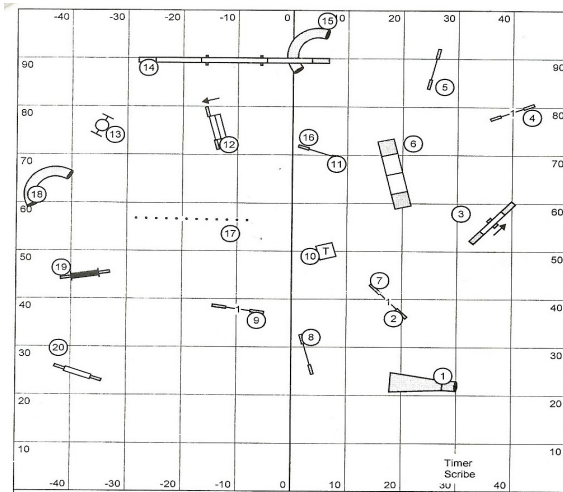


## Sample Agility Course Map



## AGILITY OBSTACLES

There are a variety of obstacles used to make up an agility course.

- **JUMPS** are single, double or triple wide. Panel and broad jumps can also be used. Some jumps have wings on them to keep Handlers at a distance. Jumps will be raised or lowered to match the dog's height category. Dogs must clear the jump without knocking a bar.
- **TUNNELS** can be a long open tube or a chute type which is open at one end with a collapsed fabric opening at the other end. Dogs must enter the correct end of the tunnel.
- A **TIRE** must be cleared successfully by the dog.
- **WEAVES** can have 6 or 12 poles on them. The dog must enter on the right of the first pole and zig-zag through all the poles to the end. No pole can be missed.
- The **TABLE** is used to stop the clock in the agility game classes.
- **CONTACT OBSTACLES** are the dogwalk, the A-frame and the see-saw. There are yellow contact zones painted on the obstacles. Dogs must get at least one paw in the downside contact zone. The dog must also run up the see-saw and ride it to the ground before jumping off.



## THE COMPETITION

The dogs compete according to their experience at levels 1, 2, 3, 4, 5 & C. Level C is the highest level. The courses and qualification requirements become more difficult at the higher levels.

There are different **CLASSES** used in a CPE competition. Not all classes are run at every trial

- **STANDARD CLASS** uses all the different types of obstacles. The course must be taken in the order setup by the Judge.
- **JUMPERS CLASS** uses only jumps and tunnels. The course must be taken in the order setup by the Judge.
- **WILDCARD** and **COLORS** are agility games where the Handler has to make obstacle choices when they run the course. The course must be taken in the order setup by the Judge.
- **JACKPOT**, **SNOOKER** & **FULLHOUSE** are strategy games that allow the Handler to make up their own course to accumulate points and to complete a challenge sequence.

The dogs are divided into different **HEIGHT** categories based on the height of the dog measured at their withers. Special consideration is given to older dogs who may jump at a lower height. Dogs compete against other dogs within the same height category; 4", 8", 12" 16", 20" or 24".

## Spectator's Guide to Agility

# CALUSA DOG OF SOUTHWEST FLORIDA

*Welcome to a Canine Performance Events (CPE) Agility Trial. We hope our guide helps you to understand & enjoy this fast paced sport.*



## SPECTATOR ETIQUETTE

- We love speaking with you about our dogs. However, if it looks like we are waiting to enter the ring, please give us our preparation time.
- We appreciate your applause and cheers, but wait until the end of our run. Don't disturb the dog or Handler by shouting the dog's name, whistling or yelling anything that might distract the dog from obeying the Handler's commands.
- Please keep yourself and any food you may have at least 10 feet back from the ring.
- Always ask permission of the dog owner before you or your children reach out to pet a dog.
- Please supervise children and make sure they understand these rules.

# What happens at a Dog Agility Trial?

## THE JUDGE

The Judge designs the course, determines the obstacle placement and supervises how the course is setup. The Judge also evaluates the Dog/Handler Team's performance when the course is being run.

## THE COURSE

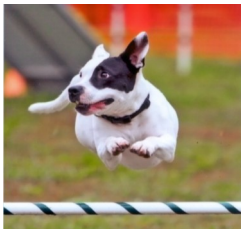
Each course is a unique combination of obstacles that the Dog/Handler Teams have never seen before.

## THE JUDGE'S BRIEFING

After the course has been setup and is ready to be run, the Judge calls the Handlers together to explain how the class is judged and to answer any questions the Handlers may have.

## THE WALK THROUGH

After the briefing, the Handlers are able to walk the course. During the walk through, the Handlers practice the sequence of obstacles they will run and determine the strategy they will use. Look for the different clues that Handlers plan to give to their dogs: arm signals, verbal commands and body positions. Dogs are not allowed on the course until it is time for them to RUN!!



## THE RUN

Every Dog/Handler Team runs the course individually. The Handler brings the dog to the start line and removes the leash. The Timer tells the Handler when to start. As the Team runs the course, the Judge watches to make sure that each obstacle is completed successfully and in the correct order. If the Judge determines that something was not correct, a hand signal is used to indicate that there was a fault. A Scribe records the Judges signals and the Timer notes how long it took for the Team to run the course. The results are used to calculate the Team's final scores and placements. Dogs compete against other dogs within the same level and height category for ribbons, rankings and prizes. The fastest dog with the least faults or the most game points is the winner.

## FAULTS

A clean run means no faults. Faults occur if the Handler makes a mistake when running the agility course. The Handler is not allowed to touch the dog or an obstacle while on the course. Faults occur if the dog runs the wrong course, misses a contact zone, does not complete the weave poles successfully, drops a jump bar or exceeds the amount of time set by the Judge for running the course. Handlers are not allowed to bring any treats or toys into the ring.

## WHAT IS DOG AGILITY?

Agility is the fastest-growing canine sport. Dogs are able to demonstrate their nimble nature and versatility by maneuvering a challenging course of obstacles, including tunnels, weave poles, jumps and see-saws. All dogs can participate, from a tiny Chihuahua to a giant Irish Wolfhound. Dogs of all sizes run the same course with adjustments in the expected time and jump height. Anyone looking to give their dogs a constructive outlet, to improve a dog's confidence and independence, to form a stronger bond between yourself and your pet and to play together in the process can train to participate in this sport.



## THANKS FOR COMING!!

We hope you enjoyed watching Dog Agility

See our website at [www.calusadog.org](http://www.calusadog.org) or email us at [calusadog@gmail.com](mailto:calusadog@gmail.com) to learn more about our Club, sponsored events or for information about agility training in the Southwest Florida area.