



2021 OFFICIAL AGILITY RULEBOOK

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Agility Competition.

UKC® aims to provide the opportunity to participate and experience success in Agility to all dogs and all handlers. The overall performance should convey an image of fun, enthusiasm and partnership between the dog and handler.

Scoring is based on a point system with a course run time used to break ties and placements.

Exhibitor Guidelines. Every exhibitor who enters a licensed UKC event is expected to know the rules before competing and be ready to abide by them. Additional guidelines are as follows:

- Exhibitors' clothing should be neat and clean. Their apparel speaks to the respect they have for the sport, the event, and its proceedings.
- Exhibitors' dogs should be clean and, where necessary, brushed or trimmed to present a neat appearance.
- Experienced handlers should try to help new handlers; the future of the sport is in the hands of the Novice. All handlers must display good sportsmanship and respect for others.
- When discussing a score with the judge, exhibitors should accept the decision of the judge gracefully. Remember, it was the judge's evaluation of that performance on that day.
- Exhibitors should always keep their area clean, dispose of all dog waste appropriately, and leave an event site in the condition they found it. Every handler is expected to know the rules before competing and be ready to abide by them.

Finality of Judges' Decisions. By entering an Agility trial, the owner and/or handler of any dog agrees to accept the decision of the judge as final. The decision of a judge is the opinion of the judge and not that of the United Kennel Club.

CHAPTER 1 - GENERAL RULES

Section 1. Jurisdiction. All UKC licensed Agility trials shall be governed by the UKC Rules for All-Breed Events and Misconduct & Discipline Guidelines and the Official UKC Agility Rulebook. The awarding of UKC Championship points and titles issued by the United Kennel Club are uniform and are not given on a local or geographical basis.

Section 2. Licenses. Any club that is approved by UKC and meets the program's requirements may be granted a license to offer all-breed Agility trials. Single breed or specialty clubs may choose to offer Agility trials for their breed or group only. UKC reserves the right to grant, withhold, or revoke event licenses at its own discretion.

Section 3. Conduct. UKC exhibitors and spectators are expected to display good behavior and good sportsmanship on and off the grounds. Judges, Event Committee members, and host club officers may excuse or bar exhibitors and spectators from the event grounds for violations of these rules or conduct that interferes with the event and event participants.

Section 4. Eligibility of dogs. To be eligible to compete in licensed Agility classes, dogs must be **at least 15 months of age** and be permanently registered with UKC, have a Performance Listing (PL) number (formerly Limited Privilege (LP)), or have a valid Temporary Listing (TL) number as of the day of the event. At a pre-entry only event, the dog must be permanently registered, have a PL number, or have a valid TL number by the closing date of the event. Dogs with eliminating conformation faults may compete in performance events.

Deaf dogs and dogs missing all or part of one limb may participate in Agility trials but must be able to safely perform all required exercises. A judge may excuse a dog missing a limb for lameness only if the judge determines that the dog is stiff or sore in one or more of its remaining limbs. The judge's decision is final, and they do not need to seek the opinion of a veterinarian.

Dogs with these conditions are ineligible to compete in an Agility trial:

- **Dogs less than 15 months of age on the day of the trial**
- Blind dogs
- Lameness
- Dogs that appear to be ill
- Females in season, pregnant or lactating females
- Dogs that have sutures, bandages, adhesive, or any other material that is indicative of or related to any surgical or medical procedure
- Dogs that have anything attached to them for protection or adornment. Elastic ties or small plain barrettes may be used to keep hair away from the dog's eyes.

Should a handler attempt to compete in an Agility trial with a dog in any condition listed above, the judge shall excuse the dog from competition and mark the reason in the judge's book. The judge's decision in the matter is final and they do not need to seek the opinion of a veterinarian.

Section 5. Females in season: The host club has the option of refunding the entire entry fee or retaining up to 50% of the fee as a processing fee of any competitor who provides a veterinarian's certificate verifying that the female came into season after the closing date for entries. The certificate may be mailed, provided the postmark is no later than the date prior to the day of the trial, or delivered by hand to the Event Secretary before the published start time of the trial.

Section 6. Inoculations. Please refer to the Official UKC Rules for All-Breed Events for rules regarding inoculations.

Section 7. Disqualified Dog. Dogs that have been disqualified by a judge at a UKC Licensed event in accordance with the Dog Temperament section found in the UKC Rules for All-Breed Events, are ineligible to enter a UKC license event unless or until reinstated by UKC.

- *When an attack or attempt to bite a person happens inside of a ring, the judge is to follow the official procedures outlined in the Official Rules for All-Breed Events, Chapter 1, Section 13. When it happens outside of the ring or anywhere on the event grounds, the Event Committee is to follow the same procedures outlined in the Official Rules for All-Breed Events, Chapter 1, Section 13.*
- *Dogs disqualified for attacking are immediately rendered ineligible to compete at any UKC events and the exhibitor shall forfeit all entry fees for any event where the dog has yet to compete. The exhibitor must secure the dog(s) and remain on the premises until the "Disqualified for Attacking" form has been completed in accordance with The Official Rules for All-Breed Events, Chapter 1, Section 13.*

Section 8. Earning Titles from Licensed Classes. UKC Agility titles may only be earned in licensed classes. Equivalent titles from other venues may not be substituted for UKC Agility titles in determining eligibility for a class but they may be used to determine a dog's eligibility for a division.

Section 9. UKC Agility Title Certificates and Official Notification. Points or legs earned toward UKC titles are awarded after United Kennel Club receives and processes the official event report from the host club. Once the requirements for an Agility title have been met and recorded, UKC will automatically mail a Certificate of Honor to the dog's recorded owner. The owner shall be deemed notified as of the mailing date of the title certificate.

Section 10. Points Check. Owners may check titles and points using the UKC Online Points Check available at www.ukcdogs.com. Questions or errors may be emailed to performance@ukcdogs.com or by contacting the All-Breed Sports department by phone.

Section 11. Duplicate Title Certificates. Duplicate title certificates are available for a nominal fee. Contact the All-Breed Sports department for current fees.

CHAPTER 2 - EQUIPMENT

Section 1. Grandfathered Equipment. Clubs who currently have equipment that does not meet the specifications outlined in these rules may continue to use that equipment until:

1. An obstacle becomes unsafe and must be replaced. The new piece of equipment must meet the new specifications outlined in this rulebook.
2. All obstacles must be replaced with the most current equipment specifications as of January 1, 2025.

Section 2. Agility Ring Requirements. All Agility rings must be free of hazardous obstacles and provide unrestricted visibility for judging and exhibitor safety.

Section 3. Ring Size and Surfaces.

- **Ring Size.**
 - o Standard Agility rings must be a minimum of 6,000 square feet for all classes. Event sites approved for clubs fully licensed in Agility before January 1, 2021 will be able to offer UKC Agility in a 4,000 square foot ring size unless or until a new event site is chosen. All new event sites selected for UKC Agility must be able to accommodate a 6,000 square foot ring size.

Section 4. Equipment that Must be Provided by the Host Club. The host club is responsible for providing rings and equipment that meet the specifications in these rules. The judge is responsible for ensuring the Agility rings and equipment follow the UKC rules. The club must provide the following equipment:

- **Ring barriers.** The ring barrier may consist of a natural wall, ring gates or ropes, enough to provide a barrier for the dog.
- **Indoor Rings.** Floors surfaces that do not provide safe footing for dog and handler must be covered by mats or suitable coverings.
- **Outdoor Rings.** The ring area must be flat and free of hazards. Grass surfaces shall be mowed so the grass is short.
- **Ring supplies.** Items such as pens, pencils, calculators, clipboards, and stopwatches must be available for use in the ring by the judge and stewards.
- **Obstacles.** The club must provide the Agility obstacles used for the trial. The obstacles shall be made in accordance with the requirements in this rulebook*. **see section 1, in this chapter*
- **Agility Obstacle Station Numbers.** Station numbers must be provided to identify each obstacle sequentially throughout the course. The station numbers may be identified on pylons, cones, or any other suitable material that can be attached to a stanchion and placed next to the obstacle.
- **Electronic Timers and Stopwatches.** Electronic timers are allowed at UKC Agility trials. When a club uses electronic timers, the club must have stopwatches and a person to act as a back-up time steward should the electronic timers fail. However, the judge may require a back-up time steward in addition to the electronic timers.
- **Wicket.** Any measuring device that is used to accurately determine a dog's height.
- **Measuring Wheel.** A measuring wheel will be needed to determine the length of the course, which is needed to set the Standard Course Time.

Section 5. Equipment that Must be Provided by the Handler. The handler may run the dog with or without a collar during the scored performance, but the dog must wear a collar during obstacle familiarization. The use of e-collars is strictly prohibited on the grounds of a UKC event.

- **Collars.** The dog may wear flat collars, slip, limited slip, or martingale type collars and may include materials such as leather or fabricated material, which may have an embedded design. The collar must properly fit the dog and be approved by the judge. Collar tags that are not attached or riveted directly to the collar, or any items hanging from the collar, are prohibited. Fancy, studded, pinch or prong collars, harnesses (head or body), or any type of special training collars are prohibited. Neither is it permissible for a dog to wear a scarf or bandanna, caps, sunglasses, or any other articles of adornment.
- **Leashes.** Leashes need to be long enough to allow the dog to move freely, but not so long that they wrap around parts of obstacles when released by the handler during the obstacle familiarization. The leash must be attached to a collar during obstacle familiarization. Prohibited leads are any type of slip leads, including single lead martingales, longline, or flexi leashes. Slip leads are prohibited for course familiarization but may be used to lead a dog to the ring before their run.

Section 6. Exhibitor Ring Attire. It is recommended that handlers wear rubber-soled closed-toe shoes. Clothes should be neat and comfortable with safety in mind. Handlers may wear articles of clothing and equipment such as hats or vests that display a training club logo or kennel name.

Section 7. Prohibited Items. Mobile phones and video recording devices are prohibited on the exhibitor and dog during their judged performance. Exhibitors may not take any toys, food, bait bags, fanny packs, or other items that a dog may associate with bait into the ring. Dogs may not have anything attached to them for protection or adornment. The judge must require an exhibitor to remove any such item that they believe may violate this rule before allowing the exhibitor to enter the ring. Exhibitors who enter the ring and are found in violation of any part of this rule must be excused from the ring by the judge. The judge shall mark the judge's book as "Excused" and identify the exhibitor by writing the armband number and the reason for the excusal at the bottom of the judge's book. The judge's decision on this matter is final.

CHAPTER 3 - EXHIBITOR AND SPECTATOR CONDUCT AT UKC® EVENTS

Section 1. Conduct Applicable to Exhibitors and Spectators. UKC exhibitors and spectators are expected to display good behavior and good sportsmanship in and out of the ring. Judges may excuse exhibitors from their ring for violations of these rules or conduct that interferes with the event and event participants. Event Committee members and host club officers may excuse exhibitors or spectators from the show grounds for violations of these rules or conduct that interferes with the event and event participants.

Section 2. Poor Sportsmanship. Poor sportsmanship that rises to the level of misconduct must be dealt with in accordance with the rules set forth in the **Official UKC Rules for All-Breed Events and Misconduct & Discipline Guidelines**, category 1. If the person has any dogs entered in the event, they shall not be permitted to exhibit until the hearing has been held and the exhibitor cleared of misconduct. An exhibitor who is not cleared of the misconduct charges may be requested to leave the event grounds by the Event Committee. In such cases, the club is not required to refund entry fees for said dog or any additional dogs the exhibitor has entered on that day regardless if the dogs were shown or not.

Section 3. Double Handling. Persons outside the ring are prohibited from any intentional actions designed to affect the performance of a dog being judged in the ring. This prohibition shall apply equally to persons attempting to improve or to impair a performance. The Event Committee may expel from the event grounds any person they reasonably believe is double handling. Judges may excuse exhibitors from the ring whose dogs they reasonably believe are benefiting from double handling. Only one person may handle each dog in the ring.

CHAPTER 4 - RULES APPLYING TO EXHIBITORS

Section 1. Age. Handlers may be any age provided the handler is able to control the dog. A judge may excuse a handler at any time if they believe the handler is unable to control the dog. The judge's decision is final.

Section 2. Junior Handlers. Handlers under the age of 18 may compete as a Junior Handler. A Junior Handler may not have reached their eighteenth birthday as of January 1 of the competition year. After December 31 of the year in which a Junior Handler turns 18, the Junior may no longer participate in the Junior program. A club may request verification of the Junior participant's age. Junior Handlers are responsible for notifying the Event Secretary of their participation upon checking in at the event. Handlers under 18 years of age do not have to be a member of the UKC Junior program to compete but will not be eligible for Junior awards or acknowledgments that UKC Junior members are eligible for.

Section 3. Handlers with Disabilities. Only one person may handle a dog in the ring. Handlers may use a wheelchair, crutches, cane, or any other means of mechanical assistance in the ring or competition area. The judge may make reasonable modifications to the extent that it assists the handler, including those that need an adjusted course time. The exhibitor must inform the Event Secretary when entering the agility trial and the Event Secretary will inform the judge.

No modification may be made to the course or the course time that gives any advantage to the handler's dog or that changes the dog's part of the required performance in any way. When appropriate, the judge may use a flag to inform the handler of major faults that would require a repeat attempt to complete the obstacle. It is suggested that the back-up timer maintain a position at some distance in front of the handler to relay the flag signal in case the judge gets behind the handler in each situation.

Section 4. Dogs That May Not Be Entered Under a Judge in a Performance Event.

- No judge may pass judgment on a dog of which they are listed as owner or co-owner.
- No dog can be entered under a judge that has been owned or trained by the judge, or that has lived in the judge's household regardless of ownership, within three months of the date of the event.
- Dogs owned or co-owned by an officiating conformation judge may not be entered into any conformation event on the same weekend, regardless of which day(s) the judge officiates.

Section 5. Eligibility of Judges' Immediate Family and Household Members to Exhibit.

- Exhibitors who own or co-own a dog with any member of the judge's immediate family or member of the judge's household, regardless of ownership, may not enter under the officiating judge.

- A judges' immediate family and household members may exhibit any dog not owned or co-owned by the judge in any event any day of a scheduled weekend for which the judge has been hired. They may not enter or exhibit the dog in the same event type the judge is officiating on that day unless the back-up judge system is used.
- A judges' immediate family and household members may enter any event without restriction on any other day the judge is not scheduled to judge.

Section 6. Eligibility of Dogs Owned by Judges. Agility judges may exhibit a dog or have a dog they own or co-own exhibited by someone else in any event preceding the day of their judging assignment, the day of their judging assignment, or the day after their judging assignment at an event for which they have been hired.

- An officiating judge may exhibit a dog they own or co-own in the same event type they are judging, provided the back-up judge system for that performance event is in place.
- No judge may interrupt, disrupt, delay, or reschedule an event in which they have entered a dog in order to complete their judging assignment.
- No judge may interrupt, disrupt, delay, or reschedule an event they are officiating in order to facilitate exhibiting their dog.
- Judges or clubs reported and proven to have interrupted, disrupted, delayed, or rescheduled an event to allow a judge to exhibit a dog will face disciplinary action.
- The judge must fulfill the assignment they were hired for and willingly and knowingly withdraw any entries in any event that presents a conflict.
- Judges exhibiting in any event on the same day other than the event they officiate will be eligible for awards, placements, All Stars, and Championship points where applicable.

Section 7. Back-Up Judge System. A dog owned by the chief judge or the chief judge's immediate family or household members may compete only under the assigned back-up judge.

- The back-up judge may only officiate for the chief judge and the chief judge's immediate family or household members.
- Judges are prohibited from interrupting their judging assignment to exhibit.
- Judges, their immediate family, or their household members exhibiting their dog must either exhibit first before all other entered exhibitors or exhibit last after all exhibitors regardless of which class they are entered.
- Chief judges competing under the back-up judge system may only be entered in the event for the purposes of obtaining qualifying scores and titles. Championship points and All Stars points may be earned. However, these dogs are not eligible for any placements or awards in the classes in which they are competing.
- Immediate family members of the chief judge competing under the back-up judge system will be eligible for Championship points, All Stars points, placements, and awards.
- Back-up judges' dogs will be eligible for qualifying scores, titles, placements, awards, and All Stars Points in the class(es) they are competing.
- There will be no emergency replacements for back-up judges unless there is another fully licensed judge at the event to officiate in place of the back-up judge. (See additional information in the Official UKC Rules for All-Breed Events.)

Section 8. Ring and Event Grounds Cleanup. Exhibitors are required to clean up after their dogs if they foul the ring or the event grounds. If in the ring, the handler must either clean up after their own dog or assist the ring crew in cleaning the ring. Handlers who fail to clean up after their dogs may be directed by the Event Committee to leave the event grounds.

Section 9. Interfering with the Judge. No person may interfere with the judge in any way while they are judging a run.

Section 10. Complaints about the Judge's Scoring. By entering a UKC event, the exhibitor is inviting the opinion of the judge and must accept the judge's decision as final. Exhibitors are encouraged to discuss performances with judges but must not argue about the judge's scoring or class placements. Complaints about the judge may only be lodged with the host club if the exhibitor believes the Judge has violated a specific UKC rule. Complaints about a judge's knowledge or application of UKC Agility rules may be filed with UKC but must address specific deficiencies. Complaints must provide the name of the judge, the name of the host club, and the date of the event.

CHAPTER 5 - STANDARD AGILITY CLASS ELIGIBILITY

Section 1. Beginner Agility Classes (BA). *This class was formerly known as the AGI class.*

Section A. The following are eligible to compete in the A section of this class.

- **Eligible competitors.**
 - o Any dog that has not earned a BA title.
- **Ineligible competitors.** The following are ineligible to compete in the A section of this class:

- o Any licensed or professional dog trainer.
- o Any person licensed to judge Agility in UKC or any other organization.
- o Any Agility instructor, regardless of the person's status as an amateur or professional.
- o Any handler other than the owner or an eligible member of the owner's immediate family.
- o Any dog that has earned a **Beginner Agility (or UAGI)** title.

Section B.

- **Eligible competitors.** The **Beginner Agility B** class is open to all eligible dogs and handlers.
 - o Exhibitors or dogs that have earned the former UAGI title are eligible for this class.

Section 2. Intermediate Agility Classes (IA). This class was formerly known as the AGII class.

Section A.

- **Eligible competitors.**
 - o Any dog that has not earned an **IA** title.
- **Ineligible competitors.** The following are ineligible to compete in the A section of this class:
 - o Any licensed or professional dog trainer.
 - o Any person licensed to judge Agility in UKC or any other organization.
 - o Any Agility instructor, regardless of the person's status as an amateur or professional.
 - o Any handler other than the owner or an eligible member of the owner's immediate family.
 - o Any dog that has earned an **Intermediate Agility (or UAGII)** title.

Section B.

- **Eligible competitors.** The **Intermediate Agility B** class is open to all eligible dogs and handlers.
 - o Exhibitors or dogs that have earned the former UAGII title are eligible for this class.

Section 3. Excellent Agility Class (EA). This class was formerly known as the AGIII class. There are no A or B classes in the Excellent Agility class.

- **Eligible competitors.** The **Excellent Agility** class is open to any eligible dog that has earned the UACH title or higher.
 - o Exhibitors or dogs that have earned the former UAGIII title are eligible for this class.

Section 4. Class Restrictions.

- No dog may be entered more than once in the same Agility class.
- No dog may be entered in more than one height division of any Agility class.
- No dog may be entered in the A section of **Beginner Agility** and the **Excellent Agility** class at the same trial.
- No dog may be entered in the A section of **Intermediate Agility** and the **Excellent Agility** class at the same trial.
- No dog may be entered in the A section and B section of the same Agility class at the same trial.

CHAPTER 6 - OFFICIAL HEIGHT DIVISIONS

Section 1. Official Agility Height Divisions. Entries are separated into four height divisions based on the height of the dog at the withers.

Section 2. Determining a Dog's Height Division. A dog's height is determined by measuring from the top of the withers perpendicular to the ground while the dog is standing normally and not leaning. Each handler is required to include the height division of their dog on the entry form when entering a dog in an Agility event.

- If a dog is on the borderline, the handler should ask the judge for a measurement before the trial so that the dog may be exhibited in the correct division without penalty.
- When a dog is found to be above or below the limit for the height division in which it is entered, the dog must be moved to the correct division.
- When a dog has run the course in the incorrect height division, it must be assessed a non-qualifying score and is not allowed to re-run in the correct height division. The judge must mark the reason for the NQ in the judge's book.

Section 3. Judge's Option to Measure Dogs. A judge may require that any dog be measured. A proper measuring device, such as a wicket must be used when the height and height division of the dog is unknown or cannot be determined. The judge's determination of the dog's height is final.

Section 4. Minimum Jump Height. *Handlers have the option to enter their dogs in either the Standard or Minimum Jump*

Height. Any dog may jump the Minimum Jump Height, regardless of age. Dogs jumping the Minimum Jump Height will be awarded placements within their actual divisions - for example, a 22" dog jumping the Minimum Jump Height of 14" will be considered for placements with the Division 3 dogs. Dogs jumping the Minimum Jump Height will have an extra 5 seconds added to their course time.

Section 5. Official Height Divisions Standard Agility.

Division	Height at Withers	Hurdles/Jumps	Pause Tables
Toy	Up to and including 10"	4"	4"
Div. 1	Over 10" and up to and including 14"	8"	4"
Minimum	Over 10" and up to and including 14"	4"	4"
Div. 2	Over 14" and up to and including 20"	14"	14"
Minimum	Over 14" and up to and including 20"	8"	4"
Div. 3	Over 20"	20"	14"
Minimum	Over 20"	14"	14"

CHAPTER 7 - RULES APPLYING TO LICENSED CLASSES

Section 1. Licensed classes. All Standard Agility classes must be offered at every UKC licensed Agility event. With written permission from UKC, single breed or specialty clubs may offer licensed classes for Beginner Agility only or Beginner Agility and Intermediate Agility only at their discretion.

- Dynamic Agility classes may be offered at the discretion of the host club. Each Dynamic class may not be held more than once per trial.
- If a club is holding Dynamic Agility classes, they must hold at least one Standard Agility trial over the course of the scheduled weekend or event. It is not required that Standard Agility be held on the same day as Dynamic Agility.

Section 2. Order of Class Judging. Classes and divisions may be judged in any order as determined by the host club.

Section 3. Order of Judging Dogs. It is recommended that dogs be judged in numerical order, according to the armband number. The judge has the discretion to allow a dog to be judged out of sequence at the request of the handler.

Section 4. Entry Limits Allowed per Judge per Day. Entries are limited to 200 entries per judge per day. Any club whose entries exceed the limit of 200 entries per judge per day may choose to hire an overflow judge or may establish a wait list. The rules regarding overflow judges and wait list procedures can be found in the **Official UKC Rules for All Breed Events**.

Section 5. Limiting Entries. Clubs may not place any entry limits on any of the individual classes or size divisions, nor may a club limit their agility entries below 200 entries per judge per day, without the written approval from UKC. Clubs who wish to limit the number of entries must submit their request in writing to UKC and receive approval. Once the entry limit has been reached, no additional entries may be accepted unless the club has established a wait list.

Section 6. Requirement to Judge a Whole Class. If two or more judges are used at a trial, one judge must judge an entire class, except for judges using the back-up judge system.

Section 7. Time Limits. A judge is limited to judging no more than 8 hours per day. No judge may be required to judge for more than four hours without a break.

Section 8. Exceeding Time or Entry Limits. Should the expected entry go over the time limit by more than 1 hour or more than 200 entries, the club is to choose one of the options outlined in the **Official UKC Rules for All-Breed Events**.

Section 9. Start Time. The start of an Agility trial includes the judge's briefing, a handler walk-through without the dog, and obstacle familiarization with the dog, all of which shall occur after the advertised start time. Officiating judges who are entered into the Agility trial under the back-up judge system may be judged any time prior to or after the trial.

CHAPTER 8 - RING PROCEDURES AND CONDUCT

Section 1. Checking In. The exhibitor is expected to know the scheduled trial start time and to be present and ready to go when they are called. Upon arrival, the handler should check in with the event secretary to get the dog's armband number and the order of judging.

Section 2. Leash Requirements. Exhibitors are always expected to keep their dogs under control. When not exhibiting, dogs must be on a leash held by a handler or may be in a crate. When exhibiting, every dog must enter and leave the ring on a leash. The

Event Committee may expel from the event grounds any person whose failure to control a dog interferes with judging or with the ability of other exhibitors to present their dogs.

Section 3. Ring Conflicts. A club offering an event that has more than one activity or a trial with more than one ring should anticipate the likelihood of conflicts and be prepared to handle them. If the exhibitor believes they may have ring conflicts, they must notify the stewards of possible conflicts before the classes start. The judge may allow the exhibitor to show out of order, but it is the exhibitors responsibility to be flexible enough to deal with the requirements likely to result from multiple entries. Should the class be completed prior to the exhibitor's run and the next class has begun, the exhibitor will be marked absent. Exhibitors are responsible for being ringside when it is their turn to exhibit. Judges have the final say and are not required to wait for dogs.

Section 4. Fouling the Ring. A dog that eliminates, spits up, or vomits in the ring must be excused and may not compete in any remaining exercises. The excusal must be recorded on the judges' book.

Section 5. Leaving the Ring. A dog that leaves the ring and does not return to the handler must not receive a qualifying score. The judge must excuse the handler, and the excusal must be recorded on the judges' book. When the dog leaves the ring because of over-exuberance or miscalculation while working, such as being unable to stop, but returns immediately on command, a major deduction must be assessed under "Additional Faults." This event alone is not enough to earn a non-qualifying performance for dogs running in Beginner and Intermediate.

Section 6. Asking to be Excused. A handler may ask to be excused from any class for any reason. The judge will grant the excusal and record it on the judges' book.

Section 7. Excusing a Handler. The judge must excuse a handler who exhibits poor sportsmanship. The dog of the excused handler may not participate in the trial with a different handler. The judge's decision in these matters is final.

Section 8. Excusing a Dog. A dog that shows fear or extreme hesitancy inside or outside the ring or a dog whose behavior is not responsive or under the handlers control to the handler's commands must be excused, and the excusal must be recorded on the judges' book.

Section 9. Dog Temperament and Behavior. A dog that demonstrates aggression to any person or dog while in the ring, during the scored performance, or during familiarization must be excused.

Section 10. Dog Abuse. Any person who observes dog abuse on the event grounds must report it to a member of the event committee or an officer of the host club.

- A member of the event committee or officer of the host club who becomes aware dog abuse on the event grounds must consider it misconduct and treat the incident in accordance with the *UKC Misconduct and Discipline Guidelines, Category 1*.
- A judge who is made aware that dog abuse on the event grounds must not allow the handler to compete and must report the matter in accordance with the *UKC Misconduct and Discipline Guidelines, Category 1*.

CHAPTER 9 - JUDGING PROCEDURES

Section 1. Who May Judge a UKC Licensed Agility Trial. No person may judge a UKC licensed Agility trial unless they hold a current UKC judges' license for Agility and are in good standing with UKC.

Section 2. Judging and Exhibiting. No UKC licensed judge may disrupt, delay, or reschedule an event in which they have entered a dog in order to fulfill or complete their judging assignment. Nor may a judge disrupt, delay, or reschedule an event they are officiating to facilitate exhibiting their dog. **See the Official UKC Rules for All-Breed Events for more information.**

Section 3. Judge's Authority in the Ring. The judge may use whatever reasonable procedures necessary to evaluate each dog's performance in an effective and efficient manner. The same procedures will be used to judge each dog in a class. The judge should always consider the safety of both the dog and the handler. The judge may make modifications as necessary, including, but not limited to, substitution or omission of obstacles otherwise required, if weather or other conditions indicate that performance of those obstacles cannot be evaluated without risk.

Section 4. Deducting Points for Unsportsmanlike Behavior. A judge may penalize a handler for unsportsmanlike behavior in the ring by deducting points or by filing a misconduct complaint. A judge who observes a handler abusing a dog in the ring must excuse the handler, give the dog a non-qualifying score, and write the reason for the excusal on the judge's book. An official misconduct complaint must be filed with the Event Secretary.

Section 5. Warm-Up Ring. All rules governing Agility trials must apply in the warm-up ring. The club may set up a warm-up ring, if space permits, and will determine and provide which obstacles to use in the warm-up ring. The location of the warm-up ring must not disturb or interfere with the trial ring. It is recommended that the warm-up ring be at least 10 feet away from the trial ring. Training on the grounds of a UKC licensed Agility trial, private warm-up areas, and private practice areas are not permitted.

Section 6. Responsibility for Supervising Trial Stewards. The judge is responsible for supervising and instructing all trial stewards. Prior to the start of the trial, the judge must instruct the stewards regarding their responsibilities.

Section 7. Judge's Decisions. The judge's decision on the day of the trial is final. All questions or disputes occurring at an Agility trial shall be resolved by the judge. Judges are encouraged to speak to handlers about their dog's performance. Judges are not required to maintain conversation with angry or upset handlers. Judges may not ask an exhibitor any unnecessary questions regarding the dog while in the ring.

Section 8. Judge's Briefing. The briefing must be held at the start time or as soon thereafter as possible. The judge will inform the handlers of the Standard Course Time (SCT) and any details which may not be obvious concerning the course. The handlers will have an opportunity to ask questions at this time.

Section 9. Handler Walk-Through Without the Dog. Immediately following the judge's briefing, a period of approximately five (5) minutes is allowed for all handlers (from all four height divisions of the classes [example: **Beginner A & Beginner B Division Toy, 1, 2 and 3**]) to walk the course without dogs to familiarize themselves with the course and to plan handling strategy. Instructors may walk the course with their students.

Section 10. Items Worn by the Dog.

- **Obstacle familiarization.**
 - o The dog must wear a properly fitted collar and leash as defined in this rulebook.
- **Scored performance.**
 - o The dog may run without a collar
 - o The scored performance is run with the dog off-leash.

Section 11. Obstacle Familiarization with the Dog. Obstacle familiarization will follow the handler walk-through.

- **Purpose.** The purpose of obstacle familiarization is to allow the dog close contact with obstacles that may be different in materials, color, or design from others previously experienced. It provides the dogs an opportunity to go over or through the obstacles used before the performance. It is not a training session, and only one attempt is allowed for each obstacle. Obstacle familiarization is not to be used as a practice run-through.
- **Eligibility.** Obstacle familiarization is not allowed for the B sections of any class or for either section of the Excellent class, with the following exceptions:
 - o A dog in the **Beginner B** class that has not earned a **Beginner Agility** title is eligible for the obstacle familiarization, even if the handler is ineligible for the Section A classes (**such as a judge**).
 - o A dog in the **Intermediate B** class that has not earned an **Intermediate Agility** title is eligible for the obstacle familiarization even if the handler is ineligible for the Section A classes (**such as a judge**).
- **Performance of Obstacle Familiarization.** The judge must observe the obstacle familiarization to enforce the rules and provide direction. Obstacle familiarization will follow the handler walk through. There will only be one familiarization period for all eligible dogs competing on that course regardless of height division.
 - o **Bar hurdles must have the bars on the ground during obstacle familiarization.**
 - o The handler may release the lead, but may not remove it, when a dog enters tunnels or weave poles, and the leash must be regained before proceeding to the next obstacle.
- **Conduct.** Handlers are permitted to guide dogs with leads, speak to or praise their dogs, or to touch dogs and obstacles, but leash corrections and training are not allowed. Handlers may opt to take their dogs through the entire course or may choose to negotiate only certain obstacles. Obstacle familiarization is not mandatory and anyone absent when it takes place will forfeit the opportunity to participate in obstacle familiarization. Handlers attempting to repeat an obstacle or are found to be training in the ring will be asked to leave the ring. Handlers will not be able to reattempt obstacle familiarization if their dog runs out of the ring.
- ***A dog that fouls the ring during obstacle familiarization will be allowed to run their scored performance, but will be assessed a 10-point deduction from their final score.***

Section 12. Judging a Dog Out of Sequence. A judge has the discretion to allow a dog to be judged out of sequence. It is recommended that dogs judged out of sequence be judged at the end of the division.

Section 13. Starting Position. Handlers will proceed to the start line with their dogs on lead at the direction of the gate steward. When the handler removes the lead, it may be left near the gate, handed to the gate steward, or placed in the handler's pocket. The judge or time steward will give the handler permission to begin. The handler may leave the dog at the start line and may move onto the course ahead of the dog or may start running with the dog. The handler may pet or praise the dog before the start of the performance.

Section 14. When Judging Begins. Dogs must enter and exit the ring on leash. Judging does not begin until the handler states that they are ready, but a judge may deduct points for a handler's inability to control the dog or for misbehavior from the moment the dog and handler enter the ring until they exit.

Section 15. Allowing A Handler to Redo an Obstacle or Run. A judge may allow a handler to redo an obstacle or the entire run only when the dog's performance was unfairly hindered by extraordinary circumstances that were out of the handler's control. Judges must only allow this when it will not give an unfair advantage to the dog or handler.

Section 16. Judge's Evaluation of a Performance. Judges must evaluate each performance to an ideal in which the dog performs accurately for a handler who is gentle and at ease. Signs of fear or unhappiness on the part of the dog must be penalized, as must harshness or roughness on the part of the handler.

Section 17. Scribes. Judges may decide to use a scribe at their discretion. If used, the scribe must be used for all classes. Hand

signals to scribes will be as follows:

Closed fist: 1-point deduction

Open palm: 3-point deduction

Two open palms: 5-point deduction

Crossed arms: NQ or failure to perform

Section 18. Timing. There are two acceptable methods of timing a performance. One is using a manual stopwatch, and the other is using an electronic timer.

- **Stopwatch.** The stopwatch must be able to read out to 1/100th of a second. The running time is started when any part of the dog's body crosses the starting line or a line that extends on either side of the starting line. A clearly visible line made with masking tape, chalk, etc., is recommended to assist the handler, judge, and timekeeper to determine when the performance has started.
- **Electronic Timers.** An electric timer must be able to read out to 1/100th of a second. When electronic timers are used, the first and last obstacles may become the start and finish lines.
- **Time Recording Failure.** In the event of failure to record the time for an Agility leg, which was not interrupted, the handler shall be given the choice of accepting the leg with the normal SCT, or to run the course again, for time only, without change in performance and handler faults, provided that each obstacle is completed, or if not completed, attempted the number of times required for that class (for example, three times for Beginner). Failure to complete, or attempt each obstacle the required number of times, will result in a non-qualifying score.

Section 19. Delimiting Line. Applicable for the **Intermediate** and **Excellent** classes. Two obstacles must have a delimiting line that requires the handler to handle the dog at a distance, using tape, chalk, or any other suitable method. The handler must not step on or over the delimiting line until the dog successfully completes or fails the obstacle in question. The handler may ignore the lines when the dog is at any other position on the course.

Section 20. Finish Line. The dog completes its performance and stops the running time when any part of the dog (not the handler) crosses the finish line or an imaginary extension of it. The finish line is in effect only after the dog has successfully completed or has failed in attempting to complete the last obstacle on the course. Crossing the finish line at any other time during the performance does not conclude the performance.

CHAPTER 10 - AGILITY COURSE REQUIREMENTS FOR ALL CLASSES

Section 1. Course Design. It is the responsibility of the judge to design courses that conform to the specifics of each class and the intent of the UKC Agility Rules. In addition:

- The same course design must be used for all four height divisions of the same class of a given trial.
- The same course may not be used more than once in any set of consecutive trials over any trial weekend.
- The judge shall send all course designs to the Event Secretary not later than 14 days prior to the trial.

Section 2. Standard Course Length. Measuring the typical efficient dog's path through the course determines the course length. Tunnels are measured on the outside when determining course length.

- **Beginner Agility** class course length is a minimum of 100 yards.
- **Intermediate** and **Excellent Agility** Class course length is a minimum of 120 yards.

Section 3. Obstacles Required and Permitted at Each Level.

Standard Beginner Agility Class (A & B). The **Beginner Agility** class consists of **13 to 16** obstacles.

- **Non-hurdle obstacles.** A **minimum** of six (6) non-hurdle obstacles are required. **Tunnels and barrels may be used twice and it is not required to use all six of the below non-hurdle obstacles.**
 - o A-Frame
 - o Dog Walk
 - o Teeter-Totter
 - o Open Tunnel
 - o Hoop Tunnel
 - o **Barrel**
- **Hurdle obstacles.** A **minimum** of six (6) hurdle obstacles are required.
 - o Bar Hurdle
 - o Bush Hurdle

- o High Hurdle
- o Log Hurdle
- o Long Hurdle
- o Picket Fence Hurdle
- o Rail Fence Hurdle
- o Spread Hurdle
- o Tire Jump
- **Pause Table.** The pause table is required.

Standard Intermediate Agility Class (A & B). The **Intermediate Agility** class consists of **16 to 20** obstacles.

- **Non-hurdle obstacles.** A **minimum** of seven (7) non-hurdle obstacles are required. Any obstacle may be used twice except for the Weave Poles.
 - o Hoop Tunnel (required in Intermediate Agility)
 - o Weave Poles (6, 9, 12) (required in Intermediate Agility)
 - o Dog Walk
 - o Tetter-Totter
 - o A-Frame
 - o Open Tunnel
 - o Barrel
 - o Swing Plank
 - o Sway Bridge
- **Hurdle obstacles.** A **minimum of eight (8)** hurdle obstacles are required, chosen from the hurdles listed for the **Beginner Agility** class.
- **Pause Obstacle.** One of the listed pause obstacles is required.
 - o Pause Box
 - o Pause Table
- **Trap Obstacles.** Trap obstacles may be used in Intermediate Agility Courses but are not required.
- **Delimiting Line.** **Two** obstacles must have a delimiting line drawn two (2) feet away from the obstacle that requires the handler to handle the dog at a distance, using tape, chalk, or any other suitable method. The obstacles may be back to back.

Standard Excellent Agility Class. The **Excellent Agility** Class consists of **17 to 22** obstacles.

- **Non-hurdle obstacles.** A **minimum of seven (7)** non-hurdle obstacles are required. **Any obstacle may be used twice with the exception of the Weave Poles (9 and 12).**
 - o Dog Walk
 - o Teeter-Totter
 - o A-Frame
 - o Hoop Tunnel
 - o Open Tunnel
 - o Barrel
 - o Weave Poles (**6, 9, or 12**) may be used as follows:
 - **A set of 6 weaves may be used and will count as one obstacle.**
 - **A set of 9 weaves may be used and will count as one obstacle.**
 - **A set of 12 weaves may be used once and will count as one obstacle.**
 - **A set of 12 weaves may be split into two sets of 6 weaves and will count as two obstacles.**
 - o **A set of 6 weaves may not be split into two sets of 3 weaves.**
 - o Swing Plank
 - o Sway Bridge
- **Hurdle obstacles.** A **minimum of nine (9)** hurdle obstacles must be used, chosen from the hurdles listed for the **Beginner Agility** class.
- **Pause obstacle.** One pause obstacle is required. Select from:

- o Pause Box
- o Pause Table
- **Trap Obstacles.** Trap obstacles may be used in **Excellent Agility** Courses but are not required.
- **Delimiting line.** **Two** obstacles must have a delimiting line drawn six (6) feet away from the obstacle that requires the handler to handle the dog at a distance, using tape, chalk, or any other suitable method.

Section 4. Placement of Obstacles.

- Minimum distance between hurdle obstacles and the A-frame approach is **18** feet.
- Minimum distance between other non-hurdle obstacles may be as close as **18** feet, but **25** feet is preferred.
- Two obstacles positioned parallel to one another with their openings facing the same general direction must not be closer than **12** feet in the **Beginner Agility** class and 8 feet in the **Intermediate Agility** class. **There is no minimum distance between obstacles in the Excellent Agility class.**

Section 5. Substituting an Obstacle for Safety. When a judge determines that an obstacle is unsafe and cannot be repaired and used at the trial, the judge must submit a report of the substandard obstacle which must be included with the trial results when sent to UKC.

- **Equipment safety.** If on the day of the trial the judge determines that one of the non-hurdle obstacles is unsafe, an attempt should be made first to repair the obstacle. If the obstacle cannot be repaired in a reasonable amount of time, then the course must be redesigned so that one of the remaining non-hurdle obstacles can be used again.
- **Substitution of hurdle obstacle.** Substitution of one hurdle obstacle for another may be done at any time prior to the start of judging, or during judging if one becomes unusable. Substitutions of the same type should be made if a hurdle becomes unusable during judging.
- **Pause Table.** If the Pause Table is found to be unsafe at the required heights, an arrangement may be made to use the top of the Table at a lower height. Adjustments in the course design should be made rather than canceling or allowing the trial to become a non-qualifying trial.

CHAPTER 11 - STANDARD AGILITY TITLES AND CLASSES

Section 1. Agility Titles. The Beginner Agility (BA), formerly UAGI, and Intermediate Agility (IA), formerly UAGII, titles are not required to be earned successively. However, titles will be awarded in sequence, first the **Beginner Agility** title, then the **Intermediate Agility** title. If a dog meets all requirements for the **Intermediate Agility** title, it must complete the **Beginner Agility** title before any certificates will be issued or the dog's record updated. Equivalent titles from other venues cannot be substituted for UKC Agility titles.

Section 2. Beginner Agility Title (BA) formerly UAGI. This title must be earned from the A or B sections of the Beginner Agility class or any combination of the two. To earn this title, a dog must:

- Receive three qualifying scores at three different UKC Agility trials in the **Beginner Agility** class
- A qualifying score requires the successful completion of all obstacles and a score of 170 points or more
- All three qualifying scores may be obtained under the same judge

Section 3. Intermediate Agility Title (IA) formerly UAGII. This title must be earned from the A or B sections of the **Intermediate Agility** class, or any combination of the two. To earn this title, a dog must:

- Receive three qualifying scores at three different UKC Agility trials in the **Intermediate Agility** class
- A qualifying score requires the successful completion of all obstacles and a score of 170 points or more
- All three qualifying scores may be obtained under the same judge

Section 4. United Agility Champion Title (UACH). The dog must have earned both the **Beginner Agility** and **Intermediate Agility** titles before being eligible to earn points towards the UACH title. Accumulation of points toward the title of United Agility Champion (UACH) begins at the next trial following the completion of the requirements of the **Beginner Agility** and **Intermediate Agility** titles. Scores obtained in the **Beginner Agility** class at the same trial at which a dog obtained its third qualifying score towards the **Intermediate Agility** title, and vice-versa, will not be used toward the accumulation of UACH points.

- **Requirements.** This title must be earned from the B sections of the **Beginner Agility** and **Intermediate Agility** classes. To earn this title a dog must:
 - o Accumulate 100 Championship points,
 - at least 40 of which must be earned in the **Beginner Agility B** class and
 - at least 40 of which must be earned in the **Intermediate Agility B** class.

- The remaining points may be earned from either class.

Section 5. Agility Championship Points. Agility Championship points are earned in the **Beginner Agility B** and **Intermediate Agility B** classes by successfully completing all obstacles and obtaining a minimum qualifying score of **195** or more in either or both. The number of Agility Championship points increases as the qualifying score increases in accordance with the table below: Agility Championship points are awarded as follows:

Qualifying Score	Points Earned
Score of 195	5
Score of 196	6
Score of 197	7
Score of 198	8
Score of 199	9
Score of 200	10

- Fractions of scores must be rounded down to the nearest whole number when computing Championship points.
- There is no restriction on the number of scores or Championship points that may be earned under the same judge.

Section 6. United Agility Champion Excellent Title (UACHX). Any dog that has earned a UACH title may earn legs in the **Excellent Agility (formerly UAGIII)** class toward the title of United Agility Champion Excellent (UACHX) beginning at the next trial following the completion of the requirements of the United Agility Champion (UACH) title. To earn this title a dog must:

- Receive five qualifying scores at five different UKC Agility trials in the **Excellent Agility Class**
- A qualifying score requires the successful completion of all obstacles and a score of **195** points or higher
- All five qualifying scores may be obtained under the same judge.

Section 7. United Grand Agility Champion Title (UGRACH). Any dog that has earned a UACHX title may earn legs toward the title of United Grand Agility Champion (UGRACH) beginning at the next trial following the completion of the requirements of the United Agility Champion Excellent (UACHX) title. To earn this title a dog must:

- Compete in all three levels of Agility (**Beginner, Intermediate, and Excellent**) in the same trial,
- Earn combined wins. At five different UKC Agility trials, earn a qualifying score of at least **195** points in each of the **Beginner Agility B, Intermediate Agility B, and Excellent Agility** classes in the same trial with a combined score of **590** points or higher.
- All combined wins may be obtained under the same judge.

Section 8. United Grand Agility Champion Designation Titles. For each additional 5 combined Grand Champion legs earned, a United Grand Agility Champion title will be issued with the designation in accordance with the numerical times the title has been earned. For example: UGRACH2, UGRACH3, and so on.

CHAPTER 12 - PERFORMANCE FAULTS & JUDGING CRITERIA

Section 1. Standards of Performance. Willingness and enjoyment on the part of the dog are important in the performance of this sport. The handler must exhibit knowledge of the rules and good sportsmanship. The dog and handler together should demonstrate teamwork and smoothness in negotiating the overall course.

Section 2. Judge's Calls and Counts. Once the performance begins, the judge will speak to the handler only to count while the dog performs the pause obstacle **and to call "Fault" in the Beginner Agility classes if the dog fails to successfully perform an obstacle.**

- Faults. In the Beginner Agility classes the "Fault" call will notify the handler they must return the dog to the obstacle and reattempt it, except if the fault is so obvious that the handler initiates the repeat attempt before the call is made. **Faults may be called in the Intermediate class at the judge's discretion. Faults are not called in the Excellent class.**

Section 3. Types of Performance Fault Deductions. Fault deductions may be assessed for errors made by the dog or the exhibitor and are deducted from a perfect 200 score. **Performance faults are assessed as 1 point, 3 points, 5 points, and Non-Qualifying.** Time faults are found in the Course Time Chapter.

Section 4. Dog Performance Faults. Performance faults under this section are faults made by the dog while moving between two obstacles or while returning to an obstacle for a repeat attempt are not deducted from the score of any obstacle but are deducted in the final score of the performance.

- **Refusals.** A refusal is when a dog stops or backs away from an obstacle before touching it. This include hesitating or pausing before initiating an attempt to negotiate an obstacle, rather than proceeding smoothly and confidently. Refusals do not include hesitations resulting from making an adjustment in position for a better approach to the obstacle, either

independently by the dog, or under the direction of the handler. A deduction will be assessed for each refusal.

- **Failed Attempt.** A failed attempt is when the dog attempts the obstacle (by touching an obstacle with a foot or the head going into a Tunnel or between Weave Poles), then withdraws.
 - o A failed attempt will be assessed a deduction for each incomplete attempt.
 - o In the attempt that the handler moves the dog away and returns the dog to the obstacle, and the dog continues to refuse, additional deductions may be made until the dog either enters the obstacle or completely refuses to do so.
- **Knock-Down of Obstacles.** Obstacles cannot be repositioned during a performance. That obstacle must be scored as failed each time the dog is required to negotiate it later in the course if the condition of the obstacle was the fault of the dog or handler.
- **Running Past an Obstacle (Run-By).** A run-by occurs when any part of the dog's body goes past an imaginary line perpendicular to the beginning point, approach side or opening of any obstacle. For example: passing the end of the ascending ramp of any contact obstacle, the opening to any tunnel, or the approach side or leading edge of any Non-Hurdle, Hurdle, or Pause obstacle. Additional faults may be assessed of any amount if the dog continues to run for an extended period up to being excused from the course.
- **Running Off-Course.** When a dog takes or enters the wrong obstacle out of sequence, including a trap obstacle, a deduction must be assessed. Taking a hurdle backwards, entering the wrong end of a tunnel, and otherwise completing an obstacle backwards is considered off-course, even if the obstacle is the correct one in the sequence. The handler may also stop the dog by commanding it to sit or down without an additional penalty.
 - o When a dog runs off-course, if the out of sequence obstacle is knocked down, no additional penalty will be assessed.
 - o If the knocked obstacle is required later in the course, the obstacle will be scored as failed at that time.
- **Missing an Obstacle.** Any dog that misses an obstacle or who is unsuccessful in an attempt or unsuccessful in a repeated attempt to perform an obstacle must be assessed a non-qualifying score.
- **Point Assessments.**
 - o **Non-Qualifying Scores are assessed for the following:**
 - Does not perform obstacle
 - Knocked bar or obstacle
 - Has reached the designated number of attempts allowed per class
 - Heeling dog through the course
 - Missed an obstacle along the course
 - o **5-point deductions.**
 - Failed attempt
 - o **3-point deduction**
 - Running off course
 - Long Run-By
 - Taking wrong obstacle (see running off-course)
 - o **1-point deduction.**
 - Refusal
 - Short Run-By

Section 5. Class Specific Non-Qualifying Score.

- **Beginner Agility.** All obstacles must be completed successfully by the third attempt. If the obstacle is failed on the third attempt the score must be non-qualifying.
- **Intermediate Agility.** All obstacles must be completed successfully by the second attempt. If the obstacle is failed on the second attempt the score must be non-qualifying.
- **Excellent Agility.** All obstacles must be completed successfully on the first attempt. If the obstacle is failed on the first attempt the score must be non-qualifying.

Section 6. Obstacle Performance and Scoring. Scoring is as follows unless otherwise stated.

Contact Obstacles. The A-frame, dog walk, sway bridge, and teeter-totter are the contact obstacles. An ideal performance of the contact obstacles would be a dog that enters the ascending ramp, touching the contact area, moves across the obstacle to the descending ramp, touching the contact area.

- **A-Frame.** No fault will be assessed for a dog that does not touch the contact on the upside of the A-Frame or that enters or exits the contact area from the corners or the sides. Faults are assessed as follows:
 - o **Beginner Agility**

- Non-Qualifying.
 - Dog does not touch the contact on the downside side of the obstacle by the third attempt.
 - Dog jumps off the obstacle near the peak of the A-Frame
- **5-Point Deductions**
 - Assessed for each repeated attempt to touch a contact zone and complete the obstacle
- **Intermediate Agility**
 - **Non-Qualifying.**
 - Dog does not touch the contact on the descending side of the obstacle by the second attempt
 - Dog jumps off the obstacle near the peak of the A-Frame
 - Handler breaks the restriction of the delimiting line prior to completion of the obstacle
 - **5-Point Deductions**
 - Assessed for each repeated attempt to touch a contact zone and complete the obstacle
- **Excellent Agility**
 - Non-Qualifying
 - Dog does not touch the contact on the downside of the obstacle
 - Dog jumps off the obstacle near the peak of the A-Frame
 - Handler breaks the restriction of the delimiting line prior to completion of the obstacle
- **Dog Walk.** No fault will be assessed for a dog that does not touch the contact on the upside of the dog walk or that enters or exits a contact area from the corners or the sides. Faults are assessed as follows:
 - **Beginner Agility**
 - **Non-Qualifying.**
 - Dog does not touch the contact on the downside of the obstacle by the third attempt
 - Dog jumps off the obstacle while on the level plank of the dog walk
 - **5-Point Deductions**
 - Assessed for each repeated attempt to touch a contact zone and complete the obstacle
 - **Intermediate Agility**
 - **Non-Qualifying.**
 - Dog does not touch the contact on the downside of the obstacle by the second attempt
 - Dog jumps off the obstacle while on the level plank of the dog walk
 - Handler breaks the restriction of the delimiting line prior to completion of the obstacle
 - **5-Point Deductions**
 - Assessed for each repeated attempt to touch a contact zone and complete the obstacle
 - **Excellent Agility**
 - **Non-Qualifying**
 - Dog does not touch the contact on the downside of the obstacle
 - Handler breaks the restriction of the delimiting line prior to completion of the obstacle
 - Dog jumps off the obstacle while on the level plank of the dog walk
- **Teeter-Totter.** A dog must touch the contact area on the upside and the downside of the teeterboard. The dog must stay on the teeterboard until it has touched the ground. No fault will be assessed for a dog that enters or exits the contact area from the corners or the sides. Faults are assessed as follows:
 - **Beginner Agility**
 - **Non-Qualifying Score.**
 - Dog does not touch both contact areas of the teeterboard by the third attempt
 - Dog slams and bounces the teeter board off the ground.
 - Dog does not stay on the teeter board until it has touched the ground
 - **5-Point Deductions**

- o Assessed for each repeated attempt to touch a contact zone and complete the obstacle
- o **Intermediate Agility**
 - **Non-Qualifying Score.**
 - o Dog does not touch both contact areas of the teeterboard by the second attempt
 - o Dog slams and bounces the teeter board off the ground
 - o Dog does not stay on the teeter board until it has touched the ground
 - o Handler breaks the restriction of the delimiting line prior to completion of the obstacle
 - **5-Point Deductions**
 - o Assessed for each repeated attempt to touch a contact zone and complete the obstacle
- o **Excellent Agility**
 - **Non-Qualifying**
 - o Dog does not touch both contact areas of the teeterboard
 - o Dog slams and bounces the teeter board off the ground
 - o Dog does not stay on the teeter board until it has touched the ground
 - o Handler breaks the restriction of the delimiting line prior to completion of the obstacle
- **Sway Bridge.** This obstacle may only be used in the **Intermediate Agility** and **Excellent Agility** classes. This obstacle's ramps are entirely contact areas. The dog must put at least one foot on the up ramp and one foot on the down ramp. The dog must also put all four feet on the bridge portion of the obstacle while crossing it. The dog may walk the bridge slowly, and pause while it stabilizes, without being faulted. No fault will be assessed for a dog that enters or exits the contact area from the corners or the sides. Faults are assessed as follows:
 - o **Intermediate Agility.**
 - **Non-Qualifying Score.**
 - o Dog does not touch both contact areas of the sway bridge by the second attempt
 - o Jumping from one ramp to the other ramp
 - o Handler breaks the restriction of the delimiting line prior to completion of the obstacle
 - **5-Point Deductions**
 - o Assessed for each repeated attempt to touch a contact zone and complete the obstacle
 - o Jumping onto the bridge from the ground
 - o Jumping to the ground from the bridge
 - o **Excellent Agility.**
 - **Non-Qualifying Score.**
 - o Dog does not touch both contact areas of the sway bridge
 - o Jumping from one ramp to the other ramp
 - o Jumping onto the bridge from the ground
 - o Jumping to the ground from the bridge
 - o Handler breaks the restriction of the delimiting line prior to completion of the obstacle.

Section 7. Tunnels. The dog must enter the tunnel at the correct end and continue through to the exit end. An attempt to perform the obstacle starts when any part of the dog (including head or paw), crosses into the correct end of the tunnel. Faults are assessed as follows:

- o **Beginner Agility**
 - **Non-Qualifying Score.**
 - o Dog does not complete the tunnel by the third attempt
 - o Dog refuses to enter a tunnel
 - **5-Point Deductions**
 - o Assessed for each repeated attempt to complete a tunnel.
 - o Dog crosses through sides of Hoop Tunnel during attempt (failed attempt)
 - **3-Point Deductions**
 - o When the dog enters the incorrect end of the tunnel, or crosses through the sides while not attempting the

Hoop Tunnel, a 3-point deduction will be assessed (see running off-course.)

o **Intermediate Agility**

• **Non-Qualifying Score.**

- o Dog does not complete the tunnel by the second attempt
- o Dog refuses to enter a tunnel
- o Dog enters incorrect end of tunnel or crosses through sides of Hoop Tunnel during attempt (failed attempt)
- o Handler breaks the restriction of the delimiting line prior to completion of the obstacle

• **3-Point Deductions**

- o When the dog enters the incorrect end of the tunnel, or crosses through the sides while not attempting the Hoop Tunnel, a 3-point deduction will be assessed (see running off-course.)

o **Excellent Agility**

• **Non-Qualifying Score.**

- o Dog does not complete the tunnel, enters the incorrect end of tunnel during their attempt, or crosses through the sides of the Hoop Tunnel during their attempt.
- o Dog refuses to enter a tunnel
- o Handler breaks the restriction of the delimiting line prior to completion of the obstacle

• **3-Point Deductions**

- o When the dog enters the incorrect end of the tunnel, or crosses through the sides while not attempting the Hoop Tunnel, a 3-point deduction will be assessed (see running off-course.)

Section 8. Pause Obstacles. The pause obstacles are the Pause Table and the Pause Box. The Pause Table is required for the **Beginner Agility** class. Either the Pause Table or Pause Box is required for the **Intermediate** and **Excellent Agility** classes.

- The judge will inform the handlers during the briefing that the dog may be in any position and does not have to remain stationary.
- Either the judge or steward must count out the 5-second pause time when all four of the dog's feet are on the table. If the dog leaves the table, the count will stop, and then start over when the dog is back on the table, with a major fault assessed for the break.
- The count must be done precisely in the following manner: 1, 2, 3, 4, GO or 5, 4, 3, 2, GO. Hand signals accompanying the count are permissible, but not required. There is no additional hesitation between the last number and GO, nor is there an "and" between the numbers. Faults are assessed as follows:

o **Beginner Agility**

• **Non-Qualifying Score.**

- o Dog refuses to go onto the table
- o Dog does not complete the table count by the third attempt

• **5-Point Deductions**

- o Dog leaves the table prior to the end of the count

o **Intermediate Agility**

• **Non-Qualifying Score.**

- o Dog refuses to go onto the table
- o Dog does not complete the table count by the second attempt
- o Handler breaks the restriction of the delimiting line prior to completion of the obstacle

• **5-Point Deductions**

- o Dog leaves the table prior to the end of the count
- o Dog puts one or more feet outside of the pause box before the count is complete (when used)

o **Excellent Agility**

• **Non-Qualifying Score.**

- o Dog refuses to go onto the table
- o Dog does not complete the table count
- o Handler breaks the restriction of the delimiting line prior to completion of the obstacle

Section 9. Other Non-Hurdle Obstacles.

- **Swing Plank.** This obstacle may only be used in the **Intermediate** and **Excellent Agility** classes. The dog should step onto the narrow end of the plank and cross it, then step off the other end. One or more of the dog's feet must touch the plank. The dog may slow or stop to control movement of the board. The dog may not enter or exit from either long side of the obstacle.
 - o **Intermediate Agility.**
 - **Non-Qualifying**
 - o Dog fails to complete the obstacle by the second attempt
 - o Handler breaks the restriction of the delimiting line prior to completion of the obstacle
 - **5-Point Deductions**
 - o Dog enters or exits incorrectly (failed attempt)
 - o Dog jumps over the plank
 - o **Excellent Agility.**
 - **Non-Qualifying**
 - o Dog refuses to complete the obstacle
 - o Handler breaks the restriction of the delimiting line prior to completion of the obstacle
- **Weave Poles.** This obstacle may only be used in the **Intermediate** and **Excellent Agility** classes. The dog must enter the line of poles with the first pole at its left shoulder, and weave through the line with all the other odd-numbered poles also on its left. The poles must be completed in one fluid movement. If a failed attempt occurs while the dog is on the side of the poles opposite the handler, the dog may cross through the poles to return to the handler without being assessed another fault.
 - o **Intermediate Agility**
 - **Non-Qualifying Score.**
 - o Handler breaks the delimiting line prior to completion of the obstacle
 - o Dog fails to complete the obstacle by the second attempt
 - **5-Point Deductions**
 - o Dog is not fluid when navigating the weaves – for example, dog hesitates, slows its pace, or stops within the poles but then completes the weaves correctly
 - o Dog enters the poles at any other place than described above
 - o Any part of the dog's body, head, or feet crosses between two poles out of the correct sequence
 - **3-Point Deductions**
 - o Dog weaves backwards through the poles while returning to the handler for a repeat attempt (off-course)
 - o **Excellent Agility**
 - **Non-Qualifying Score.**
 - o Handler breaks the delimiting line prior to completion of the obstacle
 - o Failed attempt
 - **5-Point Deductions**
 - o Dog that is not fluid when navigating the weaves – for example, dog hesitates, slows its pace, or stops within the poles but then completes the weaves correctly
 - o Dog enters the poles at any other place than described above
 - o Any part of the dog's body, head or feet crosses between two poles out of the correct sequence
 - **3-Point Deductions**
 - o Dog weaves backwards through the poles while returning to the handler for a repeat attempt (off-course)
- **Barrel.** The barrel is included in the **Beginner, Intermediate, and Excellent Agility** classes to replace the discontinued closed tunnel (chute) and as an additional handling challenge for the **Intermediate and Excellent** classes. The handler may approach and go around the obstacle but must not place hands over or touch the barrel to lure dog around it.

Placement of the barrel must be 15 feet from the approach of the A-frame. Minimum distance from other non-hurdle obstacles must be no less than 12 feet, with 18 to 25 feet being the preferred spacing.

Beginner & Intermediate Agility Class Barrel Scoring. The numbered cone is placed in front of the barrel from the approach in the natural path of the course. The handler must send the dog out around the barrel and continue the course. No specific direction around is required or faulted. Placement of the barrel should be at a turn or in a corner to allow a 45° or 90° turn in the flow of the course, and the dog must go around. Circling the barrel completely is not faulted if it is only

done once.

o **Beginner Agility**

• **Non-Qualifying Score.**

- o Dog fails to complete the obstacle by the third attempt
- o The dog or handler knocks the barrel over

• **5-Point Deductions**

- o Jumping on, over, or knocking the barrel over
- o Circling barrel more than one time

o **Intermediate Agility**

• **Non-qualifying.**

- o Dog fails to complete the obstacle by the second attempt
- o Handler breaks the restriction of the delimiting line prior to completion of the obstacle
- o The dog or handler knocks the barrel over

• **5-Point Deductions**

- o Jumping on or over the barrel
- o Circling barrel more than one time

Excellent Agility Class Barrel Scoring. The numbered cone is placed to one side of the barrel, designating from which side the dog is required to approach and circle. The course may also be designed so the dog makes a complete circle (360°) of the barrel to continue the course. In this case, the barrel should be set a distance away from other obstacles to avoid a trap.

• **Non-Qualifying.**

- o Failed attempt
- o Handler breaks the restriction of the delimiting line prior to completion of the obstacle
- o Dog takes the barrel in the wrong direction (failed attempt)
- o Jumping on, over, or knocking the barrel over
- o Circling barrel more than one time

Section 10. Hurdles (Jumps). Scoring of all hurdle jumps will apply to all **Standard Agility** classes, unless otherwise stated.

- **Hurdles (Jumps).** Hurdle obstacles may be used in all three classes, and include the Bar, Bush, High (Vertical), Log, Long, Picket Fence, Rail Fence, and Spread. The handler may adjust the dog's angle to the jump, including by making pivots on the approach, without penalty.

• **Non-Qualifying.**

- o The hurdle is knocked over
- o Dog knocks down any part of the hurdle, except a bottom bar or plants from a bush hurdle

• **Additional Non-Qualifying for Intermediate and Excellent classes**

- o Handler breaks the restriction of the delimiting line prior to completion of the obstacle

• **5-Point Deductions**

- o Dog makes physical contact with the jump without completing it
- o Dog extends its head over it
- o Dog goes under it

• **3-Point Deductions**

- o Dog jumps the wings of the jump

- **Tire Jump.** Scoring of the tire jump will apply to all **Standard Agility** classes, unless otherwise stated.

• **Non-Qualifying.**

- o The tire jump is knocked over
- o The tire breaks away from the frame

• **Additional Non-Qualifying for the Intermediate and Excellent classes**

- o Handler breaks the restriction of the delimiting line prior to completion of the obstacle

• **5-Point Deductions**

- o Dog touches the obstacle but does not complete it

- o Dog's head or foot goes completely or partly through the tire, the space between the tire, and the frame
- o Dog runs through the frame beside or under the tire, but not through the tire
- o Dog jumps onto the tire and pushes off from it rather than clearing it
- **3-Point Deductions**
 - o Dog jumps through the tire in the wrong direction (off-course)

Section 11. Handling Criteria and Faults. The handler presentation and criteria outlined below is intended to assist the dog along the course. The specific handling faults also found in this section do not require a repeat attempt of an obstacle and are not deducted from the individual score but are deducted from the final score of the performance.

Handling Criteria.

- **Stopping the Dog Between Obstacles.** No penalty will be assessed if a handler needs to stop or slow the dog momentarily in order to adjust or position the dog for a correct entry to an obstacle.
- **Crossing from One Side of Dog to the Other Side.** Crossing in front of the dog is allowed, but this must be done only when it does not interfere with the dog's progress or serve to "block" the dog.
- **Crossing in Front of the Dog on the Pause Obstacle.** After the dog is in position on a pause obstacle, the handler may move to any side of the pause obstacle in anticipation of moving to the next obstacle. This includes standing between the dog and the next obstacle.
- **Handler's Approach to an Obstacle.** Ideally, the handler should move in a position well out from in line with the obstacles. The handler may approach an obstacle directly in line with it, if the handler does not physically block the dog in an attempt by the dog to go around the obstacle. The handler may indicate the obstacle with a hand signal but may not touch the obstacle.
- **Moving the Dog in Heel Position.** Heeling through the course such as in traditional obedience is not allowed and must be assessed a non-qualifying score. However, in situations where a dog is called back to the handler and for an instant assumes a heel position before moving forward, no deduction should be made.
- **Interruptions of the performance.** If, in the judge's opinion, the dog's performance was prejudiced by unusual conditions, at their discretion, the judge may re-judge the dog over the remainder of the course, or in extenuating circumstances, may re-judge the dog over the entire course.

Handler Non-Qualifying Score:

- Handler intentionally touches the dog after the start of the run
- Handler intentionally touches any part on any piece of equipment
- Handler crosses in front of the dog to block an entrance of an obstacle
- Handler breaks the restriction of the delimiting line prior to completion of the obstacle (**Intermediate and Excellent classes only**)
- Handler jumps the jumps, ramps, tunnels, etc.
- Luring
- Prolonged heeling

CHAPTER 13 - COURSE TIMES

Section 1. The Standard Course Time (SCT) is the maximum number of seconds allowed for a dog to complete the course without incurring time fault deductions. This is known as the **Standard Course Time**.

- **Determination of SCT.**
 - o The judge will set the **SCT** for Division 2 and 3 by first measuring the typical efficient dog's path through the course, preferably with a surveyor's measuring wheel for accuracy. The judge will then divide the course yardage by a yards-per-second (YPS) factor that they feel is reasonable, considering the complexity of the obstacle arrangement. All adjusted course times (ACT) will be based off the Division 2 **SCT**.
 - Recommended Yards Per Second (YPS) is as follows:
 - o A (fairly simple) 1.85 YPS
 - o B (average difficulty) 1.70 YPS
 - o C (fairly complex) 1.60 YPS
- **Time Faults.** The timing of the run starts and is recorded from when the timing sensor is triggered. Delays in starting and time fault deductions are equal in points to the following:
 - o A dog that fails to trigger the timing sensor must be assessed a 5-second time penalty. Failing to trigger the sensor should not be considered a run-by.

- o An additional five seconds must be assessed to the dog's run time for a delayed start.
- o A handler that triggers the timer after indicating that they are ready will be assessed a 5-second time penalty.
- o An equal deduction of seconds and hundredths of a second will be assessed for exceeding the SCT required by the dog to complete the course.
- o A dog that is out of control after entering the ring but prior to starting their run must receive a major penalty of 5 points.

Section 2. Division 1 and Division Toy. An additional 5 seconds, Adjusted Course Time (ACT), will be added to the Division 2 SCT to arrive at the Division 1 dogs SCT and Division Toy. The ACT is recorded on the dog's scoresheet.

Section 3. Giant Breeds in Division 3. An additional 5 seconds ACT will be added to the SCT for Division 2 to determine the ACT for giant breeds. The ACT is recorded on the dog's scoresheet. The judge will have the final say in determining whether a dog is to be considered a giant breed and will inform the Trial Secretary.

Section 4. Minimum Jump Height. Dogs that are entered and jumping the Minimum Jump Height will have their ACT determined as follows:

- **Division Toy and Division 1 dogs jumping the Minimum Jump Height will have an extra five seconds added to the Division Toy and Division 1 ACT.**
- **Division 2 and Division 3 dogs jumping the Minimum Jump Height will have an extra five seconds added to the Division 2 ACT.**

Section 5. Determination of Adjusted Course Times (ACT) for Disabled Handlers. Disabled handlers may have the standard course time adjusted to give them an equal opportunity to compete. Requests to adjust the course time must be made by the handler and are granted at the judge's discretion. Prior to the start of the class, the judge will time the handler as they negotiate the course without the dog at as brisk a pace as safely possible. After the handler completes the course without the dog, the judge will adjust the time as they deem necessary for that handler. This ACT will be recorded on the dog's scoresheet. The judge's decision is final. When a disabled handler's dog completes the course at or under the normal **SCT**, its running time is subtracted from the normal **SCT** when determining the running time and class placements.

CHAPTER 14 - CHALLENGES IN COURSE DESIGN FOR STANDARD AGILITY COURSES

Section 1. Handling Challenges at Each Level. Course design is the responsibility of the judge, so course design possibilities include infinite variety, within the limits of these rules. Challenges presented should increase in difficulty with each class level. Examples of handling challenges are as follows:

- **Beginner Agility.** This class is for beginner dogs and the course should run a relatively simple path.
 - o **Obstacle Entrances.** The entrance for each obstacle must be spaced at least **12** feet apart to avoid difficult discrimination choices.
 - o **Turns.** The turns between obstacles may be 90° or up to 150° if the dog is not required to wrap around the obstacle.
- **Intermediate Agility.** This class is for more advanced dogs and the course should run a moderate to slightly complex path.
 - o **Obstacle Entrances.** The entrance for each obstacle may be as close as **8** feet apart to present more obstacle discrimination choices.
 - o **Turns.** The turns between obstacles may be up to **180°**. **The turn going around the barrel may be up to 270°**
 - o **Course Path.** The course path may contain areas where right side handling offers distinct advantages.
 - o **Delimiting Lines.** To add further challenges, the judge may choose any two obstacles to have delimiting lines drawn two (2) feet away from the side of the obstacles the handler must execute the performance. The obstacles may be on separate sections of the course or may be back to back.
- **Excellent Agility.** This class is for the most advanced dogs and the course must run a complex path.
 - o **Obstacle Entrances.** **There is no minimum distance for the entrance of each obstacle to test advanced obstacle discrimination.**
 - o **Turns.** The turns between obstacles may exceed 180°.
 - o **Delimiting Lines.** To add further challenges, the judge may choose any two obstacles to have delimiting boxes drawn six (6) feet away from the side of the obstacles the handler must execute the performance. The obstacles may be on separate sections of the course or may be back to back.

CHAPTER 15 - AWARDS, TROPHIES, RIBBONS AND PLACEMENTS.

Section 1. Cash Prizes. UKC clubs may offer cash prizes at performance events without prior written authorization from UKC. Cash prizes include but are not limited to cash awards, gift cards, and gift certificates.

Section 2. Awards and Trophies. Clubs may give such awards and trophies as they choose. Clubs may accept trophies donated by individuals or other organizations and these trophies may be designated for specific breeds, or for specific accomplishments.

Section 3. Announcing Qualifiers and Placements. Class placements may be announced after each class, division, or when the trial is completed.

Section 4. High Scoring Junior. All clubs hosting an Agility trial must offer a High Scoring Junior Award.

Section 5. Ribbons and Rosettes. All ribbons and rosettes must include the **UKC logo** and measure a minimum of two (2) inches in width by six (6) inches in length. The following ribbon colors and combinations are mandatory. Ribbons awarded for any other wins or accomplishments may be any other color or combination of colors.

- **Agility – Licensed classes:**
 - o 1st place – blue
 - o 2nd place – red
 - o 3rd place – green
 - o 4th place – yellow
 - o High in Trial – purple, gold, and white
 - o High Scoring Junior – gold and purple
 - o Qualifying score – light blue
 - o Total Dog – red, black, and white

Section 6. Placements. The judge shall give up to four placements, where possible, in each section (A and B) and height division of each class, based on the dog's qualifying score.

- First place must be awarded to the dog with the highest qualifying score, second place to the dog with the next-highest qualifying score, and so forth.
- **Ties.** If two or more dogs earn the same score in the same division, the winner shall be the dog running under its division SCT with the greatest difference between its running time and its (normal or adjusted) division SCT except as outlined below. If dogs remain tied, the tie shall stand and shall be reported as a tie on the judge's summary sheet. If an award, trophy, or prize is to be presented, the tied dogs should have a runoff on any available agility course, to determine the winner of the award, trophy, or prize.
- When the Minimum Jump Height dog, giant breed in Division 3, or a disabled handler's dog complete the course at or under the normal division SCT, the dog's running time is subtracted from the normal division SCT when determining the greatest time difference for placements.
 - o For example: when a Division 2 dog is jumping the Minimum Jump Height and completes the course under the normal Division 2 SCT, their running time is subtracted from the normal Division SCT, rather than the adjusted time for Minimum Jump height, to determine the greatest difference for placements.

Section 7. High in Trial. The High in Trial award is mandatory and is given to the dog that has the highest qualifying score of all dogs competing in the trial. When two dogs competing in the trial have the same score, regardless of the class or division in which it was earned, the winner of the High in Trial award shall be the dog running under the normal SCT with the greatest difference between its running time and the normal Standard Course Time. If dogs remain tied, the tie shall stand, and shall be reported as a tie on the judges' book. If an award, trophy, or prize is to be presented, the tied dogs shall have a runoff on any available agility course to determine the winner of the award, trophy, or prize.

Section 8. High Scoring Junior. Any junior handler (a UKC Junior Member or a handler that is 18 years of age or younger on the day of the trial) that earns a qualifying score will be eligible to compete for High Scoring Junior. The junior handler whose dog earned the highest score shall win High Scoring Junior.

CHAPTER 16 - UKC® AGILITY ALL STARS RANKING SYSTEM

Section 1. Eligibility. All UKC permanently registered dogs and all mixed-breed dogs with Performance Listing numbers are eligible to earn All Stars ranking points. Dogs competing on Temporary Listing numbers will accumulate All Stars points, but they will not be eligible for representation in the Standings until permanently registered.

Section 2. Agility All Stars Categories. All Stars points will be tallied from the **Standard Agility** classes for four categories: **Beginner Agility, Intermediate Agility, Excellent Agility,** and Grand Agility Champion (GRACH).

Section 3. Agility All Stars Points. All Stars points are automatically awarded at all UKC Agility events where **Standard Agility** classes are offered. The Agility All Stars points are calculated by UKC based on the official results submitted by the club. Fractional points shall be rounded down to the nearest whole number. UKC will tally the All Stars points per category as following:

- Beginner, Intermediate, and Excellent Agility categories. All Stars points will be awarded to each dog with a qualifying score of 195 or higher, in accordance with the following table:

Qualifying Score	Points Earned
Score of 195	5
Score of 196	6
Score of 197	7
Score of 198	8
Score of 199	9
Score of 200	10

- **Grand Agility Champion (GRACH) Category.** GRACH All Stars points will be awarded to each dog that earns a qualifying score of at least **195** points in each of the **Beginner Agility B, Intermediate Agility B, and Excellent Agility** classes in the same trial with a combined score of **590** points or higher. GRACH All Stars ranking points will be as follows:

Combined Qualifying Score	Points Earned
Combined score of 590-591	1
Combined score of 592-593	2
Combined score of 594-595	4
Combined score of 596-597	6
Combined score of 598-599	8
Combined score of 600	10

Section 4. Agility All Stars Competition Year. Agility All Stars points are calculated from January 1 to December 31 of each year.

Section 5. Publication of Agility All Stars Standings. UKC will tally the All Stars points by category (Beginner, Intermediate, Excellent, and GRACH) and publish the names of the top 50 ranked dogs in each category on the UKC website.

Section 6. Corrections to Agility All Stars Standings. Agility All Stars points or standings for any competition year must be promptly reported to UKC. Correction to the Agility All Stars points or standings for any competition year must be received and resolved at UKC no later than January 31st of the year following the competition year. Corrections received after January 31 of the following year shall not be considered.

Section 7. Agility All Stars Invitational. The 50 top ranked dogs in each category (**Beginner, Intermediate, Excellent,** and GRACH) may be invited to participate in an Agility All Stars Invitational competition.

Section 8. Class Placements and Overall Winner for GRACH All Stars. To qualify in this class at the All Stars invitational competition, a dog must qualify in the **Beginner, Intermediate,** and **Excellent** Agility classes with a score of **195** or better in all three classes. Placements for each height division are determined first by combined score then by time. The normal SCT will be the combined SCT for **Beginner, Intermediate,** and **Excellent.** Running times from each class will be added together. The dog with the greatest amount of time under the combined SCT will be given 1st place and so forth.

The overall winner for the GRACH All Stars class will be determined from the 1st place winners in each GRACH height division. The overall GRACH winner will be determined first by score and then by time. Times are calculated in the same manner as to determine class placements within the height division.

CHAPTER 17 - TOTAL DOG AND TOTAL JUNIOR

Section 1. Total Dog Award. A club offering conformation and at least one performance event may apply to offer the Total Dog Award when submitting the event application.

Section 2. Total Dog/Total Junior. Clubs offering a conformation show and at least one performance event on the same day may apply to offer Total Dog and Total Junior as a non-licensed event. Clubs offering Total Dog must offer Total Junior. Participants for Total Dog and Total Junior must meet eligibility requirements.

- **Eligible dogs.** Dogs that are permanently registered with UKC as of the day of the show and dogs that have a valid Temporary Listing (TL) number as of the day of the show are eligible to compete for the Total Dog Award.
- **Requirements for Total Dog Award.** Dogs must be entered in Conformation (regular or altered) and a performance event on the same day. A dog must win an award over another dog in Conformation and qualify in the performance event in order to earn the award.
- **Competition Win.** A dog must win one of the following awards over another dog in order to qualify for the Total Dog award:
 - o Best Male/Female of Variety or Reserve Best Male/Female of Variety
 - o Best Male/Female
 - o Reserve Best Male/Female
 - o Best of Winners
 - o Champion
 - o Reserve Champion
 - o Grand Champion
 - o Reserve Grand Champion
 - o Best of Breed
 - o Group 1 through 4 (Note: Group 4 win only counts if there are five or more breeds in the Group)
 - o Best in Show
 - o Reserve Best in Show
- **Eligible Performance Wins.** Qualifying Agility scores will count as an eligible performance win for the Total Dog/Total Junior awards.

CHAPTER 18 - DYNAMIC AGILITY - TUNNELS

Section 1. Tunnel Courses Defined. Tunnels courses consist of numbered tunnels set up in a sequence. Tunnels may be used more than once. The goal is for the dog to go through all the tunnels in order in the fastest time. Dynamic Tunnels may be offered at the club's discretion.

Section 2. Ring Size and Turns. The minimum ring size for Tunnels is 6,000 square feet. Tunnels courses should not have hard turns or 90° angles but are designed so dogs will go through some tunnel's multiple times. Judges should design courses with safety and fluidity in mind. Tunnels should be placed so the exit of one tunnel is 18 feet to 24 feet from the entrance of the next tunnel.

Section 3. Classes. There are two classes in tunnels, Novice and Elite. Both classes are open to all dogs eligible to compete in UKC events. Dogs can move between both classes but may only be entered in one class per trial. There are no "A" or "B" divisions.

- **Novice.** The Novice class has 6 to 8 tunnels and a relatively simple design.
- **Elite.** The Elite class has 9 to 12 tunnels and a more complex design.

Section 4. Height Divisions

The dogs will be divided into the standard height divisions:

- 4 inches
- 8 inches
- 14 inches
- 20 inches

Section 5. Minimum Jump Height. *Dogs jumping the Minimum Jump Height* will receive the same course time as the height division immediately below their own, but for placements will compete with their regular height division. (For example, a 20-inch **dog** will have the course time of a 14-inch dog but will compete for placements within their own division for the 20-inch dogs.)

Section 6. Standard Course Times. The same course will be used for all four divisions running in the same level. A standard course time (SCT) is set for each division based on the length of the course. Each division will have a slightly shorter amount of

time to run the course as the dogs go up in height and based upon the set criteria of the yards per second.

Section 7. Yards per Second (YPS). Course times are determined by the length of the course divided by YPS. For example, on a course that is 80 yards long, the SCT for a 14-inch Novice dog would be 35.55 seconds (80/2.25), and an 80-yard course for a 20-inch Elite dog would be 29.09 seconds (80/2.75). The YPS per class and division are as follows:

- **Novice:** Yard per second for 14" and 20" divisions will be 2.25 yards per second. The 4" and 8" divisions will use the course time figured based on 2.25 yards per second plus an extra 5 seconds.
- **Elite:** Yard per second for 14" and 20" divisions will be 2.75 yards per second. The 4" and 8" divisions will use the course time figured based on 2.75 yards per second plus an extra 5 seconds.

Section 8. Timing of Runs. Running times will be recorded to the 100th of a second.

Section 9. Titles. All qualifying runs are evaluated on a pass/fail basis. Each passing run will count as one leg. Once a dog has earned the required number of legs in each class, a title certificate will be issued and mailed to the owner of record. Titles may be earned from either class (Novice or Elite) in any order, but the titles within each class must be earned consecutively.

• **Novice Tunnel Titles.**

- o Novice Tunnels (NT): 5 qualifying legs must be earned in the Novice class to earn the Novice Tunnels title.
- o Novice Tunnels Excellent (NTE): 5 qualifying legs must be earned in the Novice Class to earn the Novice Tunnels Excellent title.
 - A dog must have earned the NT title to be eligible to earn legs towards the NTE title.
 - Legs towards the NTE title will begin counting at the next trial following the completion of the NT title.
- o Novice Tunnels Supreme (NTS): 10 qualifying legs must be earned in the Novice Class to earn the Novice Tunnels Supreme title.
 - A dog must have earned the NTE title to be eligible to earn legs towards the NTS title.
 - Legs towards the NTS title will begin counting at the next trial following the completion of the NTE title.
- o Numeric Novice Tunnel Supreme Titles. A numeric designation will be added each time an additional 10 legs are earned after the completion of the NTS title (NTS3, NTS4, and so on).

• **Elite Tunnel Titles.**

- o Elite Tunnels (ET): 5 qualifying legs must be earned in the Elite class to earn the Elite Tunnels title.
- o Elite Tunnels Excellent (ETE): 5 qualifying legs must be earned in the Elite Class to earn the Elite Tunnels Excellent title.
 - A dog must have earned the ET title to be eligible to earn legs towards the ETE title.
 - Legs towards the ETE title will begin counting at the next trial following the completion of the ET title.
- o Elite Tunnels Supreme (ETS): 10 qualifying legs must be earned in the Elite Class to earn the Elite Tunnels Supreme title.
 - A dog must have earned the ETE title to be eligible to earn legs towards the ETS title.
 - Legs towards the ETS title will begin counting at the next trial following the completion of the ETE title.
- o Numeric Elite Tunnel Supreme Titles. A numeric designation will be added each time an additional 10 legs are earned after the completion of the ETS title (ETS2, ETS3 and so on).

Section 10. Non-Qualifying Faults. The following are performance faults and will result in the dog receiving a non-qualifying run for the course.

- Failure to complete the course within the allotted time
- Refusal of dog to go through a tunnel
- Dog inserts all four paws into a tunnel, then comes back out of the same opening without completing tunnel
- Dog completes an off-course tunnel
- Dog runs through a correct tunnel but in the wrong direction
- Dog receives three (3) or more faults

Section 11. Major Faults. The following are performance faults and will result in the dog receiving a fault, which will be tallied and counted for final placements in the class division.

- Dog inserts their nose or paw into a tunnel and then backs out of the opening but then completes the tunnel correctly
- Dog runs by the next sequential tunnel but then completes it correctly

Section 12. Awards. The judge shall give up to four placements for passing runs in each height division, based on the running time and number of faults incurred. Placements will first be determined by the dog with the fastest times and without any faults. A dog that has faults must not be placed above any dog that has no faults.

- First place must be awarded to the dog with the fastest time and no faults
- Second place to the dog with the next fastest time and no faults
- Third place to the dog with the next fastest time and no faults
- Fourth place to the dog with the next fastest time and no faults

If all placements have not been awarded in a division, then the judge will award the remaining placements as follows:

- Next team with the fastest running time, with one fault until the all placements have been awarded
- This may be followed by the teams with the fastest running time and two faults
- If two or more dogs have the same time (and faults) for a placement, the dogs shall tie, and the tie will stand

Division Placements Example							
Dog / Team - 10"	Time	Faults	Placement	Dog / Team - 20"	Time	Faults	Placements
Team A	75	0	3rd	Team A	69	2	Q
Team B	57	3	NQ	Team B	55	0	1st
Team C	75	1	Q	Team C	55	2	Q
Team D	68	2	Q	Team D	56	0	2nd
Team E	80	0	4th	Team E	70	1	Q
Team F	66	0	1st	Team F	69	0	3rd
Team G	70	0	2nd	Team G	69	1	4th

Section 15. Judging Procedures. Judges may use a scribe to record performances on scoresheets when judging this class.

CHAPTER 19 - DYNAMIC AGILITY - HURDLES

Section 1. Hurdles Courses Defined. Hurdle course consists of a set number of bar hurdles plus one or two tunnels, if desired. Hurdles (and tunnels, if used) are set up in a numbered sequence and can be used more than once. The dog must complete all the jumps and tunnels in the correct sequence in the fastest time. Dynamic Hurdles may be offered at the club's discretion.

Section 2. Ring Size and Turns. The minimum ring size for Hurdles is 6,000 square feet. Hurdle courses should not have hard turns or 90° angles but are designed so dogs can execute hurdles multiple times. Judges should design courses with safety and fluidity in mind. Hurdles should be placed so the exit of one hurdle is 18 feet to 24 feet from the entrance of the next hurdle.

Section 3. Classes. There are two classes in Hurdles: Novice and Elite. Both classes are open to all dogs eligible to enter UKC events. Dogs can move between both classes but may only be entered in one class per trial. There are no A or B divisions.

- Novice. The Novice class has 10 to 16 obstacles. Any obstacle can be used multiple times.
- Elite. The Elite class has 15 to 24 obstacles. Any obstacle can be used multiple times.

Section 4. Height Divisions

The dogs will be divided into the standard height divisions:

- 4 inches
- 8 inches
- 14 inches
- 20 inches

Section 5. Minimum Jump Height. *Dogs jumping the Minimum Jump Height* will receive the same course time as the height division immediately below their own, but for placements will compete with their regular height division. (For example, a 20-inch **dog** will have the course time of a 14-inch dog but will compete for placements within their own division for the 20-inch dogs.)

Section 6. Standard Course Times. The same course will be used for all four divisions running in the same level. A standard course time (SCT) is set for each division based on the length of the course. Each division will have a slightly shorter amount of time to run the course as the dogs go up in height and based upon the set criteria of the yards per second.

Section 7. Yards per Second (YPS). Course times are determined by the length of the course divided by YPS. For example, on a course that is 80 yards long, the SCT for a 14-inch Novice dog would be 35.55 seconds (80/2.25), and an 80-yard course for a 20-inch Elite dog would be 29.09 seconds (80/2.75). The YPS per class and division are as follows:

- **Novice:** Yards per second for 14" and 20" divisions will be 2.25 yards per second. The 4" and 8" divisions will use the course time figured based on 2.25 yards per second plus an extra 5 seconds.
- **Elite:** Yards per second for 14" and 20" divisions will be 2.75 yards per second. The 4" and 8" divisions will use the course

time figured based on 2.75 yards per second plus an extra 5 seconds.

Section 8. Timing of Runs. Running times will be recorded to the 100th of a second.

Section 9. Titles. All qualifying runs are evaluated on a pass/fail basis. Each passing run will count as one leg. Once a dog has earned the required number of legs in each class, a title certificate will be issued and mailed to the owner of record. Titles may be earned from either class (Novice or Elite) in any order, but the titles within each class must be earned consecutively.

- **Novice Hurdles Titles.**

- o Novice Hurdles (NH): 5 qualifying legs must be earned in the Novice class to earn the Novice Hurdles title.
- o Novice Hurdles Excellent (NHE): 5 qualifying legs must be earned in the Novice Class to earn the Novice Hurdles Excellent title.
 - A dog must have earned the NH title to be eligible to earn legs towards the NHE title.
 - Legs towards the NHE title will begin counting at the next trial following the completion of the NH title.
- o Novice Hurdles Supreme (NHS): 10 qualifying legs must be earned in the Novice Class to earn the Novice Hurdles Supreme title.
 - A dog must have earned the NHE title to be eligible to earn legs towards the NHS title.
 - Legs towards the NHS title will begin counting at the next trial following the completion of the NHE title.
- o Numeric Novice Hurdles Supreme Titles. A numeric designation will be added each time an additional 10 legs are earned after the completion of the NHS title (NHS2, NHS3 and so on).

- **Elite Hurdles Titles.**

- o Elite Hurdles (EH): 5 qualifying legs must be earned in the Elite class to earn the Elite Hurdles title.
- o Elite Hurdles Excellent (EHE): 5 qualifying legs must be earned in the Elite Class to earn the Elite Hurdles Excellent title.
 - A dog must have earned the EH title to be eligible to earn legs towards the EHE title.
 - Legs towards the EHE title will begin counting at the next trial following the completion of the EH title.
- o Elite Hurdles Supreme (EHS): 10 qualifying legs must be earned in the Elite Class to earn the Elite Hurdles Supreme title.
 - A dog must have earned the EHE title to be eligible to earn legs towards the EHS title.
 - Legs towards the EHS title will begin counting at the next trial following the completion of the EHE title.
- o Numeric Elite Hurdles Supreme Titles. A numeric designation will be added each time an additional 10 legs are earned after the completion of the EHS title (EHS2, EHS3 and so on).

Section 10. Non-Qualifying Faults. The following are performance faults and will result in the dog receiving a non-qualifying run for the course.

- Failure to complete the course within the allotted time
- Refusal of dog to go over a hurdle
- Dog knocks a bar off a hurdle
- Dog takes an off-course jump or tunnel
- Dog knocks the hurdle over
- Dog jumps the correct hurdle backwards
- Dog refuses to go through a tunnel
- Dog runs through a correct tunnel in the wrong direction
- Dog inserts all four paws into a tunnel and then comes back out of the same opening, without completing tunnel
- Dog receives three (3) or more faults

Section 11. Major Faults. The following are performance faults and will result in the dog being assessed a fault for each occurrence, which will be tallied and counted for final placements in the class division.

- Dog inserts their nose or paw into a tunnel and then backs out of the opening, but then completes the tunnel correctly
- Dog runs by the next sequential obstacle but then completes it correctly

Section 12. Awards. The judge shall give up to four placements for passing runs in each height division, based on the running time and the number of faults incurred. Placements will first be determined by the dog with the fastest times and without any faults. A dog that has any faults must not be placed above any dog that has no faults. See placement table under Dynamic Tunnels for examples.

- First place must be awarded to the dog with the fastest time and no faults
- Second place to the dog with the next fastest time and no faults

- Third place to the dog with the next fastest time and no faults
- Fourth place to the dog with the next fastest time and no faults

If all placements have not been awarded in a division, then the judge will award the remaining placements as follows:

- Next team with the fastest running time, with one fault until the all placements have been awarded.
- This may be followed by the teams with the fastest running time and two faults.
- If two or more dogs have the same time (and faults) for a placement, the dogs shall tie, and the tie shall stand.

Section 13. Judging Procedures. Judges may use a scribe to record performances on scoresheets when judging this class.

CHAPTER 20 - DYNAMIC AGILITY - 3 OF A KIND

Section 1. Course Defined. 3 of a Kind is a game of strategy, testing the ability of the handler to choose how to earn the most points available in each class within a certain amount of time. All classes run the same course. Each team may choose how to accumulate enough points for their level after starting the timer, which can be placed at a non-contact obstacle or jump or cones that designate the beginning. 3 of a Kind may be offered at the club's discretion.

Section 2. Ring Size and Turns. The minimum ring size for 3 of a Kind is 6,000 square feet.

Section 3. Classes. There will be no separate classes in 3 of a Kind. Upon entering 3 of a Kind, the handler must provide the height division of the dog. The handler will decide how many points they would like to earn, and the total points earned will go towards titles in one of the following levels:

Novice	18-25 Points
Elite	26+ Points

Section 4. Height Divisions

The dogs will be divided into the standard height divisions:

- 4 inches
- 8 inches
- 14 inches
- 20 inches

Section 5. Minimum Jump Height. Dogs jumping the Minimum Jump Height will receive the same course time as the height division immediately below their own, but for placements will compete with their regular height division. (For example, a 20-inch dog will have the course time of a 14-inch dog but will compete for placements within their own division for the 20-inch dogs.)

Section 6. Timing of Runs. Running times will be recorded to the 100th of a second.

Section 7. Course Time. The course time is not determined by yards per second but rather is the same time for all classes per height division.

- Time Warning. A buzzer or other audible warning will sound 5 seconds before the end of time, indicating the point accumulation is over and the team must get to the end of the course where the timer or cone is located to stop the timer in those 5 seconds. Dogs that run overtime will receive deductions as indicated in the obstacle point table.

Maximum Time Allotment for Each Division.

Division (Inches)	Regular (Seconds)	Minimum Jump height (Seconds)
4"	50	55
8"	50	55
14"	45	50
20"	45	50

Section 8. Obstacles List. There is only one course design used per trial and it is used for both levels. The course requirements are outlined in Section 8.

Permitted Obstacles.

- Hurdles.
 - o Bush

- o Log
- o Picket Fence
- o Rail Fence
- o Long Jump
- o Spread Jump
- o Stanchioned or Winged Bar Jumps
- Contact obstacles.
 - o Teeter-Totter
 - o Dog Walk
 - o A-Frame
- Additional obstacles.
 - o Tire Jump
 - o Tunnels
 - o Weave poles (only one set of 6 weave poles are allowed)
- Bonus Obstacles (Optional)
 - o Sway Bridge
 - o Swing Plank

Prohibited Obstacles.

- o Hoop Tunnel
- o Table
- o Pause Box

Section 9. Course Design. Obstacles may be taken up to two times each, but each course should be designed with safety and fluidity in mind. Hurdles and contact obstacles should be placed so the exit of one obstacle is 18 feet to 24 feet from the entrance of the next obstacle. There is no set course design or direction the handler must take. The same course design, except for hurdle heights, will be used for all four divisions.

Section 10. Running the Course. The decision of which jumps and obstacles to perform during the run is left up to the handler. The team must meet or exceed the minimum number of points outlined in each level to earn a qualifying score at that level. Obstacles may be taken back to back if performed safely. ***Dogs must take at least one obstacle from each of the three categories below in order to qualify.***

Section 11. Obstacle Categories. The course must include a total of 15 obstacles and must meet the number of individual obstacles as outlined within in each Category below.

- **Category 1.** A minimum of 3 jumps with at least one handling challenge (serpentine, threadles, backside, or pinwheel) must be in the course. Numbered cones will indicate the order the jumps must be taken to receive the bonus points.
 - o A single jump that is part of the 3-of-a-Kind sequence (Bonus Category) can be used as an individual jump and will only be worth 1 point and counted as a single jump.
 - o A single jump may be used a maximum of two times and is worth 1 point each.
- **Category 2.** At least 2 contact obstacles must be in the course.
 - o Acceptable contact obstacles are A-Frame, Dog Walk, or Teeter, and may be used a maximum of two times each.
 - o Each contact obstacle is worth 5 points.
- **Category 3.** At least 1 of the following obstacles must be in the course. Additional obstacles are worth 3 points and may be used a maximum of two times each.
 - o Tunnels (courses may have more than one tunnel)
 - o Tire Jump
 - o Six (6) weaves
- **Dogs must complete at least one obstacle from each of the three categories in order to qualify.**
- **Bonus Category:** The Bonus Category is another way to accumulate points. These obstacles are optional and can be taken at any time during the run.
 - o 3 of a Kind Sequence must be in the course and must be performed in the correct sequence. The sequence will be designated by numbered or colored cones. The 3 of a Kind may only be performed once and is worth an additional 10 bonus points.

- o Stanchion and winged bar jumps are worth 1 point each.
- o Swing Plank and Sway Bridge are worth 5 points each and are optional.

Section 12. Non-Qualifying Performance. A non-qualifying score is given for the following:

- o Team does not meet the minimum point accumulation
- o Team does not finish the run within the allotted time for its height division

OBSTACLE POINT TABLE	
1 point (each obstacle)	Regular hurdles
3 points (each obstacle)	Tunnel, Tire, 6 Weaves
5 points (each obstacle)	A-Frame, Dog Walk, Teeter
Bonus obstacles are not required to be performed to earn a qualifying score	
Bonus 10 points (once)	3 of a Kind in the correct sequence
Bonus 5 points (each obstacle)	Swing Plank, Sway Bridge
Deductions for Overall Performance	
Dropped bars on hurdles	No points may be earned
Missing obstacle contact zones	No points may be earned
Running over allotted time	3-point deduction for each second over time

Section 13. Awards. Due to the nature of how 3 of a Kind is scored, the only awards that shall be given is qualifying ribbons. Dogs must have received a qualifying run to earn a qualifying ribbon.

Section 14. Earning Titles. 3 of a Kind is scored as a qualifying pass or a fail. A dog must meet the minimum point requirements for a level and complete the run within the allotted time to earn a qualifying pass. Once a dog has met the title requirement in each class, a title certificate will be issued and mailed to the owner of record. Titles do not need to be earned consecutively.

- **Novice 3 of a Kind – N3K.** Three qualifying Novice passes must be earned to receive the N3K title.
 - o Numeric Novice 3 of a Kind Titles. A numeric designation will be added each time an additional N3K title is earned (N3K2, N3K3, and so on).
- **Elite 3 of a Kind – E3K.** Three qualifying Elite passes must be earned to receive the E3K title.
 - o Numeric Elite 3 of a Kind Titles. A numeric designation will be added each time an additional E3K is earned (E3K2, E3K3, and so on).

Section 15. Judging Procedures. Judges may use a scribe to record performances on scoresheets when judging this class.

CHAPTER 21 - AGILITY TIMEKEEPERS AND STEWARDS

Section 1. Timekeepers and Stewards. The Event Chairperson is responsible for ensuring that the following categories of timekeepers and stewards are assigned to assist the judge in all classes and divisions. Any duties assigned in this rulebook to a timekeeper or steward may also be done by the judge at the judge's discretion. The steward may not change any figures on judges' books but notify the judge of any found.

Section 2. Chief Ring Steward. The Chief Ring Steward assigns an appropriate number and type of stewards to each ring and ensures that each ring is properly equipped. Equipment should include such items as wickets, calculators, paper, pens or pencils, stopwatches, and a current agility rulebook. Where possible, each ring should include the stewards as described below.

Section 3. Primary Timekeeper. To ensure consistency the same steward should perform this duty for an entire class. The Primary Timekeeper is responsible for the following:

- Times each dog's official running time, using electronic timing equipment, or a digital stopwatch that records time to 1/100th of a second. A digital stopwatch with a stop and restart mode shall be used in timing Agility performances.
- Timing is started when any part of the dog's body passes the starting line or a line that extends on either side of the starting line.
- Timing is stopped when any part of the dog's body crosses the finish line or a line that extends on either side of the finish line, after the last obstacle is completed.
- Reports the running time to the judge in the following manner: minutes, seconds, and hundredths of seconds.
- Upon instruction by the judge, always watch the dog's performance and be ready to stop the running time should an obstacle be out of position or some other disturbance occurs.

Section 4. Back-up Timekeeper. The Back-up Timekeeper is responsible for the following:

- If electronic timing equipment is not being used, or if requested by the judge, the back-up timekeeper times each dog's running time, using a digital stopwatch that records time to 1/100th of a second. This time shall be used in case the primary timekeeper makes an error in recording the official time. One example would be a stopwatch malfunction.
- May also assist the judge with tasks such as relaying the judge's signals to a hearing-impaired handler when necessary.

Section 5. Gate Steward and Ring Steward Responsibilities.

- Ensure the next dog and handler are ready to enter the course as soon as the previous performance has been completed or when the judge has requested the next team to enter the course
- Check the entry number on each scoresheet to make sure it is correct and deliver to judge
- Return completed scoresheets to the table steward
- Should be aware of any omissions or changes in the sequence of entry numbers and inform the handlers so they may be ready when called to the ring.
- It is recommended the gate steward have a chart to help keep handlers apprised of their position in the running order and which teams have already run.
- Check the course after each performance for any adjustments that need to be made such as an obstacle that needs straightening

Section 6. Table Steward Responsibility.

- Receive the partially completed scoresheet from the gate steward after each performance.
- Convert the official running time to seconds and hundredths of seconds (if the judge or timekeeper has not already done so) and record on the scoresheet
- Subtract the SCT from the official running time to determine time faults, if any, and records time faults on the scoresheet
- Record the total performance faults and additional faults from the judge's scoring marks when necessary
- Add together performance faults, time faults, and additional faults to determine and record the final score and record whether it was a qualifying performance

Section 7. Recording Steward Responsibility.

- Receive the completed scoresheet from the table steward and check to make sure the faults are added correctly
- Display the entry number, final score, and running time to handlers and spectators using the means provided by the club for announcement of score
- Record the final score and running time in the judges' books, or record the performance as an NQ when necessary
- Complete the judge's summary sheet by listing all entries with qualifying scores and determining placements for awards
- Give all completed paperwork to the Event Secretary, who will obtain the judge's final approval

Section 8. Event Secretary. The Event Secretary has many duties to fulfill, which are found in the **Official UKC Rules for All-Breed events.**

CHAPTER 22 - AGILITY EQUIPMENT AND SPECIFICATIONS

Section 1. Non-Hurdle Obstacles

- Except where specified, framework, support legs, structures, and bases for contact obstacles may be made from wood, metal or PVC, of sufficient strength and rigid enough to provide a safe obstacle for all sizes of dogs.
- Panels must be connected to eliminate any gaps large enough to fit a dog's foot or toe, or an insert must cover any gap between the panels. The entire top surface of the contact obstacle must be painted or coated with a rough, non-skid material, such as alternating layers of sand and flat latex paint or paint with granulated chips applied over the top, or with a rubberized surface. The use of rubber matting and carpet are prohibited except for the top of the Pause Table.
- The color of the contact zone must contrast with non-contact areas, but must not be white, black, or brown. It is recommended that the entire contact zone be painted a contrasting bright yellow. The color of the contact zone shall extend around the edges in order to be visible from the side.
- The entire entrance and exit ramps of the sway bridge are the contact zones. For all other contact obstacles, the top edge of the contact line is located 42 inches, with a ¼-inch (+/-) tolerance from the bottom edge of the board or ramp.

Contact Obstacles Construction.

A-Frame. This obstacle consists of two panels connected at one end and positioned to form a structure that simulates an A-Frame.

Construction.

- **Panels.** The panels may each measure 6 feet 8 inches, 8 feet, or 9 feet in length and 30 to 49 inches in width. Panels of 8 or 9 feet are preferred. A chain or other brace is attached approximately halfway up on the inside of each panel to secure the proper angle to the panels when set up for use. The apex for the A-Frame will be set vertically above the ground to:
 - o 42 inches for 6' 8" panel
 - o 48 inches for 8' panel
 - o 50 inches for 9' panel *9-foot panel may be set to 60 inches if equipment prohibits the 50-inch apex.
- **Slats.** Slats are not required, but if slats are present, they must meet the following requirements. Slats are approximately 3/8 of an inch to 1 inch thick and 3/4 of an inch to 1 1/2 inches wide and cut to extend the width of the panels. The slats are attached 12 inches apart with a 2-inch tolerance. Slats must be rounded or beveled to not be sharp. A slat on the upper edge of the contact zone is permitted.

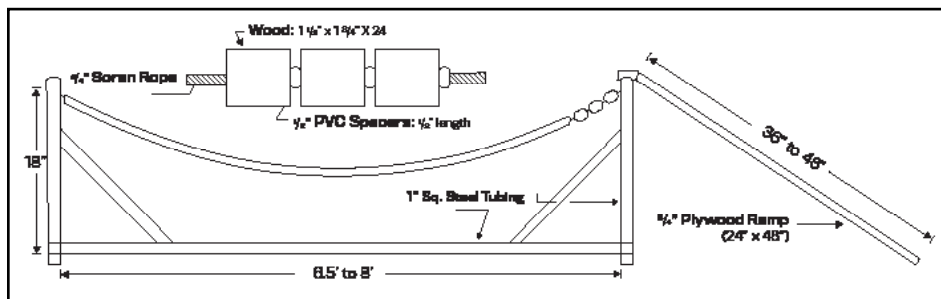
Dog Walk. This obstacle consists of a horizontal center plank section and two ramp sections.

Construction.

- **Planks.** All sections **must be 12 feet long** (with a 3-inch tolerance) and must be 12 inches wide (with a 1-inch tolerance). All three planks may be made from wood or fabricated material that can be properly surfaced.
- **Support legs.** The support legs must raise the horizontal center plank 48 inches (with a 2-inch tolerance) above the ground. The construction must minimize any movement of the planks.
- **Slats.** Slats are not required, but when used, they should conform to those described for the A-Frame. There is no required spacing for slats, except they should be uniformly spaced. A slat on the upper edge of the contact zone is permitted.

Grandfathered obstacles. The 8-foot dog walk remains acceptable until 2025.

Sway Bridge. This obstacle consists of a support structure on which a bridge of slats is suspended. Ramps on each end allow the dog to get on and off the bridge. add sentence: The Sway Bridge is an optional obstacle and may be used until 2025.



Construction.

- **Bridge.** The Bridge portion is constructed of 2-inch x 2-inch wooden or PVC boards 24 inches long. Holes are drilled through the center of these boards 2 inches from each end. The boards are connected by inserting a cable or non-stretch rope through the holes of the boards, with 1/2-inch spacers between each board. The spacers prevent the boards from pinching together as the dog walks across the bridge. Ends of the cable or rope may be attached to the support structure with turnbuckles to ensure that the bridge portion does not have too much slack.
- **Support structure.** The ends of the bridge are attached to the support structure approximately 18 inches high so the bridge hangs freely in a shallow arc over the 6.5-foot to 8-foot length of the support structure.
- **Ramps.** Entrance and exit ramps lead up to and away from the ends of the bridge. Ramps are 36 to 48 inches long and 24 inches wide.

Teeter-Totter. This obstacle consists of a board supported on a base that allows the board to pivot freely at the center point.

Construction.

- **Teeterboard.** The teeterboard shall be 12 feet in length and 12 inches (with a 1-inch tolerance) wide. The teeterboard may be made of wood or other suitable material.
- **Base.** The teeterboard is supported on a base that allows the teeterboard to pivot freely at the pivot point, which is 24 inches (with a 2-inch tolerance) above ground. One end of the board is to be weighted or offset so that following the exit of a dog, the board will return to its original position with the entrance end down. The board should be balanced so that it hits the ground in less than 3 seconds, when a 3-pound weight is placed 12 inches from the raised end.
- **Slats.** Cross slats are prohibited.

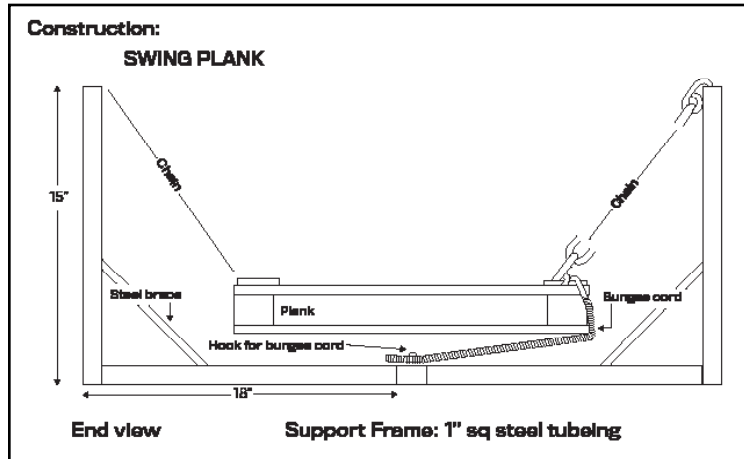
Grandfathered obstacles. The 8-foot and 10-foot teeterboards remain acceptable until 2025.

Section 2. Non-Contact Obstacles.

Barrel. This obstacle consists of one rigid plastic barrel or collapsible cloth barrel, 20 to 24 inches in diameter (with a 2-inch tolerance), and 34 to 36 inches tall with the open end facing up. The barrel is an optional obstacle.

- The barrel should be striped with tape, stickers, or paint of contrasting colors to make it more visible to the dog. Club logos are also permitted.
- The barrel must be weighted in place to prevent movement or tipping from wind or a dog bumping it. Between 2 and 4 sandbags should be placed inside the bottom of the barrel which should keep it in place on matting, artificial turf, or natural footing.
- On dirt or sod, the barrel may be held in place with tall stakes driven through holes in the floor on the inside of the barrel.

Swing Plank. This obstacle consists of a wide plank that is suspended at its corners from chains hanging from a support structure. The suspended plank is able to swing horizontally in all directions. The Swing Plank is an optional obstacle and may be used until 2025.



Construction.

- **Support structure.** The support structure is rigid and made up of four L-shaped pieces, two of which are attached at right angles to each side of each end of a 4-foot spline. The base of the L-shaped pieces are 18 inches in length and serve as leg supports to hold the structure in proper position. The upright portions of the L-shaped pieces are 15 inches in length and serve as the chain supports. Braces (approximately ¼-inch thick) are placed on each of the L-shaped pieces. The upright portions are to be capped for safety of the dog and the handler. It is preferred that the support structure be made of metal. However, wood is also acceptable.
- **Plank.** The plank may be made from ¾-inch wood or fabricated material and is 4 feet long and approximately 20 inches wide. Four chains of suitable length are required to hold the plank approximately 3 inches above the ground. One end of each chain is hooked to the tip of each upright while the other end is attached to brackets at the corners of the plank. The plank is then able to swing in all directions. A bungee check cord is attached to the two corners of each end of the plank and to the spline about 8 inches from the ends. The bungee cord is stretched tightly to prevent the plank from moving too rapidly as the dog moves over it.

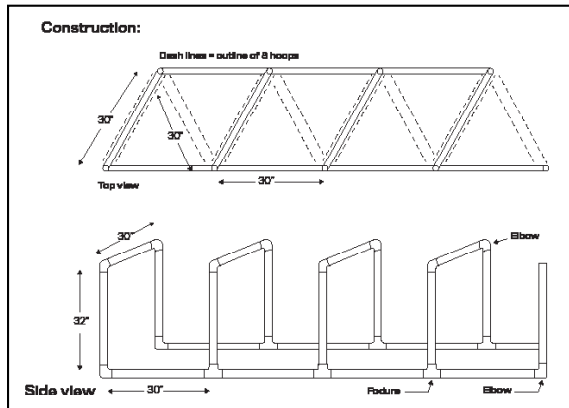
Weave Poles. This obstacle consists of six, nine, or twelve poles that are attached to a base or individual holder that is stuck in the ground.

Construction.

- **Base.** The base shall be no higher than ½ inch nor wider than 3 ½ inches and shall be secured to hold the weave poles vertically upright and to prevent movement on the course. The surface between the poles must be smooth without a raised strip of more than ¼ of an inch in height. A thick rubber washer and PVC cap (the same size as the PVC poles used) are bolted to the base runner. Alternately, a rigid upright, no greater than 4 inches high, may extend from the base, over which the poles may be placed.
- **Single pole holder.** Single pole holders for trials held outdoors is permitted.
- **Poles.** The poles are made from PVC up to 1 inch in diameter and 36 inches to 48 inches in height. The poles are 24 inches apart and should flex slightly so that the dog may push the poles sideways while moving through the series of poles. Poles must not have too much flex which can cause the pole to spring back and strike the dog. Poles must be striped with colored tape or paint to appear more visible to the dog.

Section 3. Tunnels.

Hoop Tunnel. This obstacle consists of hoops that are held in place by PVC or wood framework. The hoops are set at alternating angles to form a zig-zag pattern when seen from above.



Construction:

- **Frame.** The framework is constructed from 1-inch Schedule 20 (thin wall) PVC pipe or similar material. There are two base runners: one with four uprights and one with five uprights. The uprights are 32 inches high and spaced 30 inches apart on each runner. The two sections of runners and uprights are held in a vertical position by cross pieces of PVC pipe 30 inches in length that connect the upper ends of four of the uprights of one section to the tops of the four uprights of the other section; one upright on the 5-upright section will be free-standing. When assembling the obstacle, the uprights of the short section (four uprights) are positioned so that the uprights are directly across from the midpoint of the space between two uprights of the long section.
- **Hoops.** The hoops may be made of flexible pipe $\frac{3}{4}$ of an inch to 1 inch in diameter, with each hoop approximately 30 inches in diameter, or hula hoops may be used. A total of 8 hoops are attached and set at alternating angles of approximately 60 degrees to one another forming a zig-zag pattern when viewed from above. Hoops are secured to the supporting frame using elastic bands, Velcro, screws, etc. The hoops should rest on the ground.

Open Tunnel.

Construction.

- The overall length of the open tunnel when expanded should be approximately 15 feet to 20 feet, and the diameter of the opening approximately 24 inches (with a 2-inch tolerance). The tunnel must be able to bend or curve so that when a dog enters it cannot see the opening at the exit end.
- The tunnel must be supported or weighted to prevent rolling out of place or pulling together when in use. When tunnel supports are used, they shall not have a rigid upright that is capable of fitting between the ribs of the tunnel unless they are used at the beginning or the end.
- Tunnel fabric must be light colored or opaque material. Dark colored material or double lined dark material must be avoided.

Section 5. Pause Obstacles.

Pause Box. The inside measurement of the box is approximately 48 inches (with a 2-inch tolerance) square.

Construction:

- The walls may be constructed of PVC with an overall height of 4 to 6 inches.

Pause Table.

Construction:

- **Tabletop.** The tabletop is 36 to 42 inches square with a nonskid surface. A rubberized surface, rubber matting, or carpeting (with short, tight nap) is permitted. Synthetic turf is prohibited.
- **Table.** The table is adjustable to heights of 4 inches and 14 inches (**with a 1-inch tolerance**)

Section 6. Tire Jump.

Construction.

- **Framework.** The supporting framework is rectangular frame and rigid. The height of the uprights must be sufficient to suspend the tire at the 20-inch jump height. The frame uprights are connected at both the top and bottom by cross pieces of at least 48 inches. The uprights are held vertically in position by a base sufficiently weighted or secured. The height of the tire must allow the inside surface of the tire at its lowest point to be set at 4, 8, 14 and 20 inches.
- **Tire.** The tire has an approximately 24 to 30 inch inside diameter and is constructed from material that is at least 3 inches in diameter. It should be painted or taped with bands of a contrasting color to provide maximum visibility to the dog. The tire may be suspended from the upper crosspiece by a cord, while bungee cords or flat elastic bands may be used to hold the tire in place at the sides. Tire must be made to break away from the framework.

Grandfathered obstacles. Tires that do not break away from the frame are acceptable until 2025.

Section 7. Hurdles. Construction of the Hurdle obstacles may be of PVC (Schedule 40 is preferred), wood, or combinations of these and other materials.

- All hurdles must be between 42 and 60 inches in width, with uprights 32 to 48 inches in height, which may be separate, supported on their own bases, or connected by a cross piece between the uprights at ground level.
- The Bush, Log, and Long Hurdles, which do not have uprights as a normal part of their construction, require separate uprights of 36 to 48 inches in height attached to the hurdle or placed next to the hurdle to define the jump space.
- The hurdles may be painted in bright colors, while the top surfaces should be painted with stripes or contrasting colors to improve visibility to the dog. Wings may be provided with the hurdle obstacles, either as part of their construction, or separate from the hurdle.
- All hurdles, except the log hurdle and the long hurdle, shall provide heights of 4, 8, 14, and 20 inches from the ground.

Bush Fence Hurdle. This hurdle may hold live plants, branches cut from leafy shrubs, or artificial decorative plants, and have the appearance of a fence or solid hurdle.

Construction. Various types of designs are acceptable such as a basic wood planter box that holds plants with the total height of 4 inches, or any design giving appearance of being solid.

- **Height requirements.** Tips of the plants must reach the approximate jump height.

High (Vertical or Solid) Hurdle. This hurdle is like the High Jump used in Obedience.

- **Construction.** This obstacle may be constructed of PVC, wooden boards, or equal material. **Panels must be constructed to be displaceable.**

Grandfathered obstacles. Non-displaceable High hurdles remain acceptable until 2025.

Log Hurdle. The log hurdle is constructed of 10 sections of 4-inch PVC. Ten sections will provide pyramid stacks of 1, 3, 6, or 10 pipes for Divisions Toy, 1, 2, and 3, respectively. Maximum heights at the peak when stacked in a pyramid are approximately 4, 7, 10.5, and 14 inches respectively for Divisions Toy, 1, 2, and 3. Painted or taped stripes may be placed to increase visibility.

Long Hurdle. This jump is similar to but not the same as the broad jump used in Obedience.

Construction. The long hurdle may be constructed of PVC or wood materials. Two boards or PVC pipes are used for Division Toy and Division 1 dogs, three for Division 2 dogs and four for Division 3 dogs. Four uprights are required, one at each corner.

- **PVC Construction.** The PVC long hurdle is constructed using 4-inch diameter PVC. Supports must be placed under each end of each pipe but must not raise the pipes more than 2 inches. Stripes should be placed on the pipe to increase visibility.
- **Wood Construction.** This obstacle may be constructed of 4 to 5-inch-wide wooden boards. The boards must conform to the design (but not the measurements) used for the obedience broad jump. Stripes should be placed on the boards to increase visibility. Note: boards for the broad jump in obedience are normally too wide to be used for the long hurdle in Agility.
- **Jump Lengths.** The boards or pipes are spaced to create jumping lengths of 8, 16, 28, and 40 inches for Divisions Toy, 1, 2, and 3 respectively.

Picket Fence Hurdle. This hurdle resembles a picket fence.

Construction. This hurdle may be constructed from 1-inch x 2-inch or 1-inch x 3-inch wooden pickets spaced approximately 2 inches apart to resemble a picket fence, supported by uprights. Ends of the pickets are rounded or flattened, but not pointed. A cross piece at or near the top will prevent a dog's leg from being caught by slipping between the pickets.

Rail Fence Hurdle. This hurdle is not the same as a single bar or double bar hurdle and has several cross rails held between two uprights. Spaces between the rails give the appearance of a rail fence.

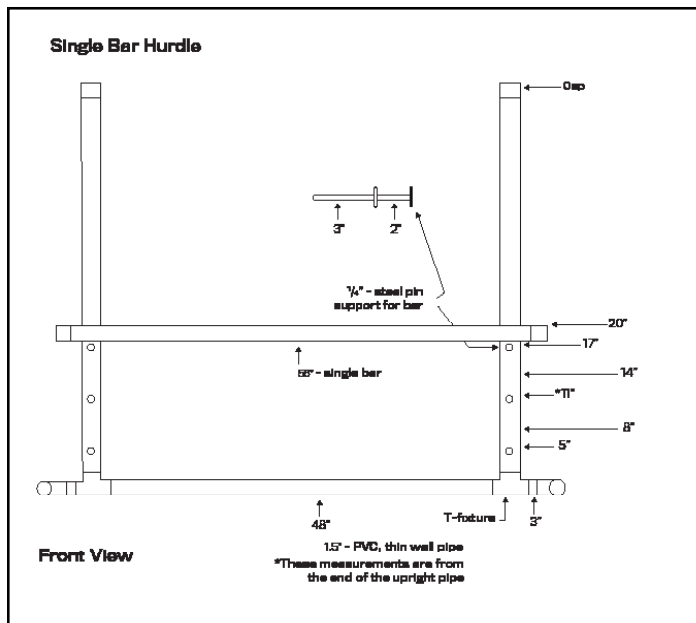
Construction. Several cross rails made of PVC pipe no larger than $\frac{3}{4}$ inch diameter, or narrow wooden boards are held between two uprights. **Rails (except for the bottom rail) must be displaceable.** PVC pipe may be used for the uprights. The cross rails (except for the bottom rail) must be displaceable, for example, by means of cupped supports attached to the inside of the uprights. The cupped supports should be shallow enough to allow for the easy displacement of the pipe rails. **The bottom rail may be held by inserting it through holes drilled through the uprights but may also be displaceable like the other rails.**

- **Number of Rails.** The number of rails may vary, but including a bottom brace, there must be a minimum of two for the 4-inch hurdle and 8-inch hurdle, three for the 14-inch hurdle, and four for the 20-inch hurdle.

Grandfathered obstacles. Non-displaceable rail hurdles remain acceptable until 2025.

Single and Double Bar Hurdle. This hurdle consists of single or double displaceable bars supported by supports attached to uprights.

Construction. This hurdle has one or two displaceable bars that are moved to serve for all four hurdle heights. The uprights and bar may be constructed of 1 to 1 ¼ inch diameter PVC pipe or wood. The displaceable bars are supported on the uprights by cup-like supports or rigid supports attached to the inside of the uprights. The supports must be shallow enough for the easy displacement of the bar. Pins or bolts for supports are not permitted.



Spread Hurdle.

Construction. This hurdle consists of 2, 3, or 4 displaceable bars that are separated both vertically and horizontally. All bars are 6 inches apart horizontally. The hurdle heights are:

- **Toy Division. Two bars are used.** The first is no higher than 2 inches, and the second is 4 inches, and the two bars are 6 inches apart.
- **Division 1. Two bars are used.** The first is 4 inches high, the second 8 inches, and the two bars are 6 inches apart.
- **Division 2. Three bars are used.** The first two are left in the same positions as for Division 1, while the third is 14 inches high and 6 inches from the second bar.
- **Division 3. Four bars are used.** The first three are left in the same positions as for Division 2, while the fourth is 20 inches high and 6 inches from the third bar.

DEFINITIONS

Age of Dog. A dog's age, for entry purposes, is determined by the date of the event. A dog born on January 1 shall turn six months old on July 1 of the same year. Dogs must be in the correct age group for the class being entered on or before the date of the event.

Agility Trial. An all-breed event hosted by a UKC licensed club at which the judge evaluates the ability of teams of handlers and dogs to perform a series of obstacles in accordance with these rules.

All-Breed Show. A Conformation show that offers competition for all breeds eligible for UKC Conformation shows. **Shows that exclude specific breeds due to breed specific judge licensing requirements are still considered an All-Breed Show.**

Altered. A dog made sterile by castration or spaying.

Adjusted Course Time (ACT). Adjustments to the Standard Course Time (SCT), is referred to as the Adjusted Course Time (ACT).

Blind. A dog is blind if it has no useful sight.

Breeder of Record. The owner of the dam on the date of breeding is the breeder of record of all dogs whelped in the resulting litter.

Conformation Show. A show hosted by a UKC licensed club at which the physical attributes and temperament of purebred dogs are evaluated by judges in accordance with these rules and the UKC standards for each breed.

Day-of-Show Entry. Entries that can be taken on-site before a show. Most UKC clubs allow entries to be taken on the day of a show or trial. The opening and closing time for taking these entries is found on the Events Listing, on the UKC website and in any official announcement for the show.

Delimiting Line. A delimiting line is an area that is identified by a line marking the area of the course that is prohibited to the handler while the dog is negotiating that part of the course. **(A delimiting box around an obstacle is no longer required.)**

Disqualified. Dog is deemed ineligible for competition. This can be the result of a condition prohibited in the rules, such as an alteration to the dog's natural state, an undesirable trait as listed in a breed standard or a condition of or action by a dog that is prohibited under the rules

of the United Kennel Club. A dog that has been disqualified from a conformation show or performance event pursuant to dog temperament, may not participate in any further events unless reinstated by UKC.

Dog. The word “dog” used in these regulations includes both sexes.

Dynamic Agility. Dynamic Agility classes and titles are designed to showcase the different skills and abilities of dogs and handlers. These classes focus on speed or strategy rather than precision.

Entry Form. An official UKC document required for entry into a UKC licensed event. The entry form provides all the necessary information regarding the dog being entered in the event as well as the owner information for the dog.

Excused. A dog that has been dismissed from competition by a judge or requested by the exhibitor for the purpose of leaving the ring. Additional information regarding excused dogs may be found in the **Official UKC Rules for All-Breed Events**.

Major Fault. A major fault is a serious enough fault that would render the run as non-qualifying if the team did not make a repeated attempt. A mandatory deduction of 5 points and up to a non-qualifying score can be assessed for the specific fault.

Minimum Jump Height. Any dog regardless of age may choose to jump the minimum jump height, which will be the jump heights for the division directly below their actual height division. Dog jumping the Minimum Jump Height will have an extra five seconds added to their run time.

Minor Fault. Deduction of 1 point to 3 points are assessed for imperfect performances of obstacles that do not require a repeat attempt. Running past an obstacle and returning to enter it is an example of a minor fault.

Immediate Family. The spouse, parent, stepparent, child, stepchild, brother or sister, grandchild, in-law of a person is considered an immediate family member.

Lame. Impaired locomotion to limp or move with difficulty.

Leg. A qualifying score counted towards a title.

Licensed classes. Classes that are required to be offered at a UKC Conformation show or Performance event from which dogs can earn points and awards.

Non-Licensed Classes. Optional classes that may be offered at a UKC Conformation show or Performance event. No champion points are awarded from these classes.

Non-Qualifying Score. Also referred to as an NQ. A non-qualifying score is given for the most serious deviations from the ideal. One non-qualifying score in any exercise means that the dog has not met the minimum requirements to pass the class it was entered in. A dog that has received a non-qualifying score in one class may compete in a different class in the same trial.

Performance Event. Events where a dog is judged based on performance rather than conformation.

Performance Listing (PL). A listing number that allows a dog to participate in UKC Junior Showmanship and Performance events. Dogs may be mixed-breed, purebred dogs of unknown pedigree or with disqualifying faults as described in the UKC breed standard or breeds not recognized by UKC. PL listed dogs are not eligible for Regular or Altered Conformation events.

Pre-Entry. Entries that are accepted by a club up until a specified date before the show. Some UKC clubs offer pre-entry in addition to day-of-show entry. These entries must be submitted by the pre-entry deadline, as outlined in the club’s Event Listing found on the UKC website. Pre-entry rates are normally lower in price than day-of-show entries.

Pre-Entry Only. An event where a club determines they will not accept any day-of-show entries. For this type of event, the entry must be received by the host club by the pre-entry deadline as outlined in the club’s Event Listing found on the UKC website.

Qualifying Score. The minimum score or performance, including all deductions, required to receive a passing score in a performance event.

Sportsmanship. Conduct that demonstrates proper consideration for fairness, ethics, respect, and a sense of fellowship with one’s competitors while exhibiting and responsibility, self-control and respect for both authority and opponents.

Standard Agility. Standard Agility is a timed event over an obstacle course based more upon precision of the performance, rather than time. The overall performance should convey an image of fun, enthusiasm and partnership between the dog and handler.

Standard Course Time. Also referred in an abbreviated form as SCT. The Standard Course Time is the maximum number of seconds allowed for a dog to complete the course without incurring time fault deductions.

Temporary Listing (TL) number. A Temporary Listing is a number issued to an eligible dog that is not permanently registered with UKC, prior to the start of any licensed events. A TL number allows that dog to be entered and shown as a valid entry, receive wins and have those wins converted onto its record once permanently registered.

Trap Obstacle. A hurdle obstacle permitted in an advanced agility course in addition to the required obstacles that is not one of the numbered obstacles that is performed.

Wait List. The list of all entries after the numerical entry number set by the club or the daily limit of 200 entries per judge have been received is called the wait list.

Wicket. A measuring device that is used to accurately determine a dog’s height. Height is determined by drawing a straight line from the top of the withers perpendicular to the ground.

Withers. The highest part of the back of the dog, located between the shoulder blades.

INHERENT RIGHTS AND POWERS OF UKC®

**Revised December 18, 2009*

United Kennel Club holds and has reserved to itself certain inherent rights and powers in connection with conducting its business, registering litters, transferring registrations of dogs, licensing events, and awarding titles. These inherent rights and powers include but are not limited to the following:

United Kennel Club has the right to inspect all reports, scorecards and documents related to UKC events. Some, but not all, of the items subject to inspection are:

- Scores;
- Disqualifications of dogs for fighting or other reasons;
- Errors by the recording person; and
- Documentation excluded for any reason.

UKC reserves the right to correct any mistakes found during such inspection whether or not the document has the signature of a Judge or Club Officer. UKC reserves the right to itself and in its sole judgment and discretion, to take such actions and impose such sanctions as would:

- Bar an individual from entering or participating in any way in any UKC licensed event.
- Bar an individual from transferring or registering any pups or dogs in that person's name (joint or full registration) or to any member of that person's family.
- Bar an individual from receiving Championship points for any dog registered in that person's name (joint or full registration).

By way of illustration, the following constitute some, but not all, of the situations calling for the above sanctions:

- Falsification or alteration of a UKC Registration Certificate, Pedigree, UKC Easy Entry® Card or any other UKC document.
- Falsification or alteration of any reports of wins issued to UKC
- Falsification or alteration of receipts issued by UKC Judges.
- Switching, wrongfully using or attempting to use a UKC Registration Certificate, Pedigree, UKC Easy Entry® Card or any other UKC document.
- Selling or attempting to sell a dog with false or incorrect UKC Registration Certificate or Pedigree.
- Intimidating, threatening, or injuring a Judge, Club/Association member or official, event participant or spectator, or UKC representative.

The six illustrations given above are only by way of example and UKC reserves to itself its inherent right and power to impose such sanctions in any other circumstances deemed appropriate by UKC.

Any individual who is found guilty by a court of law of a crime involving dogs will be barred from United Kennel Club for an indefinite period. A person shall be considered guilty in a criminal proceeding if they are convicted by a judge, jury, or if they enter a plea bargain or other arrangement to plea to a lesser offense, or if their case is disposed of by any form of deferred adjudication; a person shall be considered guilty in a civil proceeding if they are held responsible or liable by a judge, jury, or if a compromised settlement is reached between the parties.

UKC® POLICY REGARDING PERSONS ASSOCIATED WITH FIGHTING DOGS

Any individual or group of individuals known by UKC to promote, support, raise dogs for fighting; knowingly sell, give or trade dogs that will be used in fighting; condone or be associated with the facing off, game testing, rolling or pitting of dogs; or arrested for attending and/or participating in a dog fight, will have the following actions taken against them by United Kennel Club:

1. All dog registration privileges will be revoked for life.
 - o The person(s) will not be permitted to register any litters of puppies.
 - o The person(s) will not be permitted to transfer ownership of any puppies or adult dogs into their name.
2. The person(s) will be barred for life from participating in or entering any UKC licensed events. Their dogs will not be awarded any UKC Championship points or titles even if handled by another person.
3. The person(s) will be barred for life from advertising in any UKC publications.

Anyone aware of any persons currently involved in such activities as are listed above should report them to United Kennel Club.

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OCTOBER 1, 2021 RULE CHANGES INSERT

Chapter 2, Section 4: Measuring wheel added as a piece of equipment that must be provided by the club.

Chapter 5, Section 1A and Section 2A: Corrected to reflect that handlers who have earned a BA or IA title on a dog may still enter the A section of Beginner Agility or Intermediate Agility if the dog they are handling does not yet have the BA title or IA title, respectively.

Chapter 6, Section 4: Veteran height division replaced with Minimum Jump Height. The Minimum Jump Heights are the same as the Veteran heights, but are open to any dog regardless of age.

Chapter 7, Section 1: Changed to state that a Standard Agility trial must be held at least once per weekend instead of every trial.

Chapter 9, Section 11: Text added to allow handlers to speak to or praise their dogs during obstacle familiarization, to the point of clarifying that normal speech and praise is not considered training in the ring. Language describing the running order of the handler walk through and obstacle familiarization has been simplified.

Chapter 9, Section 11: Added that a dog that fouls the ring during obstacle familiarization will be assessed a 10-point deduction from their final score.

Chapter 9, Section 17: Crossed arms signaling an NQ added to the list of hand signals judges may use with scribes.

Chapter 9, Section 19: Changed to limit the number of delimiting lines on an Intermediate or Excellent Agility course to two.

Chapter 10, Section 3: Clarification added to the non-hurdle obstacle list to explain that it is not required that all six of the non-hurdle obstacles be used. Correction added that no more than two delimiting lines may be set on an Intermediate or Excellent course.

Chapter 10, Section 3: Intermediate Agility section reworded for clarity.

Chapter 10, Section 3: The minimum number of obstacles required in the Excellent Agility class has been changed from 18 to 17.

Chapter 12, Section 2: Change to allow faults called in the Intermediate class at the judge's discretion.

Chapter 12, Section 4: Clarification added to Running Off-Course regarding knocked obstacles, taking obstacles out of sequence, and taking obstacles backwards.

Chapter 12, Section 4: Additional point added to list of Non-Qualifying faults for a knocked bar or obstacle.

Chapter 12, Section 6: Correction made to scoring of Sway Bridge - jumping from the bridge to the ground or vice-versa is a 5-point deduction.

Chapter 12, Section 7: Clarifications added for scoring Tunnels. "Dog fails to complete tunnel in the correct direction" has been removed as a Non-Qualifying fault for redundancy. Entering the incorrect end of a tunnel or crossing through the sides of the Hoop Tunnel during the attempt is a 3-point deduction.

Chapter 12, Section 9: The rule stating that a judge or steward must stop the motion of the Swing Plank if a second attempt is required has been removed.

Chapter 12, Section 9: Scoring for the Swing Plank in the Intermediate class has been corrected to read that "dog fails to complete the obstacle *by the second attempt*" is a Non-Qualifying fault.

Chapter 12, Section 9: Scoring for the Weave Poles in the Intermediate class has been corrected to read "dog fails to complete the obstacle *by the second attempt*" is a Non-Qualifying fault. Backweaving when returning to start a second attempt of the Weave Poles is a 3-point deduction.

Chapter 12, Section 9: Scoring of the Barrel updated to reflect that dogs in Beginner Agility must complete the obstacle on the third attempt, and dogs in Intermediate Agility must complete the obstacle on the second attempt. Knocking the barrel over has been reclassified as a Non-Qualifying fault. In Excellent Agility, taking the barrel in the wrong direction is a failed attempt. Language added to clarify that a handler going around the barrel is acceptable.

Chapter 13, Section 1: Clarified that failing to trigger the timing sensor is not considered a run-by. Clarified that a handler who triggers the sensor after stating that they are ready for judging to begin will be assessed a 5-second time penalty.

Chapter 13, Section 4: Language changed to replace Veteran times with Minimum Jump Height times. Times for Minimum Jump Height are figured the same way Veteran times were figured.

Chapter 15, Section 6: Veteran replaced with Minimum Jump Height.

Chapter 18, Section 7: Course times revised to allow more time.

Chapter 19, Section 7: Course times revised to allow more time.

Chapter 20, Section 7: Correction to number of levels.

Chapter 20, Sections 10 and 11: Added that dogs must perform at least one obstacle from each of the three categories in order to receive a qualifying score.

Chapter 22, Section 2: The height of the Barrel has been corrected to read "34-36 inches tall."