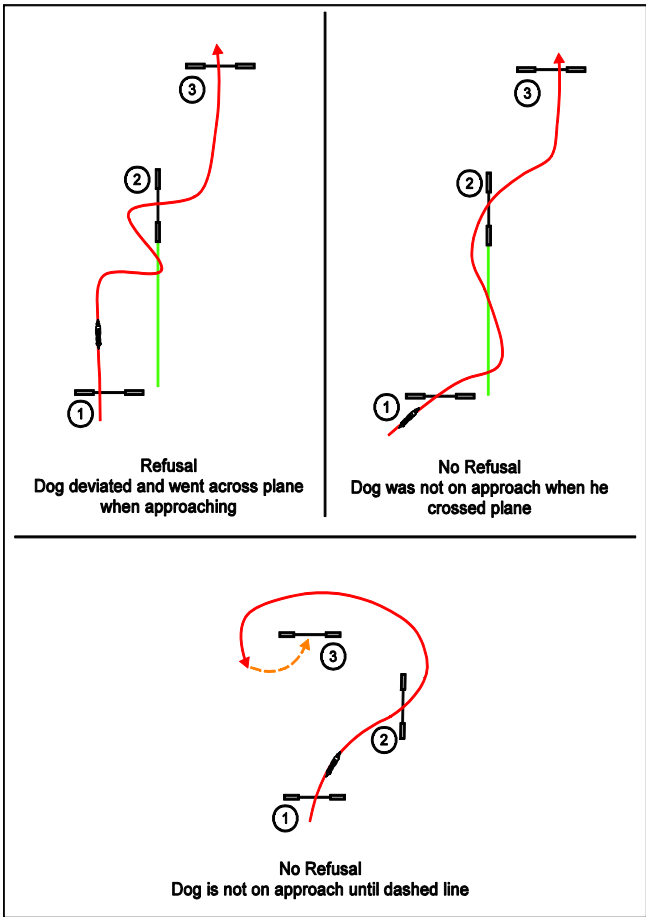
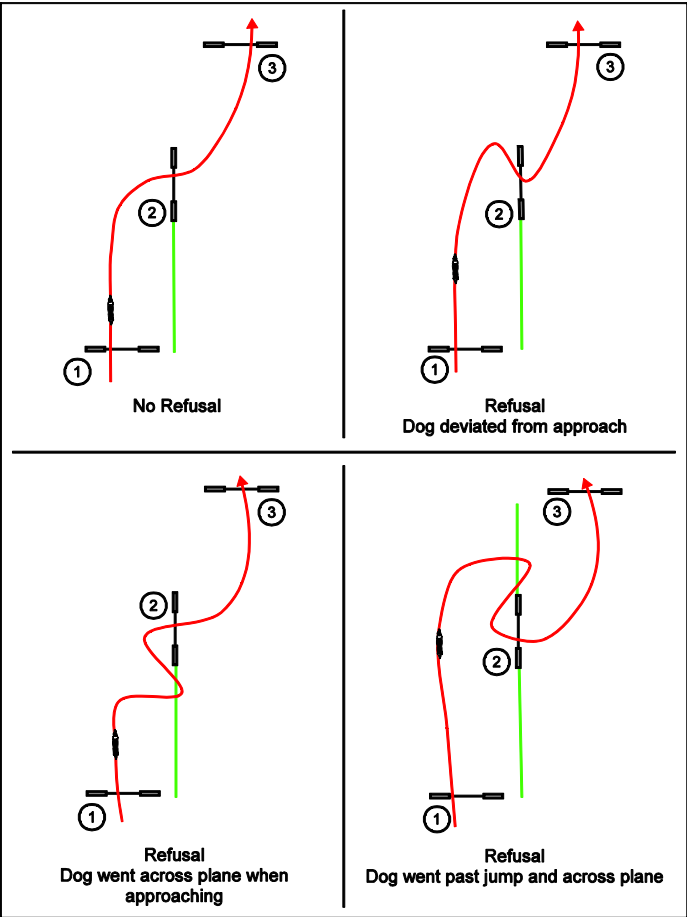
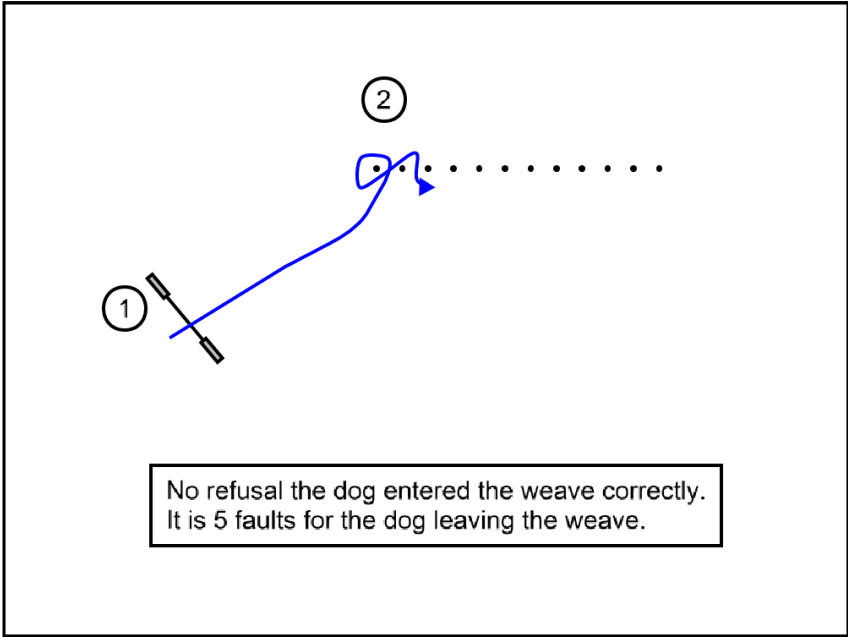


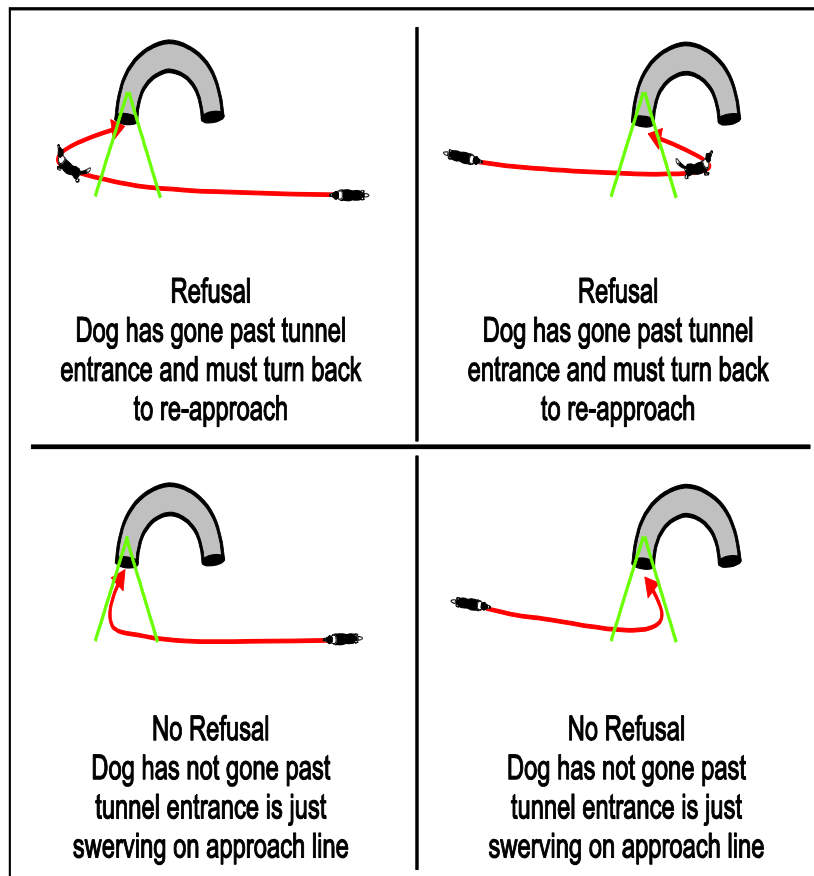


If on a blind approach the dog makes contact with the tunnel side or tunnel holders and then turns away or jumps over the tunnel, a refusal will be called.

Additional Refusal examples and clarification







## 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.

## Tunnel under contact

**Tunnel under the A-frame:** If there is a tunnel positioned under the A-frame and the dog runs past the A-frame while attempting that obstacle, and he touches the tunnel with any part of his body or jumps over it while attempting to get on the A-frame, only a refusal fault will be given.

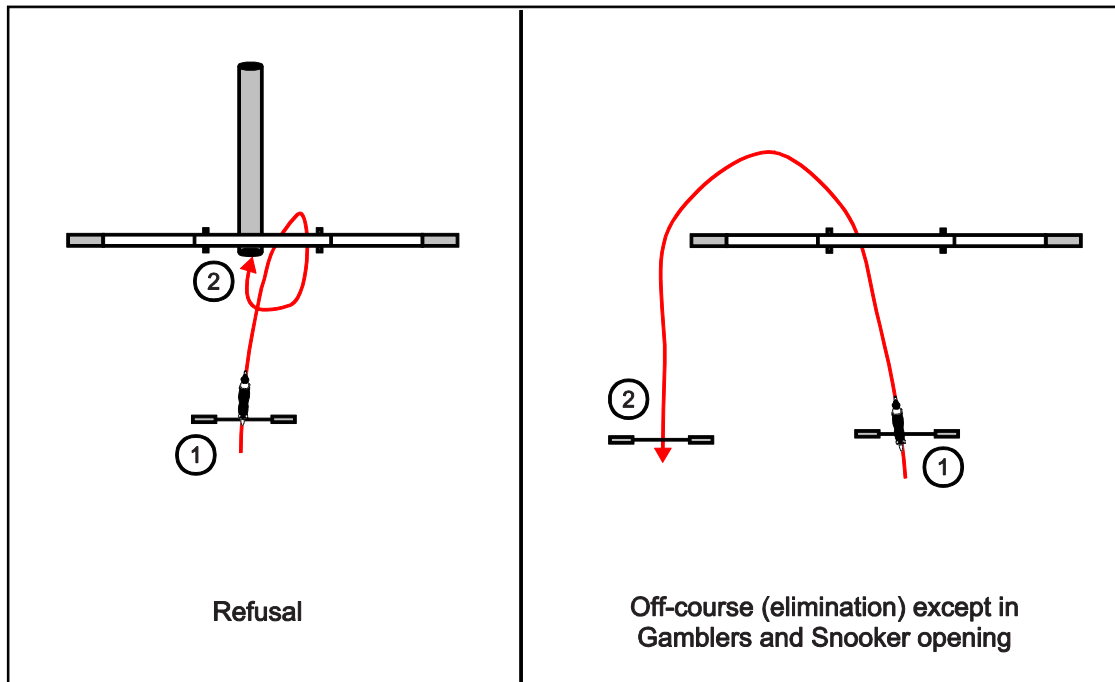
Once the dog is on the A-frame (either on the up ramp or the down ramp), if he jumps or falls off of the obstacle and subsequently touches or jumps over the tunnel, regardless of where the tunnel is positioned under the A-frame, only faults relating to the A-frame performance will be given.

If the dog goes under the A-frame while attempting a tunnel under the contact, it is a refusal fault.

**Tunnel under the Dogwalk:** If there is a tunnel positioned under the dogwalk and the dog runs past the dogwalk while attempting that obstacle, and he touches the tunnel with any part of his body or jumps over it while attempting to get on the dogwalk, only a refusal fault will be given.

Once the dog is on the dogwalk (either on the up ramp, middle ramp, or the down ramp), if he jumps or falls off of the obstacle and subsequently touches or jumps over the tunnel, regardless of where the tunnel is positioned under the dogwalk, only faults relating to the dogwalk performance will be given.

If the dog goes under the dogwalk while attempting a tunnel under the contact, it is a refusal fault.



## Quick Reference Tables

### Jump Height & A-Frame Table

JUMP HEIGHT NAME	DOG'S HEIGHT	JUMP HEIGHT	A-FRAME HEIGHT	ASCENDING SPREAD LENGTH	LONG JUMP LENGTH	TYRE HEIGHT CENTRE
250	320mm and under	250mm	1.7m	215-235mm	500mm (2 boards)	490mm
300	380mm and under	300mm	1.7m	260-280mm	600mm (2 boards)	490mm
400	440mm and under	400mm	1.7m	350-370mm	800mm (3 boards)	550mm
500	500mm and under	500mm	1.7m	440-460mm	1000mm (4 boards)	650mm
600	Any	600mm	1.7m	530-550mm	1200mm (5 boards)	800mm

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### Ascending Spread Jumps

JUMP HEIGHT	FRONT BAR HEIGHT	BACK BAR HEIGHT	LENGTH Measured from front of front bar to back of back bar
250	200	250	215-235mm
300	200	300	260-280mm
400	300	400	350-370mm
500	400	500	440-460mm
600	500	600	530-550mm

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**Dogwalk Centre Plank height:** 120cm measured from ground to top of plank

**Height of centre of seesaw plank:** Between 60cm and 61cm measured from ground to top of plank



## GAMBLERS OBSTACLE POINTS

POINTS	OBSTACLE
1 point	Jumps
2 points	Tunnels Tyre Long Jump Spread Jumps Wall Jump
3 points	Seesaw 6 weave poles
4 points	A-frame
5 points	Dogwalk 12 weave poles