THE BERMUDA KENNEL CLUB INC.

AGILITY RULES & REGULATIONS

December 2025

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Chapter 1 – Regulations for Agility Trials

Section 1. Purpose.

The purpose of Bermuda Kennel Club ("BKC") agility trials is to afford owners the opportunity to demonstrate a dog's physical ability and soundness and willingness to work with its handler under a variety of conditions. The program begins with basic entry-level agility and progresses to more complex levels that require dogs to demonstrate higher levels of training and interaction with their handlers.

Agility results in a better-rounded, conditioned dog, provides good basic training for search and rescue dogs, demonstrates good training and citizenship and has excellent spectator appeal.

Agility trials are sporting events, and all participants should be guided by the principles of good sportsmanship both in and outside the trial course.

Section 2. Agility Trials Defined.

A member agility trial is a trial at which qualifying scores toward titles are awarded, given by a club or association, which is a member of the Bermuda Kennel Club.

A licensed agility trial is a trial at which qualifying scores toward titles are awarded, given by a club or association which is not a member of the Bermuda Kennel Club, but which has been licensed by the Bermuda Kennel Club to hold the trial.

Sanctioned agility trials are informal events at which dogs may participate but not for BKC titles, held by a club or association by obtaining the sanction of the Bermuda Kennel Club. Generally, sanctioned events are held by clubs to qualify for approval to hold licensed or member club events.

Section 3. Registration and Discipline.

All BKC's rules applying to registration and discipline shall apply to all agility trials held under these regulations.

Section 4. Eligibility of Dogs.

All dogs 15 (fifteen) months of age or older that are registered with the BKC or that have BKC Limited Registration are eligible to participate. Wherever the word "dog" is used in these regulations it includes both sexes.

Agility trials are open to all registrable breeds except that a specialty club, or a club formed to serve a specific variety group, may opt to hold an agility trial limited to that breed or that group only. If entries are limited to a single breed or group, this restriction must be clearly stated in the premium list and in any other pre-trial advertising.

Dogs of BKC registrable breeds that have been granted an Indefinite Listing Privilege (ILP) or recorded in the Registry of Mixed Breeds (MB) may participate providing their ILP/FSS/MB number has been listed on the entry form. Dogs of a registrable breed with an acceptable foreign

registration number are eligible to participate subject to Chapter 11, Section 1 of the Rules Applying to Dog Shows.

Dogs eligible for entry in the Miscellaneous Class at dog shows and dogs of Foundation Stock Service recorded breeds that meet the eligibility requirements for competition are eligible to participate provided the BKC Registration Number or Indefinite Listing Privilege (ILP#) appears on the entry form.

Dogs disfigured as the result of accident or injury but otherwise qualified shall be eligible provided that the disfigurement does not interfere with functional movement. Dogs should be physically sound. Dogs that are blind shall not be eligible. Blind means without useful vision, and deaf means without useful hearing. No dog shall compete if it is taped or bandaged or in any way has anything attached to it for medical purposes. Deaf dogs are eligible to participate.

Spayed bitches and neutered males are eligible to participate.

Bitches in season shall not be eligible to participate. Entry fees for bitches in season may be refunded at the club's option. The premium list must state whether refunds will be issued for bitches in season.

Section 5. Eligibility to Hold Agility Trials.

The Board of directors of the BKC may, at its discretion, grant permission to clubs or associations to hold agility trials that shall be governed by such Rules and Regulations as from time to time shall be determined by the Board of Directors.

Section 6. Making Application.

A club or association that meets the requirements of the BKC that wishes to hold a trial at which qualifying scores toward titles may be earned must make application to the BKC on the form provided for permission to hold the trial.

Application for licensed or member trials must be received by the Bermuda Kennel Club at least one month prior to the date(s) of the event.

A club that meets the requirements of the Bermuda Kennel Club may be approved to hold a sanctioned agility trial (commonly known as Sanctioned Matches) by applying on a form provided by the Bermuda Kennel Club. Applications for sanctioned agility trials must be filed with BKC at least 21 days prior to the date of the event.

All of these Regulations shall govern BKC sanctioned 'Á' or 'B' agility trials except those which specifically state that they apply to licensed and member trials.

Section 7. Agility Trial Secretary and Agility Trial Chairman.

A club holding a trial must name an Agility Trial Secretary and an Agility Trial Chairman. The Chairman must be a member of the club.

The premium list for all licensed or member trials shall designate the Agility Trial Secretary as receiving entries.

Trial Secretaries and Chairmen shall be ineligible to judge at the event in which they are acting in these official capacities. Trial Secretaries and Chairmen may show at agility trials where they perform these duties.

Section 8. Appointment of Event Committee.

A club that has been granted BKC permission to hold a trial or match must appoint an Event Committee, which will have complete responsibility for planning and conducting the event. The Committee shall be comprised of at least five (5) club members (including the Chairman), and shall ensure the safe, efficient, and orderly conduct of the event. The committee must have on hand, on the day of the trial, sufficient assistance and equipment, and must ensure that the area is free of dangerous materials or conditions.

The Committee is responsible for compliance with all of these regulations, except those coming under the sole jurisdiction of the judges and has the authority to decide all matters not under the jurisdiction of the judges. A minimum of five (5) Committee members must be present on the grounds during a licensed or member trial. In the event of absence of Committee members, the Chairman or an officiating offer shall appoint sufficient members to ensure compliance with this Section.

The Committee must also be familiar with Chapter 21 of The Bermuda Kennel Club, Inc. Dog Show Rules.

Section 9. Stewards, Timers, Scribes.

The host club must provide a minimum of one (1) scorekeepers, one (1) or more ring stewards, a scribe, a gate steward, and a timer per ring. An additional three (3) stewards should be scheduled per ring to help in various other tasks necessary to expedite the trial.

A scribe is required to record the scores as instructed by the judge. The judge is responsible for the accuracy of the scores insofar as knowing which dogs qualify and which dogs do not qualify.

Stewards, timers, and scribes may compete in the trial if it does not conflict with the completion of their assignments. A person may not time or scribe in a jump height in which they are directly competing.

Section 10. Premium Lists.

A premium list must be provided for sanctioned or licensed, and member trials. The premium list shall be in electronic format and shall state whether the event is “sanctioned” or “licensed” by the BKC or held by a BKC member club.

The following information shall be included in the premium list for a licensed or member trial:

- Name of club holding the event
- date of the event
- the location,
- names of the Agility Trial committee members (minimum of five (5) including Chairman)
- time judging shall commence
- entry fees
- classes offered

- name and addresses of judges including their assignments
- name and email of the Trial Secretary
- date and closing time of entries,
- a listing of the club officers
- an official BKC entry form
- Trial hours.

Premium lists shall also specify whether ribbons or rosettes will be offered, whether trophies will be awarded, and contain an outline of the conditions of any non-regular classes that may be offered. Premium lists must also contain whether or not obstacle familiarization will be offered, whether refunds will be awarded for bitches in season, list entry limits (if any)), location where entries will be taken, indicate the ring size and surface to be used and also state additional information as required elsewhere in these Regulations.

A copy of the Premium list should be emailed to the BKC at the time they are emailed out to prospective entrants or posted on the web site.

Section 11. Risk.

Owners or handlers entering dogs in a trial do so at their own risk and agree to assume responsibility for any damage caused by them, or by their dogs. They also agree to abide by the Rules of the BKC and these Regulations. Dogs not regularly entered in a trial may be permitted on the trial grounds at the discretion of the Trial Superintendent provided that they remain at a distance of at least 25 feet from any competition ring(s).

Section 12. Closing of Entries, Entry Limitations, Running Order, and Judging Limitations.

Each entry in a licensed or member club trial must be made on an official BKC entry form. The club must have the original entry forms or electronic copy on site at the event. To be an acceptable entry, the entry form must be completed in full and must be signed by the owner or his agent duly authorized to make the entry. The information given on the form must be that which applies to the entered dog. The entry form shall include the following:

- Name of show/trial giving club
- Date of show/trial
- Breed
- Variety, if any
- Sex
- Jump height
- Height at withers
- Full/registered name of dog
- Call name of dog
- Dog's measurement status
- Name of owner(s)/co-owner(s)
- Email of owner
- Name of handler

- Include one of the following:
  - BKC registration number

- BKC litter number
- ILP number
- MB number
- Foreign registration number and country for an unregistered imported dog

The following information should be included with first time entrants
along with the Dog's BKC registration certificate.

- Date of birth
- Place of birth
- Name of breeder(s)
- Name of sire
- Name of dam
- Be submitted with the required entry fee

12. 2 Entry Methods

An entry may be submitted via Paper entry submitted to club (includes email)

12.3 Entry Limitations

A trial-giving club may impose a numerical limit on entries in any or all trial classes. If entry limits are used it is recommended that a "total entry limit" be used, stating a total number of runs allowed per judge and for the entire trial. Individual judging limits shall be 330 dogs maximum per day without regard to class level or type. If entries are limited the numerical limitation(s) must be stated on the cover of the premium list.

12.4 Closing of Entries
Entries must be received prior to the closing date and time published. Entries for any agility trial may be accepted until the official closing date and time even though the advertised limit has been reached.

12.5 Confirmation of Entries

The club may contact exhibitors to notify them of their entry status prior to the closing date. Following the closing date, the Trial Secretary shall promptly contact all entrants and advise them of their status. Entries not accepted shall be returned within seven (7) days of the closing date.

12.6 Closing Date

The closing date shall not be less than ten (10) days prior to the trial.

12.7 Running Order

Following the closing of entries, the Trial Secretary may contact all entrants and advise them of their entry's status. This will be done using email. Multiple entries in the same class and height which will be handled by a single individual must be separated as much as possible.

12.8 Judging Schedule

A judging schedule will be sent to each entrant. Entrants will receive the catalog number assigned to each of their dogs only, along with their dog's registration number for verification of accuracy

in the catalogue. Included in the judging schedule will be the quantity of dogs in each of the heights within the classes. It is not required that any of the catalogue numbers for any of the other entrants be listed on the judging schedule. Due to the moving of entries after the close of the trial but in accordance with the move-up regulations the numbers assigned to dogs to do not necessarily indicate what the running order will be at a trial.

The judging schedule will be sent to entrants as soon as possible after entries have closed but at least seven (7) days minimum, prior to the first day of the event. This may be done using email as described above. Trial Secretaries shall include the following sentence on the judging schedule: “This is a preliminary judging schedule which is contingent upon the move-up entries that may not have been received yet.”

Dogs may be run in a different height or dog order from that which was dean when, in the opinion of the judge(s) and/or Trial Committee, such change will result in a desirable and reasonable time savings.

Section 13. Move-ups.

All move-up entries are subject to availability of the class

Day-to-Day Move-ups:
Move-ups from day-to-day at a set of back-to-back agility trials shall be at the discretion of the club. The request for moving up must be made in writing at the trial site to the Trial Secretary not later than the day preceding the event. The club shall state clearly in its premium list whether move-ups will be allowed “day-to-day.”
All move-up entries are subject to availability of the class
When a dog is moved up in the official catalogue after the catalogue has been printed, it is only necessary to input the following information:

In the class where the dog was moved from, indicate which class the dog was moved to (i.e. moved to open 24 inches).

Note: all base information (i.e. registered name, BKC number, etc) need only be listed in the class the dog was originally entered in. The dog’s score should be recorded and scored in the class it has moved to.

Section 14.

If a judge at a trial measures a dog into a height other than what they entered, the entry may be changed from Regular to Preferred or from Preferred to Regular, as long as the dog has not run any classes that day. If the dog has already run, the change may be made for the next trial day(s). The exhibitor must provide the Trial Secretary with the BKC Agility Measurement Form when requesting the class change.

Section 15. For Exhibition Only.

At the option of the club, a handler may choose to change any class entry into a For Exhibition

Only (FEO) run. The handler must notify the scribe and the judge as they enter the ring prior to the start of the run that they are doing an FEO run. The scribe sheet shall be marked “FEO”, no time “NT”, and “E” for an excused, non-qualifying run. Maximum Course Time for FEO shall be 45 seconds except for FAST which will use the set FAST course times. Allowing FEO runs is at the option of the club. Clubs must allow ALL classes to be run as FEO if they choose to offer this option. It must be stated in the premium and any pre-trial publications.

FEO will be of value to new exhibitors or exhibitors that are having difficulty with a specific obstacle and/or ring environment. Participation in FEO is non-qualifying.

• FEO runs are treated as trial entries. The exhibitor must enter the class(es) prior to the closing date, pay class entry fee(s) and the Trial Secretary must record the entry in the Trial Catalogue as part of the results for that class. FEO does NOT need to be noted on the entry form; the handler will declare it day of the show.
• Dogs may be entered in any jump height for FEO runs. If entered in an ineligible jump height, the team is committed to FEO for that run and must declare FEO on the start line. Day of show jump height changes are NOT allowed.
• Dogs may be entered in any level (Novice, Open, Excellent, Master). If the dog is not eligible for the level entered, the team is committed to FEO for that run and must declare FEO on the start line. Day of show level changes are not allowed.
• The exhibitor must declare FEO in the ring prior to leading out. FEO may be declared earlier (ex. When checking in at the gate board).

- Toys are allowed in the ring
- Toys must be non-audible
- Food/treats are NOT allowed in the ring

• FEO should be utilized for the benefit of the dog and not as a punitive correction. Harsh verbal and/or physical corrections shall not be tolerated. Any determination of harshness by the judge shall be immediately whistled and the handler will be dismissed from the ring.
• A judge must monitor the entire run. Judges can stop a run at any time

Section 16. Declining Entries and Excusing a Dog from a Trial.

A Trial Committee may decline any entries or may remove any dog from its event for cause, but in each such instance shall file good and sufficient reasons for doing so with the Bermuda Kennel Club.

Section 17. Handling Dog Aggression

Any dog, that in the opinion of the Trial Committee, attacks a person or a dog at an BKC event, resulting in an injury, and is believed by that Trial Committee to present a hazard to persons or other dogs, shall be disqualified. When the dog is disqualified by the Trial Committee pursuant to this section, a report shall be filed with the BKC. The disqualified dog may not again compete at any BKC event nor be on the grounds of a BKC event unless and until, following application for reinstatement by the owner to the BKC, the owner receives official notification in writing from the BKC that the dog’s eligibility has been reinstated.

1. If a dog displays THREATENING OR MENACING BEHAVIOR toward a person in the ring, a dog at the start line, or leaves the ring and displays these behaviors toward a person or dog outside of the ring:

- The judge must **EXCUSE** the dog from the ring and mark **"EXCUSED"** in the catalog, stating the reason.
- The judge must submit to the Director of Agility, a written report of the incident along with the judge's trial report.
- The Trial Secretary must submit to the BKC, a written report of the incident along with the trial catalogue.

A preliminary investigation, which is pursuant to an event committee hearing, MAY be held in regard to the dog's handler.

2. If a dog in the ring **ATTACKS** another dog (usually at the start line), leaves the ring and **ATTACKS** another dog, or runs into the ring and **ATTACKS** another dog:

- The judge must **EXCUSE** the dog and seriously consider doing so for the remainder of the day or series of shows, and must mark **"EXCUSED"** in the catalog, stating the reason.
- The judge must submit to the Director of Agility, a written report of the incident along with the judge's trial report.
- The judge must provide a report on the **DOG-ON-DOG ATTACK** and have the Trial Committee/Secretary deliver it to the BKC within 72 hours of the incident.
- The Trial Chairman and Trial Secretary must submit to the BKC, a written report of the incident as part of their reports, along with the trial catalogue.

A preliminary investigation, which is pursuant to an event committee hearing, **MAY** be held in regard to the dog's handler.

In this instance, the Event Committee MUST consider disqualification of the dog.

3. If a dog **ATTACKS** any person in the ring or **ATTACKS** the judge while being measured:

- The judge must **DISQUALIFY** the dog, and mark "**DISQUALIFED**" in the catalog, stating the reason.
- The judge must submit to the Trial Superintendent, a written report of the incident along with the judge's trial report.
- The judge must file a report on the **DISQUALIFICATION FOR ATTACKING** and provide it to the BKC within 72 hours of the incident.
- The Trial Chairman and Trial Secretary must submit to the BKC, a written report of the incident as part of their reports, along with the trial catalog.
  A preliminary investigation, which is pursuant to an event committee hearing, **MAY** be held in regard to the dog's handler.

In any of the above stated instances, a written complaint may be filed with the Event Committee by those involved or by witnesses against the dog's owner/handler. If so, the Event Committee must administer a Misconduct Proceeding, which begins with a preliminary investigation into the allegation(s).

4. If a dog ATTACKS any dog or person outside of the ring anywhere on the trial grounds:

- The Event Committee MUST consider disqualification of the dog and must provide a report on dog aggression to the BKC.

A preliminary investigation, which is pursuant to an event committee hearing, may be held in regard to the dog's handler.

5. If a dog **ATTACKS** any dog or person outside of the ring anywhere on the trial grounds and there is a **SERIOUS INJURY**:

- The Event Committee MUST consider disqualification of the dog and must complete a report on **DOG AGGRESSION** which must be provided to the BKC within 72 hours of the incident.

A preliminary investigation, which is pursuant to an event committee hearing, **MUST** be held in regard to the dog's handler.

*In any of the above situations, if there is an **EXCUSAL**, this type of report becomes part of the dog's record and is applied toward the dog being permanently barred from BKC agility events. If two separate incidents are reported to the BKC, the dog will be barred from all future BKC agility events.

*In any of the above situations, if there is a **DISQUALIFICATION**, this type of report signifies that the dog may not compete at any BKC event nor be on the grounds of any BKC event unless and until, following application for reinstatement by the owner to the BKC, the owner receives official notification in writing from the BKC that the dog's eligibility has been reinstated.

*If a dog is **DISQUALIFIED** and the Event Committee determines the dog to be a possible danger, the dog must be removed from the show grounds. The Event Committee also has the option of removing the dog from the show grounds whether or not a Misconduct Hearing is held.

6. If a dog either displays **THREATENING OR MENACING BEHAVIOR**, or **ATTACKS** a VMO or Field Representative while being measured:

- The behavior must be reported immediately to the Event Committee, asking for an investigation to determine if the dog should be **DISQUALIFIED** and/or asked to leave the show grounds.

7. Any dog presented for measurement that is unable to be measured by the Judge of Record due to aggression must be excused by the judge of record.

If the Event Committee becomes aware of any significant act of dog aggression that takes place in association with their event, the Committee must investigate the incident (except in the case where a dog is disqualified by the judge). No exhibitor complaint is required.

Section 17. Ribbons and Rosettes.

A club holding a licensed or member trial shall offer a ribbon or rosette to each dog that receives a qualifying score, and to dogs placing first through fourth in each height division of each class.

Each qualifying score ribbon or rosette shall be turquoise in color, at least 2 inches wide and approximately 8 inches long and shall bear on the face a facsimile of the seal of the Bermuda Kennel Club, the words “Agility Trial”, “Qualifying Score”, and the name of the trial-giving club.

Placement ribbons or rosettes shall conform to the foregoing requirements except that they shall state, First, Second, Third, or Fourth Place in place of “Qualifying Score”, and shall be the following colors:

First Place	Blue
Second Place	Red
Third Place	Yellow
Fourth Place	White

At a licensed or member trial, placement ribbons shall not be awarded to any dog that does not acquire a qualifying score.

If qualifying or placement ribbons or rosettes are awarded at sanctioned trials, they must not conform to the requirement specified above, but shall be the following colors:

First Place	Rose
Second Place	Brown
Third Place	Light Green
Fourth Place	Grey
Qualifying	Green with pink edges

Section 18. Catalogues.

A club holding a licensed or member agility trial must prepare an official catalogue once entries have been closed. The catalogue must list the dogs in each class along with the full BKC registered name, BKC registration number, breed, date of birth, sex, and name of owner (and handler, if different for owner). Additionally, the catalogue shall list the owners and their addresses.

The catalog must state the name of the trial-giving club, the date and location of the event, and whether the event is “licensed by the BKC” or held by a “BKC member club”. The following certifications must appear in the catalog:

The catalog must be prepared in the following class order regardless of the order in which the classes were run at the event. All Standard classes, followed by all Jumpers With Weaves classes, followed by all FAST classes, with the jump heights listed from low to high.

Novice
Open
Excellent
Master
Novice Preferred
Open Preferred
Excellent Preferred
Master Preferred

The following certifications must appear in the catalogue and may not be truncated:

Judge's Certification

I certify that _____ dogs received qualifying scores in STD Class and _____ dogs received Qualifying scores in JWW Class and _____ dogs received qualifying scores in FAST Class in this event and that the above information identifying these dogs was entered prior to my/our signing this page.

Judge's Signature _____

Agility Trial Secretary's Certification

I certify that the Judge(s) has verified the above information and signed this page. Number of dogs entered in STD Class _____ number of dogs entered JWW Class _____ and _____ dogs entered in FAST Class. Total participation in STD Class _____. Total participating in JWW Class _____.
Total participation in FAST Class _____. Total # of Qualifying scores _____.

Trial Secretary's Signature _____

Following completion of judging, the Agility Trial Secretary shall mark the official catalog shall be marked with the word "Qualifying" next to the names of all dogs that received Qualifying scores. the Judge(s) shall then certify the accuracy of the marked awards, and both Agility Trial Secretary and the Judge(s) shall complete their appropriate certification. Separate certifications (both Judge(s) and Trial Secretary's) for each Judge or Record, are required in the catalog.

Section 19. Scorekeeping Requirements.

The following information shall be recorded in the official catalogue submitted to the BKC.

At the beginning of each class the course yardage and standard course time for each jump height shall be recorded.

At the beginning of each jump height section, space must be provided to record the number of dogs entered in that height.

Record next to each dog listed "Qualified", "NQ", "Absent" or "Disqualified".

If "Qualified" the dog's score and actual running time (to the 100th of a second) shall also be recorded. Additionally, if the dog places first through fourth in its height class the placement shall be recorded and circled next to the dog's information in the left-hand column.

If "NQ", "Absent" or "Disqualified" nothing else is recorded in the catalogue. Any dog disqualified must be reported on the proper form to the BKC and included in the show report to the BKC.

Scores should be posted for exhibitors at the trial site with dog's actual running times to the 100th of a second (even for "NQ's"). The club must make the following information available for each height class: the course yardage and Standard Course Time (except FAST, T2B and Premier) and for each participant their score (if qualifying), actual running time and placement (if first through fourth).

Section 20. Recording Fees.

At every licensed or member club trial, a recording fee that is determined annually by the Board of Governors of the BKC shall be required for each trial entry. The recording fee is to help defray expenses involved in maintaining the records and applies to all dogs entered.

Section 21. Submission of Records.

Within seven (7) days of the completion of a licensed or member club trial, the Trial Secretary shall forward to the Bermuda Kennel Club an official marked catalogue containing the names and other identifying information for all entries indicating all dogs receiving qualifying scores and placements. The catalogues must be signed and certified by the judge(s) and the Trial Secretary and sent to the BKC with a complete Trial Secretary's report and recording fees. The BKC may require a trial giving club to provide a report of any matter connected with its trials. The report must be made within two weeks of the date on which the club receives a request of such report.

A club holding a licensed or member trial shall provide the judge(s) with a marked catalogue and shall retain a marked catalogue and the scribe sheets for their records. The trial giving club shall also retain copies of all entry forms for their records for at least one (1) year. The judge must be provided their copy of the marked catalogue within seven (7) days of the end of the trial.

Section 22. Cancellation of Awards.

If an ineligible dog has been entered and run in a licensed or member trial, or if the person or persons names as owner or owners on the entry form are not the person or persons who actually owned the dog at the time entries closed, or if the dog is run in a class in which it is not entered or not eligible for, or if its entry form is deemed invalid by the Bermuda Kennel Club under the rules and regulations, all resulting awards shall be cancelled by the Bermuda Kennel Club.
If an award is cancelled by the Bermuda Kennel Club, the entrant of the dog shall return all prizes to the secretary of the trial giving club within 10 days of receipt of notice from the Bermuda Kennel Club of said cancellation.

Section 23. Approval of Judges.

The Bermuda Kennel club must approve judges officiating at licensed or member trials. A club may submit for approval the name of any licensed agility judge to judge at their event.

Section 24. Judges' Responsibilities.

Judges are responsible for making agility trials meaningful and reasonably challenging, and for judging in accord with these regulations and the “Agility Judges Guidelines”.

Judges must inspect the course area and check the equipment before starting the trail.

A judge may excuse a dog on any level if in his or her opinion the dog cannot be controlled. A judge may also excuse any dog that he or she considers unfit to participate.

The judge(s) must promptly excuse any handler who wilfully interferes with another dog or handler, or who abuses their dog, or in any way displays conduct prejudicial to the sport of purebred dogs and the BKC or who disregards a judge’s direct order. The judge must report such incidents to the Trial Committee for further action under Chapter 21 of The Bermuda Kennel Club, Inc. Dog Show Rules.

Judges cannot compete in the event where they are judging.

No judge may judge a dog at a licensed or member club trial if he or she or any member of his or her family owns or co-owns the dog. The work “family” shall include a spouse, a sibling, a parent or a child, (whether natural or adopted), or a household member of the judge in question, but shall not extend to other blood or legal relationships.

Judges are responsible for ensuring compliance with these Regulations. The decisions of the judges shall be final in all matters relating to the performance of the dogs.

Judges shall not review videotape for determination or explanation of a dog’s score. However, videotape many be used in the case of a stopwatch malfunction to determine a dog’s time.

Chapter 2 – Classes, Titles, and Height Division

Section 1. Classes.

All Agility Classes held on the day of a member club or licensed trial must have prior approval by the BKC. Only approved classes such as the Standard Agility Class, the Jumpers with Weaves Class, FAST Class and other approved non-regular classes are allowed.

A club holding an agility trial may offer any or all of the following classes:

Regular Titling Classes

Novice Agility Class.
For dogs who have not competed at any higher level than novice

Novice Jumpers With Weaves Class.
For dogs who have not competed at any higher level than novice

Open Agility Class.

Open to dogs that have acquired the Novice Agility or Open Agility titles, but which have not acquired a qualifying score towards their Agility Excellent title.

Open Jumpers With Weaves Class.

Open to dogs that have acquired the Novice JWW or the Open JWW titles but have not acquired a qualifying score toward an Excellent JWW title.

Agility Excellent Class.

Open to dogs that have acquired the Open Agility title, and to dogs that have acquired the Agility Excellent title but that have not acquired a qualifying score towards their Master Agility Excellent title.

Excellent Jumpers With Weaves Class.

Open to dogs that have acquired the Open JWW title and to dogs that have acquired the Excellent JWW title but have not acquired a qualifying score towards their Master Excellent JWW title.

Master Agility Excellent Class.

Open only to dogs that have acquired the Agility Excellent title, and to dogs that have acquired the Master Agility excellent title.

Master Excellent Jumpers With Weaves Class.

Open only to dogs that have acquired the Excellent JWW title and to dogs that have acquired the Master Excellent JWW title.

Premier Agility Standard Class.
Open to all dogs eligible to enter agility trials.

Premier Jumpers With Weaves Class.
Open to all dogs eligible to enter agility trials.

(See Fast class descriptions in chapter 9 and Time 2 Beat Class descriptions in chapter 10)

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Section 2. Regular Agility Titles.

Credit toward BKC Agility titles is earned only by qualifying in BKC-licensed and member club agility trials. The titles earned at BKC Agility trials are Novice Agility (NA), Novice JWW (NAJ), Open Agility (OA), Open JWW (OAJ), Agility Excellent (AX), Excellent JWW (AXJ), Master Agility Excellent (MX), Master Excellent JWW (MXJ), Premier Agility Dog (PAD, Premier Jumpers Dog (PJD) and Master Agility Champion (MACH).
Regular FAST titles are Novice FAST (NF), Open FAST (OF), Excellent FAST (XF), Agility Master FAST Excellent (MXF).

Time 2 Beat titles are Time to beat (T2B)

The BKC will identify dogs qualifying for titles by the appropriate title designations (NA, NAJ, OA, OAJ, AX, AXJ, MX, MXJ, PAD and PJD) following their registered names in all official BKC records. IN each case, the higher Standard or JWW title will supersede the preceding Standard or JWW title in all official BKC records such that the highest Standard and the highest JWW will be listed. The BC will identify a dog achieves the Master Agility Champion title (MACH) by the appropriate designation (MACH) preceding their registered name in all official BKC records. The MACH designation will supersede all lower level Regular Standard and Regular Jumpers with Weaves agility titles.

In order to acquire an Agility title, a dog must earn the following number of qualifying scores per class level.

Standard Class	Qualifying Scores Required	JWW Class	Qualifying Scores Required	Scores Obtained From
NA	3	NAJ	3	Novice Class
OA	3	OAJ	3	Open Class
AX	3	AXJ	3	Excellent Class
MX	5	MXJ	5	Master Class
PAD	8	PJD	8	Premier Class

Master Agility Champion Title.

To obtain the MASTER AGILITY CHAMPION title (MACH), a dog must exhibit superior performance on the Agility course. Speed and consistency are the two (2) major qualities denoting "superior performance" and therefore they are the basis for the MASTER AGILITY CHAMPIONSHIP program.

In order to acquire the MASTER AGILITY CHAMPIONSHIP title, a dog must achieve a minimum of 260 championship points and 7 double qualifying scores obtained from the Master Standard Agility class and the Master Jumpers With Weaves class.

Championship Points (CP's)

260 CP's required minimum
1 (cp) point is awarded for each full second under standard course time. (No partial points are awarded).
Dogs earn points from Masters Agility Class and/or the Masters Jumpers With Weaves Class.

Double Qualifying (2Q's)

7 (2Q's) required minimum

Dogs qualifying with scores of 100 in both the Masters Agility Class and the Masters Jumpers With Weaves class on the same day in the same trial when there are more than two trials in one day.

Qualifying in both the Masters Agility class and the Masters Jumpers With Weaves Class on the same day in the same trial when there are more than two trials on one day equals one (1) (2Q).

Requirements General Scoring – Only scores of 100 (clear rounds) obtained in the Master Classes will count towards a dog's master Agility Championship requirement.

A dog does not have to obtain the Master Excellent title (MX) or the Master Excellent Jumpers With Weaves title (MXJ) prior to achieving scores that will count towards their Master Agility Championship title (MACH). A dog need not be in both Master classes in order to start accruing CP's. Any score of 100 (clear round) obtained in the Master classes will count towards both the dog's Championship requirements, and the dog's MX titling requirements.

Titles – The MACH title initials will be followed by a numeric designation indicating the quality of times the dog has met the requirements of the MACH title and defined above, e.g.: 520 CP's and 14 2Q's = MACH2.

Section 3. Height Divisions, Wickets, Measurement.

Dogs may be entered in any height division they are eligible for but may only enter each class offered once per day. If a dog is entered in different jump heights the owner must submit separate entry forms, one for each height.

Thefollowingjump heightdivisionsshallbeusedinalltrialRegularclasses:

8 inches: For dogs 11 inches and under at the withers.
12 inches: For dogs 14 inches and under at the withers.
16 inches: For dogs 18 inches and under at the withers.
20 inches: For dogs 22 inches and under at the withers.
24 inches: For dogs over 22 inches at the withers.
24 inches Choice: Dogs may be entered into this height at their owners discretion.

Owners are responsible for entering the proper height divisions. Exhibitors are responsible for verifying the proper jump height is set prior to running. Handlers may opt to enter in a higher height division for all titling classes, but not in a division lower than the proper height division. If the dog's height at the withers exceeds the maximum allowed for the jump height which the dog has entered, the dog shall be moved to into the proper jump height if the dog was measured prior to their run. In no case may a dog be moved down in height based on a judge's measurement at a trial. Dogs that run in a height division lower than their proper division will be eliminated. Judges reserve the right to measure any dog they believe might belong in a different division, and any dog whose entry in a given division might be questioned. Exception: Owners/Handlers that have in their possession (on the show grounds) a permanent or valid temporary Jump Height Card for the dog in question, issued by the BKC are exempt from being measured and the judge shall accept the measurement that is listed on the Jump Height Card.

Adjustable or fixed wickets may be used to measure dogs for competition at trials. Only a measuring device approved by the BKC shall be used to determine a dog's height for their Jump Height Card.

Section 4. Jump Height Card.

All dogs competing in agility must present a valid official Jump Height Card or be measured by a judge of record for the trials. All dogs under two years old must be measured. Dogs with a single measurement above 22 inches before 2 years of age may be issued a permanent height card at the owner's request.

For dogs two years and older, owners/handlers must present a permanent height card at check-in or be issued a temporary card and be measured prior to competing. The judge will measure the dog, write the date and height on the 3-part form, and sign the form. The handler/owner will keep the pink copy until he obtains two measurements from 2 different judges on different days. The white copy will be sent to BKC and the yellow copy kept by the club.
A 3rd measurement will be used as a jump height tiebreaker if the dog measures into two different jump heights.
If a dog measures over 22 inches only one measurement is required at the owner's request.

Once all measurements are complete, Bermuda Kennel Club will issue a permanent height card. Any dog presented for measurement that is unable to be measured by the judge of record due to aggression must be excused by the judge of record. Dogs that cannot be measured for any other reason by the judge of record should receive an NQ in the catalogue for all classes entered that day.

Prior to the second birthday, a dog may have one additional measurement after the initial official measuring. The measurement official shall be informed that the re-measurement is a "challenge" measurement and the box on the form shall be checked off.

Misrepresentation of a dog, including altering information on a Jump Height Card, is grounds for misconduct. Exhibitors should carry the original valid official Jump Height Card at each trial to present upon request.

All dogs that have not been officially measured for a Jump Height Card may still compete; however, they must be measured by a judge of record for the trial, prior to running at each trial. The judge's measurement will be valid for this trial or back-to-back trials only. For the judge's planning purposes, the Trial Secretary should provide the judge with a list of dogs that will require measuring. If a measurement is necessary, it is the exhibitor's responsibility to have their dog(s) measured prior to running.

Chapter 3 – Obstacle Specification and Performance Requirements

Section 1. Obstacle and Jump Specifications.

The following specifications will apply to all obstacles. When no tolerance or range is given for a dimension, a tolerance of four (4) percent is implied. Tolerances to apply when a range is specified.

Section 2. Obstacle Performance

The correct performance of each obstacle is listed immediately following the specification for the obstacle.

Section 3. Obstacles.

A-Frame: The A-Frame is constructed from two (2) panels, the top surface of which is constructed from wood or other fabricated material that can be properly surfaced. The panels are 35 to 49 inches wide, and their lengths are both within 2 inches of 9 feet. Panels shall be flat and straight and connected so as to eliminate gaps large enough to fit a dog's foot or toe. Panels may be 4 feet wide at the bottom and taper to 3 feet wide at the top if desired The height of the A-Frame is to be set within 1 inch 5 foot 6 inches , except for 4-inch and 8-inch jump heights, which shall have the A-Frame set to within 1 inch of 5 feet 0 inches. The top surface is a non-slip surface when wet or dry. Glossy paint is not allowed. Slats are placed across the width of the panels to provide footing. are 3⁄8inch to 1⁄2-inch thick and 3⁄4-inch to 1 1⁄2-3/8 inches to ¾ inches thick, ¾ inches to 2 inches wide, and they extend to within 1⁄4 inch ¼ inches of the panel sides. Slat edges shall be rounded or beveled so as not to be sharp, ¼ inches radius is recommended. The centers of the slats are placed at 12 inch intervals with a 2 inch tolerance, and no slate is within 4 inches of the top of a contact zone. Contact zones are identified on the lower 42 inches of both panels with a ¼ inch tolerance. The color of the zones contrasts with the rest of the panel, but it may not be white, black, or brown. The color of the contact zone must be yellow. The contact zone color must extend to the side of the contact with no less than 1" stripe to add visibility when viewed from the side.

Performance: Dogs must ascend one panel and descend the other in the direction designated by the judge and they must touch the contact zone on the "down" side only, with any part of one foot prior to exiting the obstacle.

Dog Walk: The Dog Walk consists of a center section and two ramp sections, the surfaces of which are made from wood or other fabricated material that can be properly surfaced. All sections are 12 inches wide, plus or minus an inch, and all are 12 feet long. Planks shall be connected so as to eliminate gaps large enough to fit a dog's foot or toe. Within a 2 inch tolerance, the top of the center section is 48 inches above the ground. The top surfaces must be non-slip when wet or dry. Glossy paint is not allowed. Slats that conform to those described for the A-Frame are placed across the width of the ramp sections to provide footing. Contact zones are identified on the lower 42 inches of both ramps with a ¼ inch tolerance, using the color specification described for the A-Frame.

Performance: Dogs must ascend one of the ramps, cross the center section and descend the other ramp in the direction designated by the judge. They must touch the "down" contact zone with any part of one foot prior to exiting the obstacle.

Seesaw: The seesaw consists of a plank (or panel) made of a wood or fabricated material that can be properly surfaced and is supported near the center by a base that acts as a fulcrum. The Plank is 12 inches wide with a 1 inch tolerance, and 12 feet long. The base extends at least 2 inches past the sides of the plank with a gap not to exceed 4 inches so that dogs can see the

pivot point with the exception of the ground support which may be wider. The plank is balanced so that it hits the ground in less than three seconds when a three pound weight is placed 12 inches from the raised end. and this setting will be checked with a stop watch to test the seesaw's speed at the beginning of each trial weekend. The materials to correct a slow dropping seesaw (example: duct tape, weights, fasteners) will be on hand as needed. The height of the seesaw measured to the top of the board at the pivot is 24 inches plus or minus 2 inches. The top surface of the plank must have a non-slip surface when wet or dry. Glossy paint is not allowed. Slats are not allowed on the Seesaw. Contact zones, 42 inches long, are identified on each end of the plank with a ¼ inch tolerance, using the color specification described for the A-Frame.

Performance: Dogs must ascend the plank touching the "up" contact zone with any part of one foot and cause the plank to pivot. At least one paw must touch the "down" contact zone after the plank has touched the ground and prior to exiting the obstacle with all four (4) paws. The dog must exit the descent end of the seesaw.

Pause Table: The top of the Pause Table is 36 inches square, plus or minus 2 inches, with a non-slip surface. The table top must be light in color, no dark color(s) are allowed The vertical edge of the top of the table top must be 3 inches or greater in height and it is recommended that the table edge be of a color in contrast to the running surface and ring gating. The height of the table (within 1 inch) is 8 inches for dogs in the 8 inch and 12 inch divisions, 16 inches for dogs in the 16 inch and 20 inch divisions, and 24 inches for dogs in the 24 inch.

Preferred Class Requirement: The pause table shall be set at 8-inches for the 4, 8 and 12-inch jump heights and at 16-inches for the 16 and 20 jump heights.

Performance: The dog shall pause on the table for five (5) cumulative seconds. The judge's count shall start once all four paws have touched the table (and the dog remains on the table top). Neither a sit or a down position shall be required.

Open Tunnel: The Open Tunnel is a flexible tube of durable material that is capable of being formed into curved shapes. The two (2) openings are round, with a height and width of 24 inches plus or minus 2 inches with 4-inch rib spacing recommended. Its length is 10 to 20 feet and it is secured in position to prevent a dog from moving it. No portion of a tunnel holder that is underneath the tunnel shall be more than 1-1/2 inch thick and tunnel supports when used in locations other than the beginning and end of the tunnel shall not have a rigid upright (i.e.: steel/wood) that is capable of fitting between the ribs thus possibly projecting into the tunnel. Open tunnels must be made of an opaque material. To ensure safety, the color of the material of an open tunnel may not be black Double-lined tunnels shall not be allowed.

Performance: Dogs enter the end specified by the judge and exit the other end.

Weave Poles:
The Weave Poles shall have a fixed base with a rigid upright, to support the pole, no greater than
4 inches high as measured from the ground to the top of
the rigid support. The base shall be coated with a non-slip surface and may be no higher than 3⁄4-inch and no wider
than 3⁄1⁄2-inches. The base should be secured, so that the weave poles do not move from their location on the course. The poles must be nominal pipe size of 3⁄4-inch PVC (1-
inch approximate outside diameter) +/- 1/16-inch tolerance and can be made from Schedule 40 pipe or furniture grade PVC, 40 inches in height, and uniformly spaced at 24 inches (measured center to center using two of the rigid upright supports, with a +/- 1⁄2-inch tolerance in spacing).

The base support must be located within 4 inches of the pole on the opposite side of the dog's path (e.g. the first support on the left side of the pole number one, second support on the right side of pole number two, etc.). It is required that the base supports be a minimum of six inches long to a maximum of
18 inches long. Base supports shall be located as follows: "Six-pole section" – centered and placed at the off-side of
the first and sixth pole and the off-side of the second and
fifth pole. "Four-pole section" – centered and placed at the off-side of the first and fourth pole and the off-side of the second and third pole. "Three-pole section" – centered and placed at the off-side of the first and second poles (based upon 1⁄4-inch x 3-inch steel). The pole shall be made out of Schedule 40 PVC or furniture grade PVC material that provides an equal amount of flex when set in the fixed base. Single color poles must be striped with a contrasting color so as to be visible to the dog. At a minimum, stripes must be placed at approximately 10 inches and 20 inches from the ground. Tape may not be used for stripes. Stripes may only be painted on or extruded in the pvc. Solid color poles may be used if they are of alternating colors. Poles that are of alternating solid colors are not required to have stripes. Poles that flex at the base (spring type designs) are not allowed

Performance: Dogs must enter the Weave Poles by passing between poles number 1 and number 2 from right to left. They must then pass from left to right through poles number 2 and number 3 and continue this weaving sequence until they pass between the last two (2) poles. If the sequence is broken, the dog must restart the weave poles at the first pole, beginning anew between poles number 1 and number 2 from right to left. Dogs are allowed three attempts at the weave poles and then must go on.

Bar Jump: Bar Jumps consist of bars that are supported by bar supports that are mounted to uprights. Uprights must be displaceable. Jump wings attached to uprights, either temporary or permanently, are permitted. Ground bars that are permanently attached to both uprights (e.g. welded, glued or non-rotating) are not permitted. It is recommended that ground bars not be utilized at all. The supports must be positioned so that the tops of the bars can be set within ¼ inch of the different jump heights (4, 8, 12, 16, 20, 24inches). Jump heights must be designated on the uprights by number or color coded. An additional position for a bar placed 2 to 6 inches above the ground is also required. Unless a jump is specified as One Bar Jump by the judge, all jumps shall have at least two (2) bars. In the Novice classes, the lower bar shall be placed at about ½ the height of the top bar. In all other classes lower bar placement shall be determined by the judge.

The bars must be cylindrical with 1 inch to 1 ¼ inches diameters, 4 to 5 feet long and striped for visibility. (Bars cut from PVC, Schedule 40, or Furniture Grade PVC are recommended). The bottom of the bar sits on top of bar supports such that the bar is easily displaced. If bar supports are spaced every 2 inches there must be adequate space for a bar to displace. Bar cups may be no longer than 1 ½ inches (e.g. distance that sticks out from the upright).

Bolts may not be used as bar supports. Bars "held" in place by Velcro™, magnets, bolts etc. are not allowed. The inside of the uprights must be at least 32 inches tall, and the upright must be 1 to 4 inches wide.

Preferred Class Requirement: Bar Jumps are to be set at 4, 8, 12, 16, and 20 inches. For 4-inch jumping dogs a second (lower) bar is not required, but if provided, it should be placed under the top bar or directly adjacent to a ground bar that is directly under the top bar.

Performance: Dogs must jump over the top bar, without displacing it, in the direction indicated by the judge.

Panel Jump: The Panel Jump uses up to six (6) cross-boards to give the illusion of a solid wall from the jump height to the ground. Specifications for the board supports and uprights are the same as for the Bar Jump. The cross-boards are 4 to 5 feet long, 3 to 4 inches wide, and no thicker than 1 inch. The top board for all jump height classes shall be a maximum of 4 inches high. Panels are to be supported 1¼ to 1¾ inches below the top of the board so as to be easily displaceable. The support ends for the panels are recommended to be rounded like a jump bar fitting into a jump cup. This will help keep the panels on the uprights in windy conditions however, if wind conditions merit, the panel jump may be replaced with a bar jump. Flat plank ends on flat supports are discouraged

Performance: Dogs must jump over the top bar, without displacing it, in the direction indicated by the judge.

Double Bar Jump: The Double Bar Jump consists of two (2) parallel bars 5 feet in length positioned at the jump heights specified for the Bar Jump. It may be built as a special jump or assembled from two (2) Bar Jumps. The distance between the centers of the bars is one-half the jump height (within a ½ inch tolerance), as follows:

Division	Distance Between Center to Center of Bars
4 Inches	2-4 Inches
8 Inches	4 Inches
12 Inches	6 Inches
16 Inches	8 Inches
20 Inches	10 Inches
24 Inches	12 Inches

In addition, two (2) bottom bars, 5 feet in length, must be placed one under each and crossed to the ground creating an “X”. All other specifications are the same as for the Bar Jump.

Preferred Class Requirement:
For the 4-inch height class, only one bar shall be used set at the 4" height. set on the back jump cup. Set the bar at the back of the jump, based on the first pass, if used on the course in two directions. No bottom bars are used for the 4" jump height.

Performance: Dogs must jump over the top bars, without displacing either one, in the direction indicated by the judge.

Triple Bar Jump: the triple Bar Jump consists of a series of three (3) ascending bars 5 feet in length. . Solid sides that do not allow viewing of all bars from both sides of the obstacle are not permitted. The horizontal distance between adjacent bars is one-half the jump height, while the vertical distance is one-quarter the jump height. The table below lists the heights of the tops of the bars and the horizontal distance between the centers of the bars. Tolerances on these values are ¼ inch from the heights and ½ inch for the horizontal distances.

Preferred Class Requirement: The Triple Bar Jump for the 4-inch jump height class is to be set with the first bar on the ground approximately 4 inches in front of the back bar, which should be placed at 4 inches high. A third bar may be placed directly under the bar that is set at 4 inches.

For 4-inch jumping dogs this jump will be set typically using two bars only. Dogs must clearly jump both bars for successful performance.

Division	Bar Heights (inches)	Horizontal Distance Between Center to Center of Bars (inches)
4 Inches	0, 4	4
8 Inches	4, 6, 8	4 Inches
12 Inches	6, 9, 12	6 Inches
16 Inches	8, 12, 16	8 Inches
20 Inches	10, 15, 20	10 Inches
24 Inches	12, 18, 24	12 Inches

Performance: Dogs must jump over all the bars without displacing any, in the direction that starts with the lower bar.

Tire Jump: The Tire Jump consists of a tire (or a circular object that resembles a tire) suspended from a rectangular frame. The tire is constructed of two (2) 180 degree segments that are connected at the top to allow for independent movement of each segment. The connection
must be adjustable to allow for calibration/testing at the trial site by the Judge of record for that class that day. The setting for the connection is 16-20 pounds with 18 pounds preferred. The setting will be confirmed by using a calibrated scale (in foot pounds) attached to a tire side mounting point. With one side secured to the frame, the opposite side is pulled using the scale until the segments pull apart. After confirming that the tire meets the required 16-20 lbs. requirement, secure the tire to the frame with the provided strap or elastic band. Leave the straps loose enough to not apply any additional pressure on the tire. When the tire is broken open it may stay open or it may automatically close. The inner diameter of the tire is 24 inches plus or minus an inch, and the wall is 3 to 8 inches thick. The tire must be connected to the frame at 3 points. There must be at least 7 inches between the outside of the tire and the sides of the frame, and the frame must be tall enough to accommodate the tire at the five different jump heights. The uprights of the frame shall be secured to the base and the base must be weighted or secured properly to the running surface. The jump height is measured from the ground to the bottom of the tire opening. The tire shall not
be displaceable off the frame. The tire shall have a minimum depth of 2 inches and must be made of a flexible material, such as rubber or plastic to allow some give if hit by the dog.
If the tire frame includes a bottom support bar, it is recommended that bar be flat in the center portion of the bar where the tire would sit, with a thickness of no more than 3/8" so that the tire can rest centered on the bar and be displaceable in either direction.
For the 4" and 8" heights, if the center bar is not flat and the tire is taken in only one direction, the tire shall be placed on the opposite side of the dog's direction to allow the tire to break for safety purposes. If the tire is taken in both directions, it is up to the judge to determine the tire placement.

Preferred Class Requirement: The Tire shall be set at 4 inches lower than the Regular class jump height or as close as possible given the construction of the tire. In the 4" jump height the tire will be placed with the bottom edge on the ground.

Performance: dogs must jump through the tire opening in the direction specified by the judge without breaking the tire segments apart or knocking the tire frame over. The Tire Jump's height

shall be set one jump height lower than the Bar Jump height, with the exception of the 4-inchjump height.

Tire Jump Height	Bar Jump Height
4 Inches	4 Inches
4 Inches	8 Inches
8 Inches	12 Inches
12 Inches	16 Inches
16 Inches	20 Inches
20 Inches	24 Inches

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Broad Jump: The Broad Jump is composed of either four (4) 8 inch sections five(5) 6 inch sections, and four (4) corner markers. The actual width of the 8 inch sections is 7 to 8 inches, and the width of the 6 inch section is 5 to 7 inches. The sections are constructed from a top piece and two sidepieces. The lengths of the sections are between 4 and 5 feet long, and they may be of different lengths. To improve visibility, either the center of the sections or both ends must be marked with a color contrasting band that is at least 3 inches wide. The sections are of varying height, and they shall be arranged in ascending order. (The ascending BKC Obedience Broad Jump is recommended.)

Each section of a Broad Jump is at least ½-inch higher than the previous one, and the height of the front edge of a section is at least ½-inch lower than the back edge. No portion of any section may be lower than 3 ½ inches or higher than 8 ½ inches.

The length of the jump is twice the jump height of the division. Consequently, not all the sections are used in the lower height division. In those cases, the jump must be assembled with the lowest sections. The length of the jump (within 1 inch) and the number of sections to be used for the different divisions are as follows:

The corner markers are at least one (1) inch wide and 36 inches high, and they may be decorated to improve visibility. They are either attached to the sides of the first and last section, or they are freestanding and placed as close as possible to those positions. (Freestanding is recommended).

Preferred Class Requirement: The Broad Jump shall be set as one board (the lowest) for the 4-inch jumping dogs.

Division	Length (Inches)	No. of 6 Inch Sections	No. of 8 Inch Sections
4 inch	6-8	1	1
8 Inch	16	2	2
12 Inch	24	3	3

16 Inch	32	4	3
20 Inch	40	5	4
24 Inch	48	5	4

Performance: Dogs must jump all sections without visibly moving or stepping on top of or in between any broad jump board, entering between the marker poles placed near the front section and exiting between the poles placed near the back section. Touches and ticks of the leading edge of the first board and the trailing edge of the last board that do not visibly move the board shall not be faulted. Touching or knocking over the corner markers is not faulted as long as the dog goes between them.

Jump Wings. Jump wings must be between 16- and 36-inches wide (24-inches recommended). Wings must be between 26- and 42-inches tall and can be angled. Wings may either be freestanding or attached to the upright of a jump. It is recommended that wings be placed at the rear of the triple bar jump (e.g. even with the highest bar) and at the mid-section of a double bar or ascending double jump (since the double may be bi-directional and the ascending double bar jump can be built using double bar jump). The combined width of a bar jump's upright and wing may be no more than a maximum of 40-inches.

Ascending Double Bar Jump. The Ascending Double Bar Jump consists of two ascending bars 5 feet in length where the back bar is positioned at the jump heights specified for the Bar Jump. The front bar is set 4" lower than the back bar. The distances between the centers of the top bars as viewed from above will match the specifications for the Double Bar Jump. Solid sides that do not allow viewing of all bars from both sides of the obstacle are not permitted. It may be built as a special jump or assembled from two Bar Jumps. The front cups will be vertical (e.g. cup over cup like a Bar Jump) where the lower front bar must be placed. A double Bar Jump where both series of cups are on angled lines, forming a "V", cannot be used as an Ascending Double Bar Jump.

In addition, one bottom bar, 5 feet in length, must be placed one under the back bar and angled to the ground. All other specifications are the same as for the Bar Jump.

Preferred Class Requirement: For the 4 inch height class, only one bar shall be used set at the 4" height and set on the back jump cup. No bottom bars are used for the 4" jump height.

Performance: Dogs must jump over the top bars without displacing either one, in the direction that starts with the lowest bar.

15. Wall Jump. The Wall Jump consists of two pillars,
a Bottom Base (Triangle), four widths of boards, and "tops". The Pillars (also called Towers) measure 12 inches Square +/- 2 inches and are 48 inches tall +/- 2 inches. The Bottom Base is 10 inches high, 10 inches wide at the bottom, and tapers
to 4 inches wide at the top. The boards are 4 inches wide and five feet in length +/- 2 inches. Board heights are 2 inches, 4 inches, 6 inches, and 8 inches in height. The Tops are 2 inches in height at their center and 4 inches wide and up to 15 inches long and must be of contrasting color.

Four tops are placed on top of the top board or the bottom base and should be flush with the sides of the pillars and sit together without being so tight they cannot be displaced, but have no

gaps exceeding 1⁄4 inch. The top of the tops must measure within +/- 1⁄4 inch to the jump height of the dog. The corresponding board height table below indicates whether the bottom base is used, and the numbers of boards that are used per jump height. Tops are always placed on the very top in all cases.

Performance: Dogs must jump over the tops between the two pillars without displacing any of the 4 tops, in the direction indicated by the judge. The board dimensions are as follows:

The “Tops”: 15 inches long and 4 inches wide and 2 inches high and have a half rounded appearance.

The Bottom Base (triangle): 10 inches high, 10 inches wide at the bottom and taper to 4 inches at the top.

2 inch board: 4 inches wide, 2 inches high and 5 foot long. 4 inch board: 4 inches wide, 4 inches high and 5 foot long. 6 inch board: 4 inches wide, 6 inches high and 5 foot long. 8 inch board: 4 inches wide, 8 inches high and 5 foot long.

Division Number of Boards

4" 2 inch board + tops
8" 6 inch board + tops
12" Bottom base + tops
16 Bottom base + 4 inch board + tops
20 Bottom Base + 8 inch board + tops
24 Bottom Base + 8 inch board + 4 inch board + tops

Chapter 4 – General Course & Trial Requirements

Section 1. Course Size and Suitability & Facilities.

The agility trial committee and officials of the club or association holding the trial ore responsible for providing the ring material, facilities, paperwork, official measuring wickets or devices, and agility equipment which meet the requirements of these Regulations. The area available for an agility trial should provide adequate space for crating and warm-up area, in addition to the minimum course area requirements. The minimum useable course area must be 5,000 square feet for novice, 6,500 square feet for open, and 8,000 square feet for excellent. Items that affect useable course space are columns, protrusions, bad/faulty surface, low ceilings and overhangs, etc. While the previous square footage areas are the minimum size, a 100 feet x 120 feet ring is ideal for agility. There should be consultation between the judge(s) and the Trial Committee on site selection and suitability of the site for the type of equipment to be used.

The course area must be moderately level and clear and must be a minimum of 60 feet wide. Judges have the option to request a change of venue, or to cancel the event if conditions pose a hazard or danger and cannot be modified or corrected.

Section 2. Surfaces, Matting.

Courses must be set up on non-slip surfaces, whether indoors or outdoors (packed dirt, grass, carpeting and padded matting are acceptable surfaces). If a course is run on concrete, the area must be fully matted or padded.

Section 3. Course Requirements.

All courses must have clearly designated start and finish lines and all obstacles/jumps must be clearly and sequentially numbered. Course maps must be available at least 30 minutes before the start of the class.

Section 4. Obstacle and Jump Positions.

Obstacles should generally stand-alone. In Novice, the entrances should never be adjacent to one another, but entrances can be adjacent in Open and Excellent classes.

It is recommended that there be a minimum of 15 feet to 18 feet between obstacles with a minimum of 18 feet to a jump, 21 feet to a spread jump, and a maximum of 30 feet between any two (2) obstacles in sequence as measured along the anticipated path of a 20 inch high

jumping dog. Spread-type jumps such as the Triple Jump, Broad Jump and Double Jump shall not be set up in sequence, or as the first obstacle on the course and if set up in sequence there shall be a minimum of 21 feet between the two spread jumps. To prevent the course from becoming spread out and too long, 25 feet to 30 feet spacing should be used only in special cases.

Contact obstacles such as the A-Frame, Dog Walk, and Seesaw shall not be set up in sequence, or as the first or last obstacle on a course.

The course must contain at least 50% winged jumps vs. non-winged jumps.

Section 5. Approach Angles.

Approach angles are determined based on the anticipated path of a 20 inch high jumping dog through the obstacles. Approach angles to obstacles shall not exceed the following, with additional consideration for safety, based on the obstacle being approached and the running surface.

All Novice Classes – Generally not exceeding 90 degrees, but must not exceed two times at 135 degrees. (Exception: One 180 degree turn will be allowed.)
All Open Classes – Generally not exceeding 135 degrees, but must not exceed two times at 180 degrees.
All Excellent Classes – Generally not exceeding 180 degrees, but must not exceed two times at 270 degrees.
All Class Levels – A 180 degree turn from the exit of an Open Tunnel to the ascent of the A-Frame is not allowed.

Section 6. Preparing a Ring for Agility.

The judge is allowed to send a diagram showing the positions of all the obstacles no more than 48 hours prior to the date of the trial to facilitate course building. This diagram may not show obstacle numbers, start and/or finish lines or the Send Line on the course. The judge may send an equipment list more than 48 hours ahead if requested by the club. The Judge may send a diagram more than 48 hours ahead showing position of the contact obstacles and a list of the other obstacles that may be grouped together (bunched) in different areas of the ring. Once the obstacles are set no dogs may train or practice on the obstacles.

Section 7. Course Distances, Times.

Course distances are determined by the judges based on the course as set. When measuring course distance, the judge shall use a 12-inch dog's typical path for the 4-inch, 8-inch and 12-inch height division and a 20-inch dog's typical path for the 20-inch, 24-inch and 24-inch Choice height divisions. The 16-inch height division will have the course distance based on an average of the 12-inch and 20-inch dog's typical path.
For Open and Novice Standard and Jumpers with Weaves. The judge will only measure the typical path for the 20-inch dog. That measurement will be used to calculate all times for the applicable Novice or Open Standard and Jumpers with Weaves.

Section 8. Walk-through, Equipment and warmups.

Handlers are permitted to walk the course, without a dog, prior to the start of the class to plan their strategy. The walk-through is restricted to handlers entered in that class.

Warm-up jumps are recommended, but only one jump per warm-up area will be permitted. The warm-up jump shall be placed off to the side and not on the course. No other practice equipment is allowed on the grounds.

Section 9. Collars.

At the handler's option, dogs may run a course with or without a collar. The only collars allowed when running a course are flat buckle or rolled leather collars, but there shall be no attachments hanging or otherwise allowed on the collar. This shall not preclude painted or stitched designs or information on the collar. Dog's names and/or identifying information may appear on the collar. No title, awards, or advertising may appear on the collar. Dogs may be brought to the start line on slip leads, choke chains, body harness, head halters or other collars that are permitted on the trial grounds. Pinch/prong and electrical collars (dummy or not) and special training collars are not allowed anywhere on the trial grounds. When an Agility Trial is held on the same show grounds as other BKC venues (such as obedience and conformation), collar regulations of the other venues if more restrictive than agility shall take precedence.

Section 10. Leashes.

Handlers shall be allowed to bring their dog to the start line on leash. Handlers shall comply with the judge's instructions for being ready to start their run, having their dog off leash and under control in a timely manner. Dogs shall not be faulted for the act of playing tug on the leash. A leash may not have excess material dangling from it, nor may it have any attachments including a fleece or leather wrap. The leash may have a single pick-up bag and/or identification tag attached to it. Dogs shall be on leash at all times when on the trial grounds except in the ring and at the warm-up jump area. The handler may choose not to leave their leash at the start line. If so, the leash must be fully contained within the handler's pocket or may be clipped around the handler (i.e., waist, crossbody, etc.). Dogs must enter and exit the ring with the leash attached to the dog's collar or harness, or in the case of a slip lead, with the noose completely around the dog's neck, with the other end of the leash held by the handler. Any entry or exit chutes added to the ring for the ease of getting dogs in and out of the ring are not considered to be part of the ring. Clubs must provide a leash holder or a container for the leash runner to place the leash in or on, which can easily be located by the handler near the ring exit. Leashes or slip leads may not be hung on the ring barrier nor placed on the ground.

Section 11. Hair Tie Back Policy.

Any dog whose hair over its eyes interferes with its vision, or whose hair on its ears interferes with the safe performance of the obstacles, may have the hair tied back with rubber bands.

Section 12. Handling Aids.

Food and/or toys are not permitted in the course area and the handlers are not permitted to use or have in their possession, whistles, stopwatches, fanny packs or other instruments or handling/training devices while running the course. Toys are permitted if running FEO as detailed in Chapter 1, Section 15 FEO.

Section 13. Hander's Position.

Dogs can be worked on any side (left, right, in front or behind) and at any distance in any class however; course layout (e.g., against a ring, gate or wall) may restrict the handler's position.

Section 14. Starting and Completion.

Judging the performance of the dog shall start as soon as the dog enters the ring. A dog's time starts whenever any part of the dog crosses the start line, defined as the plane of the first obstacle. A dog's time stops whenever any part of the dog crosses the finish line in the correct direction when the dog is in the closing sequence. The finish line is defined as the plane of the last obstacle. The closing sequence is defined by the completion of the second to last obstacle on the way to the finish obstacle. The dog shall be on leash when exiting the ring and not be allowed to run loose "off leash" around the trial site.

Section 15. Training on Show Grounds.

No agility obstacle training is allowed on the show grounds except for the use of the warm-up jump. No training is allowed on the trial equipment from 12.00 am the day of the trial to the completion of the trial.
If the club chooses to build the course for the next day per Chapter 4, Section 6 then the restriction on obstacle training goes into effect at the point the course is built

Section 16. Clothing/Identification.

Club clothing or AKC event clothing may be worn by anyone exhibiting a dog or by ring stewards. Clothing may display the person's name, the dog's call name and/or the dog's picture. Titles may not be displayed. Writing or graphics on the clothing must not be in poor taste or contain profanity. Clothing must not display any information that would be in conflict with a sponsor of the trial.

Chapter 5 – General Scoring Criteria

Section 1. Maximum Score, Qualifying Score.

The maximum attainable score in the Standard and JWW classes is 100 points, in the FAST class it is 80 points. In order to earn a qualifying score a dog must pass with the minimum allowable score or better, and not receive any non-qualifying deductions. Reference Chapters 6 & 7 for minimum allowable score per class level.

Section 2. Placements, Tied Scores.

Dogs must have a qualifying score to be eligible for a placement. The four (4) highest scores shall be awarded first through fourth placements, respectively, with tied scores decided by the fastest time. (Time shall be measured and recorded to the nearest 1/100th of a second).

In case of a tie in both the score and time, a run-off will be held on the course of record or a course of lower skill level. The winner of the run-off based on score then time shall be awarded the higher placement.

Section 3. Course Time Deductions.

Course time deductions are made as follows:

Novice: 1 point deduction for every second over course time rounding down to whole numbers.

Open: 2 point deduction for every second over course time rounding down to the whole numbers.

Excellent/Masters: 3 point deduction for every second over course time rounding down to whole numbers.

Time is called at course time plus 20 seconds, and the dog must be excused.

Section 4. Faults.

The following penalties apply in all classes where applicable:

“R”	Refusal / Run-out (-5 points)
“W”	Wrong Course (-5 points)
“T”	Pause Table Fault (-5 points)
“F”	Failure to Perform / Elimination (NQ)

"E"	Excusal (NQ)

Refusals and Run-outs

Refusals: It is considered a refusal when a dog starts toward an obstacle and ceases forward motion or starts toward an obstacle and turns back on his path. However, the dog shall not be faulted for a refusal on the approach if, in the judge's opinion, the dog has not seen the obstacle. A dog is not considered to be on or in an obstacle until they are on it or in it with all four (4) paws, thus being subject to refusals until they are totally on or in an obstacle. Conversely a dog has not exited an obstacle until it has left the obstacle with all four (4) paws.

Weaves: A refusal has occurred at each incorrect entry to weave poles and/or each time a pole or multiple poles are missed during a weaving attempt.

A Refusal is scored as a 5 point deduction.

Run-outs: A dog that passes the plane of the next correct obstacle, regardless of whether the dog saw or was approaching the obstacle, will be scored as a run-out. Run-out planes are defined as the point at which they can no longer attempt or complete a particular obstacle without turning back.

Run-outs are scored and signaled the same as refusals.

Wrong Course

A wrong course occurs when a dog engages any part of an obstacle that is not the next one in sequence or the next obstacle in the sequence in the wrong direction. A dog is considered to have engaged an obstacle if they touch it with one paw or if they cross the plane of the obstacle by jumping over, going under or crossing through it. (Exception: A dog going under the A-Frame, Dog Walk, or Seesaw is not considered to have committed a wrong course penalty). Also, back weaving is faulted as a wrong course when the dog has crossed the line of the Weave Poles three (3) times in a weaving motion in the wrong direction.

A wrong course is scored a five (5) point deduction per occurrence. An occurrence is defined as one deduction until the dog has returned to and engaged the correct obstacle, regardless of how many wrong obstacles are taken. When a dog does not return to the next obstacle, the judge shall signal an "F" in addition to the "W" and "R" if applicable and will continue judging as if the wrong course had not occurred.

Pause Table Faults

Leaving the table prior to completing the 5 second cumulative count. A 5 point deduction per occurrence and the dog must come back and finish the table with the five (5) second count stared anew.

Anticipating the count (i.e.: a dog is released or releases itself immediately before or during the judge's command of "Go"). A 5 point deduction is incurred and the dog should not return to the table.

Outside Assistance

Interference or outside assistance that aids or is intended to aid the performance of a singular dog or handler. Faults shall be at the judge's discretion from a 5 point deduction to elimination.

Lead Out Advantage.

The following must be adhered to regarding lead out advantage:

- Handlers may lead out to as many obstacles as they wish.
- A handler may touch the dog to position the dog for the start of the course and may return to the dog and reposition it nicely without restriction, as long as neither the handler nor the dog has crossed the start line.
- Once a handler crosses the start line to lead out, he or she may not touch the dog for any reason. If the handler does so, he or she shall be faulted with an "F" or "E" depending on the circumstances.
- Once a handler has taken a lead out, if the dog breaks position (without crossing the start line), the handler may go back to reposition the dog to successfully approach obstacle #1, but may not touch the dog while doing so. The handler may not lead out again (e.g. the dog must leave with the handler).
- If a dog breaks position before the handler is ready and has started the course, the handler may not reposition the dog at the start of the course. This is training in the ring and the handler shall be excused.

Section 5. Mandatory Elimination (NQ).

The following individual faults call for Mandatory Elimination, which shall be marked as an "F" on the scribe sheet resulting in a non-qualifying score (NQ). The dog/handler may continue their run except as may be noted elsewhere in these regulations:

1. Handler or dog knocking down any obstacle or jump that is either presently being performed or will be performed. Handler jumps over, goes under, or steps on top of any obstacle. (If excessive the judge may excuse the handler for his or her own safety).
2. Displacing the top bar(s) or panel of a jump or breaking apart the tire jump.
3. Failure to clear the span of the Broad Jump.
4. Missing a contact zone (except missing the upside of the A-Frame or Dog Walk is not faulted).
5. Seesaw fly-offs.
6. Failure to complete all obstacles that are part of the course as described in Chapter 3.
7. Running the wrong course and not correcting the run before crossing the finish line.
8. Handler touching any obstacle prior to completion of the course.
9. Contact between handler and dog that aids the performance of the dog.
10. Any contact of dog and handler at the Pause Table, Weave Poles, and contact obstacles.
11. Exceeding the refusal maximum for a given class.
12. Exceeding the wrong course maximum for a given class.

Section 6. Mandatory Excusals.

Handlers can be excused by the judge at any time for inappropriate actions including, but not limited to those listed below. The following faults call for mandatory excusal.

The scribe sheet shall be marked "E" and the dog and handler are excused from the ring:

1. Handler continuously or conspicuously leads the dog through the course) excessive handling), uses harsh commands, or corrections.
2. Unsportsmanlike conduct.
3. A dog that leaves the course area and/or discontinues working and/or is unresponsive and/or out of control.
4. Exceeding the maximum course time.
5. Dogs fouling (includes vomiting) in the ring at any time.
6. Inappropriate collar on dog discovered after the dog had started the run.
7. A handler that runs the course with handling aids.
8. Training in the ring including corrections, purposefully touching the dog in order to get it to perform an obstacle or petting the dog on the Pause Table or contact obstacles to reinforce a behavior.
9. Dogs biting handler, beyond playful nipping.
10. Exceeding the fault limit of the class. Fault limits may be applied only if both the judge and Trial Chairman agree that it is in the best interest of the trial to do so. If applied the fault limit shall be either three (3) or four (4) separate faults that would normally result in a non-qualifying score. When a dog has reached the established fault limit the dog shall be excused from the ring and the handler should endeavor to exit the ring in the most expedient manner possible.
11. Failure to comply with judge's verbal instructions.
12. Lead out advantage violation. Refer to Chapter 5, Section 4f; Lead Out Advantage.
13. Any dog that does not enter or exit the ring on leash. On leash is defined as having the leash attached to the dog's collar or harness, or in the case of a slip lead, having the noose completely around the dog's neck.
14. If the dog gets hung up going through the Tire, or falls off the ascent side of the Dog Walk, A-Frame, or Seesaw, the handler has the choice to immediately reattempt the obstacle once and then leave the course. Alternatively, the handler has the choice not to retry the obstacle the dog had trouble with and continue running the course.

Section 7. For Exhibition Only.

For Exhibition Only (FEO) runs are allowed in all classes at the option of the club. It must be stated in the premium and any pre-trial publications. If a team is running FEO, Maximum Course Time for FEO shall be 45 seconds except for FAST which will use the set FAST course times. Time will be started by the Timer as soon as the handler starts their lead out. If the handler has not told the scribe and the judge prior to the
start of the run that it is an FEO run, the judge will judge the run as a scored run and all regulations are in effect. In this case the judge will excuse the team for training in the ring as described in Chapter 5, Section 6.

When running FEO, the handler may use a toy to reward the dog. No food and no toys that make noise may be used. The handler may train any piece of equipment as many times as they would like. Handlers may touch equipment during the FEO run, which includes resetting the bars.

The judge shall not judge the dog's run but will watch the run to ensure that the handler is not using harsh commands or corrections and that the run is being done safely. The judge will immediately whistle to excuse the team from the ring for any of these infractions. During FEO runs, dogs may be excused or disqualified for menacing or aggressive behavior as in Chapter 5, Section 6. The judge and ring crew must stay in the ring.

Section 8. Fix and Go On.

At any time during a run the hander may immediately fix a single

one time. The action shall be judged as an elimination, which shall be marked as an “E” on the scribe sheet, resulting
in a non-qualifying score (NQ). The handler may go back
a few obstacles prior to the fix. If a jump bar (bar jump or single bar jump) is knocked, the handler may reset it, but the reset is limited to one jump bar. The dog may not be verbally or physically corrected for the error. Weave poles may be immediately re-attempted three times, but if the dog is brought back to obstacles prior to the weave poles, it will be considered the one time Fix and Go On attempt. Once handlers have used the one-time Fix and Go On option, they must immediately finish the course or exit the ring.

The judge shall not judge the dog’s run after the fix but will continue to watch the run to ensure that the handler is going on to complete the course correctly, is not using harsh commands or corrections and that the run is being done safely. The judge will immediately whistle to excuse the team from the ring for any of these infractions.

Chapter 6 – Standard Agility Classes

Section 1. Criteria.

The following criteria applies to the Standard Agility classes:

Novice Agility Standard
Open Agility Standard
Excellent Agility Standard
Master Agility Standard

Section 2. Novice Agility Standard Class.

The focus of the Novice Class shall be obstacle performance with minimal handling.

Performance Standards:

- Minimum allowable score required to qualify = 85.
- Additional non-qualifying fault (beyond those listed in Chapter 5 Sections 5-6):
    - More than two (2) Refusal/Run-outs
    - More than 1 (1) Wrong Course
    - More than 2 (two) table faults

    Refusals and Run-outs during the performance of the Weave Poles will not be faulted.

Standard Course Time:

- 8-inch Division: 1.85 yards per second, plus 5 seconds for the Pause Table.
- 12-inch Divisions 2.0 yards per second, plus 5 seconds for the Pause Table.
- 16-inch Division: 2.15 yards per second, plus 5 seconds for the Pause Table.
- 20-inch Division: 2.25 yards per second, plus 5 seconds for the Pause Table.
- 24 inch Division 2.20 yards per second, plus 5 seconds for the Pause Table.
- 24 inch Choice Division 2.25 yards per second plus 5 second for the Pause Table

Time Penalties = one (1) fault for every full second over Standard Course Time.

Minimum Obstacle Requirements:

- Quantity = 14 – 16
- Obstacles required, allowed and not allowed – refer to chart at the end of this chapter.

Section 3. Open Agility Standard Class.

The focus of the Open Agility Class is on enhanced obstacle performance with more handling required.

Performance Standards:

- Minimum allowable score required to qualify = 85.
- Additional non-qualifying faults (beyond those listed in Chapter 5 Section 5-6):
    - More than one (1) Refusal/run-out
    - More than one (1) Wrong Course
    - More than 1 (one) Table Fault

Standard Course Time:

- 8-inch Division 2.25 yards per second, plus 5 second for the Pause Table. 12-inch Division: 2.35 yards per second, plus 5 seconds for the Pause Table.
- 16-inch Division: 2.5 yards per second, plus 5 seconds for the Pause Table.
- 20-inch Division 2.65 yards per second, plus 5 seconds for the Pause Table
- 24-inch Division 2.55 yards per second, plus 5 seconds for the Pause Table
- 24-inch Choice Division 2.65 yards per second, plus 5 seconds for the Pause Table

Time Penalties = two (2) faults for every full second over Standard Course Time.

Minimum Obstacle Requirements:

- Quantity = 16 – 18
- Obstacles required, allowed, and not allowed – refer to chart at end of this Chapter.

Section 4. Excellent Agility Standard Class.

The focus of the Excellent class is to provide an opportunity for dogs and handlers to demonstrate their superior skills in agility.

Performance Standards:

- Minimum allowable score required to qualify = 85.
- Additional non-qualifying faults (beyond those listed in Chapter 5 Sections 5 and 6):
    - Any course faults

Standard Course Time:

- 8-inch Division: 2.50 yards per second
- 12-inch Division: 2.7 yards per second
- 16-inch Division: 2.85 yards per second
- 20-inch Division 3.1 yards per second

- 24-inch Division 2.9 yards per second
- 24-inch Choice Division = 3.1 yards per second
- Time penalties = three (3) faults for every full second over Standard Course Time.

Course Time Limits:

- The following is the greatest allowable Standard Course Time allowed for this class based on jump height.
    - 8-inch Division = 74 seconds
    - 12-inch Division = 69 seconds
    - 16-inch Division = 67 seconds
    - 20-inch Division = 63 seconds
    - 24-inch Division = 67 seconds
    - 24-inch choice division = 63 seconds

    Maximum Course Time: The maximum course time will be the Standard Course Time plus 20 seconds.

Minimum Obstacle Requirements:

- Quantity = 18 – 20
- Obstacles required, allowed, not allowed – refer to chart at the end of this chapter.

Section 5. Master Agility Class.

The focus of the Master Class is to provide an opportunity for dogs and handlers to demonstrate their superior skills in agility.

Performance Standards:
Minimum allowable score required to qualify = 100.
Additional non-qualifying faults (beyond those listed in Chapter 5, Sections 5 and 6)

• Any course faults
Standard Course Time:
- 8-inch Division: 2.50 yards per second
- 12-inch Division: 2.7 yards per second
- 16-inch Division: 2.85 yards per second
- 20-inch Division 3.1 yards per second
- 24-inch Division: 2.90 yards per second
- 24-inch Choice Division = 3.1 yards per second

Time penalties = 3 faults for every full second over Standard Course Time.

• Course time limits. The following is the greatest allowable Standard Course Time allowed for this class based on jump height.

- 8-inch Division = 74 seconds
- 12-inch Division = 69 seconds
- 16-inch Division = 67 seconds
- 20-inch Division = 63 seconds
- 24-inch Division 67 seconds
- 24-inch Choice Division = 63 seconds

Maximum Course Time: The maximum course time will be the Standard Course Time plus 20 seconds.

Minimum Obstacle Requirements:

- Quantity= 18-20
- Obstacles required, allowed, not allowed – refer to chart at the end of this chapter.

R = Required Obstacle

A = Allowed Obstacle

N = Not Allowed

Obstacles	**Class**		
	Nov. Std.	**Open Std.***	**Exc/Master Std.***
Dog Walk	R (1)	R (1)	R (1)
A-Frame	R (1)	R (1)	R (1)
Seesaw	R (1)	R (1)	R (1)
Pause Table	R (1)	R (1)	N
Weave Poles	R (1) 6 poles	R (1) 9-12 poles	R (1) 9-12 poles
Open Tunnel	R Max (3)+	R Max (3)+	R Max (3)+
Bar Jump	A	A	A
Double Bar Jump	A (2) **	A (2) *	A (2) *
Panel Jump	A	A	A
Tire Jump	R(1)	R(1)	R(1)****
Broad Jump	R (1)	A (1) *	A (1) *

Triple Bar Jump	A (1)	A (1) *	A (1) *
Ascending Double Bar Jump	A (2) *	A (2) *	A (2) *
Wall Jump	N	N	A (1) ***
One Bar Jump	A	A	R
Qty of Obstacles	14-16	16-18	18-20

*A minimum of two and a maximum of three spreads must be used and two different types of spread jumps must be used on the course. The double/ascending double are considered one type of spread.
**Either the Double Bar Jump, or the Ascending Double Bar Jump must be used for Novice Standard. The Broad Jump must be used. No more than three spreads may be taken on a Novice Standard Course.
***Only one wall jump may be used as a spread jump or in place of a Panel Jump in Masters and Premier Standard.
****Tire is optional in Premier
+ May only use 3 tunnel passes if one is a 10 -13-foot tunnel and is not curved more than 45 degrees. Premier may use up to 3 tunnels and to do so do not need to use the 10’ tunnel.

Chapter 7 – Jumpers With Weaves Class

Section 1. Purpose.

This agility class is intended to be a fun yet competitive way to demonstrate a working relationship between dog and handler. In this class, dogs are not slowed down by the careful performance and control required by the contact obstacles and Pause Table. Dog/handler teams can therefore race through a course composed primarily of jumps demonstrating a dog's speed and jumping ability.

The following criteria applies to the Jumpers With Weaves Agility Classes:

Novice Jumpers With Weaves
Open Jumpers With Weaves
Excellent Jumpers With Weaves
Master Jumpers With Weaves

Section 2. Novice Jumpers With Weaves Class.

Performance Standards:

- Minimum allowable score to qualify = 85
- Additional non-qualifying faults (beyond those listed in Chapter 5 Sections 5and6):
    - More than two (2) refusals
    - Any wrong course
    - Refusals and run-outs will not be faulted regarding the performance of the Weave Poles in this class.

Standard Course Time:

- 8-inch Division: 2.30 yards per second
- 12-inch Division = 2.5 yards per second
- 16-inch Division = 2.75 yards per second
- 20-inch Division 3.0 yards per second
- 24-inch Division 2.8 yards per second
- 24-inch Choice Division 3.0 yards per second

Time penalties = one (1) fault for every full second over Standard Course Time.

Minimum Obstacle Requirements:

- Quantity = 14-16
- Obstacles required, allowed, and not allowed – refer to the chart at the end of this chapter.

Section 3. Open Jumpers With Weaves Class.

Performance Standards:

- Minimum allowable score to qualify = 85
- Additional non-qualifying faults (beyond those listed in Chapter 5 Sections 5&6):
    - More than one (1) refusal
    - Any wrong course

Standard Course Time:

- 8-inch Division: 2.80 yards per second
- 12-inch Division = 3.0 yards per second
- 16-inch Division = 3.25 yards per second
- 20-inch Division: 3.5 yards per second
- 24-inch Division 3.30 yards per second
- 24-inch Choice Division 3.5 yards per second

- Time penalties = two (2) faults for every full second over Standard Course Time.

Minimum Obstacle Requirements:

- Quantity = 16 - 18
- Obstacles required, allowed, and not allowed – refer to the chart at the end of this chapter.

Section 4. Excellent Jumpers With Weaves Class.

Performance Standards:

- Minimum allowable score to qualify = 85
- Additional non-qualifying faults (beyond those listed in Chapter 5 Sections 5&6).

  Any Course Faults

Standard Course Time:

- 8-inch Division – 3.05 yards per second
- 12-inch Division = 3.25 yards per second
- 16-inch Division = 3.5 yards per second
- 20-inch Division = 3.75 yards per second
- 24-inch Division = 3.55 yards per second
- 24-inch Choice Division = 3.75 yards per second

- Time penalties = three (3) faults for every full second over Standard Course Time.

Course Time Limits:

The following is the greatest allowable standard course time allowed for this class based on jump height.

- 8-inch Division = 57 seconds
- 12-inch Division = 54 seconds
- 16-inch Division = 51 seconds
- 20-inch Division = 49 seconds
- 24-inch Division = 52 seconds
- 24-inch Choice Division = 49 seconds

Maximum course Time. The maximum course time will be the Standard Course Time plus 20 seconds.

Minimum Obstacle Requirements:

- Quantity = 18 – 20
- Obstacles required, allowed, and not allowed – refer to the chart at the end of this chapter.

Section 5. Master Jumpers With Weaves Class.

Performance Standards:

- Minimum allowable score to qualify = 100
- Additional course fault is a non-qualifying faults (beyond those listed in Chapter 5 Sections 5&6):
  Any Course Fault including any time fault

Standard Course Time:

- 8-inch Division: 3.05 yards per second
- 12-inch Division = 3.25 yards per second
- 16-inch Division = 3.5 yards per second
- 20-inch Division = 3.75 yards per second
- 24-inch Division = 3.55 yards per secon
- 24-inch Choice Division = 3.75 yards per second

- Time penalties = three (3) faults for every full second over Standard Course Time.

Course Time Limits:

The following is the greatest allowable standard course time allowed for this class based on jump height.

- 8-inch Division = 57 seconds
- 12-inch Division = 54 seconds

- 16-inch Division = 51 seconds
- 20-inch Division = 49seconds
- 24-inch Division = 52 seconds
- 24-inch Choice Division = 49 seconds

Maximum course Time. The maximum course time will be the Standard Course Time plus 20 seconds.

Minimum Obstacle Requirements:

- Quantity = 18 - 20

- Obstacles required, allowed, and not allowed – refer to the chart at the end of this Chapter.

R = Required Obstacle

A = Allowed Obstacle

N = Not Allowed

Obstacles	Class		
	Novice JWW**	**Open JWW***	**Exc./ Master JWW***
Dog Walk	N	N	N
A-Frame	N	N	N
Seesaw	N	N	N
Pause Table	N	N	N
Weave Poles (1 set of poles only with quantities as listed, taken 1 time)	R (1) 6 poles	R (1) 12 poles	R (1) 12 poles
Open Tunnel	A (2)	A (2)	A (2)+
Bar Jump	A	A	A
Double Bar Jump	A (2)**	A (2) *	A (2) *
Panel Jump	A	A	A
Tire Jump	A(1)	A(1)	A(1)
Broad Jump	A (1)**	A (1) *	A (1) *
Triple Bar Jump	A (1)**	A (1) *	A (1)*
Ascending Double Bar Jump	A (2)**	A (2)*	A (2)*
Wall Jump	N	N	A (1)***
One Bar Jump	A	A	R
Qty of Obstacles	14-16	16-18	18-20

*A minimum of two and a maximum of three spreads must be used and two different types of spread jumps must be used on the course. One of the two spreads must be the broad or triple jump.

**A minimum of one and a maximum of two spreads is required in Novice JWW.

***Only one wall jump may be used as a spread jump (triple, broad jump, double/ascending double) or in place of a Panel jump in Excellent, Master and in JWW Premier.

+Premier may use up to 3 tunnel passes

R = Required Obstacle A = Allowed Obstacle N = Not Allowed

( ) = Indicates the maximum number of times that this type of obstacle can be taken in the class. If not listed specifically otherwise, the quantity is unlimited.

Chapter 8 Preferred Agility Classes

Classes Standard and Jumpers With Weaves

Section 1. Purpose. These classes afford an opportunity for a greater variety of dogs, and their handlers to participate in the sport of agility. Owners/Handlers have the choice of entering the Preferred Classes with its modified standards as listed in this chapter, over those standards listed in Chapters 5, 6 and 7.

Section 2. Standards. The Preferred Classes are subject to all standards as listed in the Regulations for Agility Trials, except as modified in this chapter.

Section 3. Eligibility. The Preferred Classes are open to any dog eligible to enter an agility trial as defined in Chapter 1, Section 3.

The owner may choose to enter their dog in Preferred classes and Regular classes at the same trial. A dog may only be entered once in each class offered. They may not enter a class in both Preferred and Regular.

If a dog is entered in Preferred and Regular classes, the owner must submit two separate entry forms, one for Regular classes and one for Preferred classes.

After the close of entry for a trial a dog may not be moved between Regular and Preferred classes except as noted in Chapter 1, Section 21.

Section 4. Classes.

The Preferred Standard and Jumpers With Weaves Classes are:
Preferred Standard Classes
Novice Agility Standard Preferred
Open Agility Standard Preferred
Excellent Agility Standard Preferred
Master Agility Standard Preferred
Premier Agility Standard Preferred

Preferred Jumpers With Weaves Classes
Novice Jumpers With Weaves Preferred
Open Jumpers With Weaves Preferred
Excellent Jumpers With Weaves Preferred

Masters Jumpers With Weaves Preferred
Premier Jumpers With Weaves Preferred

A club holding an agility trial must offer all of the Preferred Classes and Preferred Class levels equivalent to the Regular Classes and Regular Class levels offered at the trial. It is highly recommended that the Preferred Classes be run concurrently with the Regular Classes using the same course as the Regular Classes to minimize exhibitor walkthroughs, judge's briefings, and jump height changes.

All dogs entering the Preferred Classes for the first time must enter the Novice level in both the Standard Preferred Class and the Jumpers With Weaves Preferred Class, and the FAST Preferred class unless they are crossing over from the regular classes. If the dog is crossing over from the Regular classes to the Preferred classes, they may be entered at the level the dog is eligible to compete at in the Regular classes. Dogs may do crossovers in different classes at different times. Each change from Regular to Preferred is considered separately for Standard, Jumpers and FAST. This is a one-time crossover and the dog's eligibility is determined as of the date that they receive a qualifying score in the Preferred class (example: dog with an AX and OAJ and no legs at a higher level in either class may be entered in the Standard Preferred classes in Master Standard Preferred, Excellent Standard Preferred or Novice Standard Preferred and in the Jumpers with Weaves Preferred classes in Excellent JWW Preferred, Open JWW Preferred or Novice JW Preferred.

Once a qualifying score is earned the dog is no longer eligible to be entered in a different class level for future entries in Preferred if they entered using the one time crossover, There is no grandfathering of titles or points from the Regular Classes to the Preferred Classes or from the Preferred Classes to the Regular Classes. These classes are separate titling programs.

- Dogs may be entered in only one (1) Standard Preferred class, and one (1) Premier Standard Agility class,

- one (1) Jumpers With Weaves Preferred Class and one (1) Jumpers With Weaves Premier class,

  and one (1) FAST Preferred Class, and one (1) Time 2 Beat class per trial.
- A dog may continue to compete at each level until they achieve a qualifying score at the next higher level. If the dog has crossed over from Regular and has not received a qualifying score in the entered Preferred level and there is a lower level they are eligible to enter they may do so for any trials that have not closed and the requested class(es) are not filled.

- The Standard Preferred Class and the JWW Preferred Class, the FAST Preferred class and the Time 2 Beat Preferred class are separate titling programs and a dog may advance faster in one than the other (A dog that has achieved its Novice Agility Jumper Preferred (NJP) is eligible for and may enter the Open Jumpers With Weaves Preferred Class. The same dog must also achieve three (3) qualifying scores in the Novice Standard Preferred Class before being eligible to move-up to the Open Standard Preferred Class).

In order to acquire a Preferred Agility title, a dog must earn the following number of qualifying scores per Preferred Class level, under at least two (2) different judges. (See Chart of Qualifying Scores.)

QUALIFYING SCORES

In order to acquire a Preferred Agility title, a dog must earn the following number of qualifying scores per Preferred Class level under at least two (2) different judges.

Preferred Standard Agility Title	Qualifying Scores Required	Preferred JWW Title	Qualifying Scores Required	Scores Obtained From
NAP	3	NJP	3	Novice Preferred
OAP	3	OJP	3	Open Preferred
AXP	3	AJP	3	Exc. Preferred
MXP	5	MJP	5	Master Preferred
PADP	8	PJDP	8	Premier Class Preferred

Section 5. Preferred Agility Titles.

The Preferred Standard & Jumpers With Weaves titles are: Novice Agility Preferred (NAP), Novice Jumper Preferred (NJP), Open Agility Preferred (OAP), Open Agility Jumper Preferred (OJP), Agility Excellent Preferred (AXP), Excellent Agility Jumper Preferred (AJP), Master Agility Excellent Preferred (MXP), and Master Excellent Jumper Preferred (MJP).), Premier Agility Preferred (PADP) and Premier Jumpers Dog Preferred (PJDP).

The Preferred FAST titles are Agility FAST Novice Preferred (NFP), Agility FAST Open Preferred (OFP), Agility FAST Excellent Preferred (XFP) and Agility Master FAST Excellent Preferred (MFP).
The Preferred Time 2 Beat title is Time 2 Beat Preferred (T2BP).

Section 6. Recognized Achievement.

In order to recognize consistency and longevity in the Master Agility Excellent Preferred (MXP) and the Master Excellent Jumpers With Weaves Preferred (MJP) classes, the BKC will record and add to any dog's title the number 2 for achieving 10 qualifying scores in the Master Excellent Preferred Classes. There is no limit to this achievement. For example, a dog with 15 MXP qualifying scores, and 20 MJP qualifying scores would have the titles of MXP3 and MJP4.

Section 7. Preferred Agility Excellent Title (PAX).

To obtain the Preferred Agility Excellent title (PAX), a dog must exhibit superior performance on the agility course. Consistency is the main quality denoting "superior performance" and therefore is the basis for the Preferred Agility Excellent program. The highest level of achievement in the Preferred Classes is the Preferred Agility Excellent title (PAX).

In order to acquire the Preferred Agility Excellent title, a dog must achieve 5 double qualifying scores obtained from the Preferred Master Standard Agility class and the Preferred Master Jumpers With Weaves class. Qualifying in both the Preferred Master Standard Agility class and the Preferred Master Jumpers With Weaves class on the same day equals one (1) double qualifying score (2Q).

Requirements / General Scoring.
Scores of 100 (clean rounds) obtained in the Master Preferred classes will count towards a dog's Preferred Agility Excellent requirements if the scores are earned in both Standard and JWW classes on the same day.

A dog does not have to obtain the Master Agility Excellent Preferred (MXP) or the Master Agility Excellent Preferred JWW (MJP) titles prior to achieving scores that will count towards their Preferred Agility Excellent (PAX) title. Scores of 100 will count toward the dog's MXP or MJP titles, and double qualifying scores count toward the PAX title even if the MXP or MJP title has not yet been achieved.

The PAX title will follow a dog's registered name in all official BKC records. The title PAX will be followed by a numeric designation indicating the quantity of times the dog has met the requirements of the PAX title as defined above, e.g. 10 2Q's = PAX2, 15 2Q's = PAX3, etc. The PAX title will supersede all lower Preferred agility titles, e.g. PAX 2 will supersede an MXP4 and MJP4 but will not supersede an MXP5 or MJP5 or higher.

Section 8. Preferred Agility Champion Title.

To obtain the Preferred Agility Champion title (PACH), a dog must exhibit superior performance on the agility course. Speed and consistency are the two major qualities denoting "superior performance" and therefore they are the basis for the Preferred Agility Championship program.

In order to acquire the Preferred Agility Champion title, a dog must achieve a minimum of 260 championship points and 7 double qualifying scores obtained from the Master Agility Standard Preferred class and the Master Preferred Jumpers With Weaves Preferred class.

PACH Points

260 points required minimum
• 1 point is awarded for each full second under Standard

Course Time. (No partial points are awarded.)
• Dogs earn points from the Master Agility Standard

Preferred class and/or the Master Jumpers With Weaves Preferred class.

Double Qualify (2Q's)

7 (2Q's) required minimum
• Dogs qualifying with scores of 100 in both the Master

Agility Standard Preferred class and the Master Jumpers

With Weaves Preferred class on the same day.
• Qualifying in both the Master Agility Standard Preferred

class and the Master Jumpers With Weaves Preferred class on the same day equals 1 (2Q).

Requirements General Scoring. Only scores of 100 (clear rounds) obtained in the Master Preferred classes will count towards a dog's Preferred Agility Champion requirements.

A dog does not have to obtain the Master Agility Excellent Preferred title (MXP) or the Master Excellent Preferred
title (MJP) prior to achieving scores that will count towards their Preferred Agility Champion title (PACH). A dog does not need to be in both Master Preferred classes in order to start accruing PACH points. Any score of 100 (clear round) obtained in the Master Preferred classes will count towards both the dog's Preferred Championship requirements, and the dog's MXP titling requirements.

Titles: The PACH title initials will be followed by a numeric designation indicating the quantity of times the dog has met the requirements of the PACH title as defined above, (e.g., 1500 PACH points and 40 2Q's = PACH2).

Section 9. Height Divisions.

The following jump height divisions shall be used in all Preferred classes:
4 Inches: For dogs 11 inches and under at the withers.
8 Inches: For dogs 14 inches and under at the withers.
12 Inches: For dogs 18 inches and under at the withers.
16 Inches: For dogs 22 inches and under at the withers.
20 Inches: For dogs over 22 inches at the withers.

Dogs shall be moved down to the proper jump height if entered in the incorrect Preferred class jump height only if measured by Judge(s) of Record.

Section 10. Scoring Criteria.

The scoring for the Preferred Classes shall be equal to that of its equivalent level in the Regular Classes, as listed in Chapters 6 and 7 of these Regulations, with the exception of the Standard Course Times.
Standard Agility Preferred Classes
Novice Agility Preferred (NAP) = Novice Agility Standard (NA)
Open Agility Preferred (OAP) = Open Agility Standard (OA)
Agility Excellent Preferred Class (AXP) = Excellent Agility Standard (AX)
Master Agility Excellent Preferred Class (MXP) = Master Agility Standard (MX)
Premier Agility Standard Preferred = Premier Agility Standard

Jumpers With Weaves Preferred Classes
Novice Jumpers With Weaves Preferred (NJP) = Novice JWW (NAJ)
Open Jumpers With Weaves Preferred (OJP) = Open JWW (OAJ)
Excellent Jumpers With Weaves Preferred (AJP) = Excellent JWW (AXJ)
Master Excellent Jumpers With Weaves Preferred (MJP) = Master JWW (MXJ)
Premier JWW Preferred = Premier JWW

Course Times:
The Standard Course Times (SCT's) for the Preferred Classes will be the same as the Standard Course Times for the Regular Classes, as listed in Chapters 6 and 7 of these Regulations, plus five (5) additional seconds as shown in the chart below.

Regular Class Jump Height	Preferred Class Jump Height	Course Distance Based On	SCT's Based On Regular Classes (Chapters 6 and 7)	Added Time for Preferred Classes Std & JWW
24"	20"	20" Jumping Dog	24" Division SCT's	Plus 5 Seconds
20"	16"	20" Jumping Dog	20" Division SCT's	Plus 5 Seconds
16"	12"	16" Jumping Dog	16" Division SCT's	Plus 5 Seconds
12"	8"	12" Jumping Dog	12" Division SCT's	Plus 5 Seconds
8"	4"	12" Jumping Dog	8" Division SCT's	Plus 5 Seconds

Maximum Course Time. The maximum course time will be the Standard Course Time plus 20 seconds Example: An Open Standard Agility course that is 160 yards long for the 20 inch Regular Class would have a SCT of (60 seconds plus 5 seconds for the table) = 65 seconds, based on Chapter 6, Section 3 of these Regulations.

In the Open Agility Preferred Class the course yardage for the 16 -inch dog would also be 160 yards with a SCT of (65 seconds based on the Regular Class + 5 seconds) = 70 seconds.

Chapter 9

Fifteen and Send Time (FAST) Class

Section 1. Purpose.

This agility titling class is meant to be an additional test of strategy, skill, accuracy, speed, timing and distance handling, to demonstrate a dog's athletic ability and willingness to work with its handler in a fast-paced atmosphere over a variety of agility obstacles. The class may be offered once per day as an additional class at a club's option. In order to offer the Open level, the Novice must be offered, except as noted in Chapter 2, Section 1. In order to offer the Excellent & Master level, the Open level must be offered, except as noted in Chapter 2, Section 1.

The following criteria apply to the Fifteen and Send Time

classes:
□□Novice FAST

□□Novice FAST Preferred
□□Open FAST
□□Open FAST Preferred
□□Excellent & Master FAST
□□Excellent & Master FAST Preferred

Section 2. Definition.

The Fifteen and Send Time class uses fourteen (14) to sixteen (16) point valued obstacles and/or obstacle combinations. The course will include a "Send Bonus" or distance element that will award a bonus of twenty (20) points if completed successfully and is identified as the "Send Bonus." Five to seven of the fourteen to sixteen point valued obstacles must be single bar jumps (typically winged) valued at one point each. Winged jumps are assumed to have a value of one point unless otherwise denoted by the judge. Nine (9) additional obstacles on the course will be assigned unique values from 2 through 10 by the judge.

At the club's discretion, any/all FAST levels may be designed to be combined into one course with embedded Send Bonuses for each level. Levels may walk together (club's option) with send lines noted for each level. Multi-level courses may have a maximum of two separate send areas. Point values may not change between obstacles (this would require a separate walk-through), but may change within an obstacle (for example, a unidirectional becomes bidirectional).

Additional obstacles (typically non-winged jumps) may be placed on the course, but with no assigned value. There is a maximum of 80 possible FAST class points awarded at all levels, which is the sum of the Fourteen to sixteen point valued obstacles (60 points), a maximum of 6 points may be accumulated utilizing the five to seven 1-point valued jumps); plus a Send Bonus value of 20 points. Teams must successfully complete the Send Bonus to achieve a qualifying

score, as well as a minimum number of required points defined at each class level. To earn points, all obstacles must be completed in accordance with the obstacle performance requirements identified in these *Regulations*.

Obstacles	**Class**		
	Novice FAST	**Open FAST**	**Excellent/ Master FAST**
Dog Walk	R**	R**	R**
A-Frame	R**	R**	R**
Seesaw	R**	R**	R**
Pause Table	N	N	N

Weave Poles (1 set of poles only with quantities as listed, taken 1 time)	R (1) 9-12 poles	R (1) 9-12 poles	R (1) 9-12 poles
Open Tunnel	A (3) *	A (3) *	A (3) *
Bar Jump	A	A	A
Double Bar Jump	A (2)	A (2)	A (2)
Panel Jump	A	A	A
Tire Jump	N	N	N
Broad Jump	A	A	A
Triple Bar Jump	N	N	N
One Bar Jump	A	A	A
*Tunnel may only be used 2 times in the Send. **A minimum of 2 and a maximum 3 contacts may be on the course. A minimum of 2 contacts must be assigned a point value. A maximum of 4 contacts may be performed to earn points.			

R = Required Obstacle A = Allowed Obstacle N = Not Allowed

( ) = Indicates the maximum number of times that this type of obstacle can be taken in the class. If not listed specifically otherwise, the quantity is unlimited.

Course times are determined by level (Novice, Open or Excellent/Master) and jump height. Standard Course Times (SCT's) are required as follows.

Teams will use the following Standard Course Time (SCT) to accumulate points, attempt a Send Bonus and to reach a judge-defined finish obstacle:

Regular Classes

Preferred Classes

* Maximum Course Time. The maximum course time will be the Standard Course Time plus 20 seconds.

An electronic timing horn/buzzer (preferably) or whistle will sound at SCT completion, whereby handlers will no longer have the right to earn points while on course and dogs must run to the finish obstacle to stop the clock. Electronic timing devices with horn or buzzer sounds are recommended for execution and consistent and accurate timing.

Handler contact aiding the performance of the dog to the finish obstacle will result in Elimination.

Jump Height	**Standard Course Time**
8"	38 seconds
12" / 16"	35 seconds
20" / 24" / 24” Choice	32 seconds

Jump Height	**Standard Course Time**
4"	41 seconds
8" / 12"	38 seconds
16" / 20"	35 seconds

Teams will be assessed one (time) fault for every full second over SCT which will be subtracted from the total points (obstacle & Send Bonus total) accumulated on course to determine the final score. Order of placements will be determined by points first and fastest (shortest) time second.

In case of a tie in both points and time, a runoff must be offered. The runoff should be held preferably on the same course or alternately on a FAST course of another level. If a different course level is used to break the tie, the scoring method of that course will be used. This means it could be possible for an Excellent/Master level tie to be broken on an Open or Novice level FAST course or vice versa. If either team chooses not to rerun to break the tie then they may concede the win and take the lower placement. If a team is not available for a runoff (e.g. have left the trial site) then the team that is available will receive the higher placement. Another acceptable method of breaking a tie would be to flip a coin to determine the winner if both teams agree.

A minimum of two and maximum of three unique contact obstacles will be required on the course. A minimum of two contact obstacles must have a point value assigned. A maximum of four contacts may be performed to earn points (i.e. one contact taken twice for differing point values). Weave poles are a required obstacle on course: a minimum of 9-12 weave poles will be required for Excellent/Master/Open and Novice class levels. The balance of obstacles may include single, double and triple jumps, open tunnels, panel jumps, broad jumps and tires or a combination of these obstacles.

Courses may be modified from either the Standard or Jumpers With Weaves courses approved for that event, with the stipulation that the course must be modified in such a way as to be random in pattern with no discernible flow. This will encourage variation in handler course strategies. Up to two (2) intersecting start lines may be set. A single Finish obstacle consisting of a jump or open tunnel is required somewhere on the course. Numbered flags (white background color and black number) or elevated placard signs for numbers 2 through 10 are highly recommended for ease of judging and scoring.

Obstacles that are bi-directional may be taken in either direction to earn points unless otherwise directed by the judge. The judge may require any obstacle to be taken in only one direction for points.

Bi-directional obstacles, whether they have dual point values or not, may not be taken back-to-back (immediately repeated without doing another obstacle in-between) for points. Faulted contact obstacles may be repeated for an attempt to earn points, but may not be attempted in back-to- back fashion.

Weave poles may be reattempted immediately from either end if faulted, but if bi-directional must be restarted at the original entry and completed correctly from start to finish to earn points. If a judge has elected to post dual values on
the weave poles, one for each entry end, a competitor must complete all poles correctly in the designated direction to earn the assigned points.

Section 3. Additional Class Information

An electronic timing horn/buzzer (preferably) or whistle will sound at SCT completion, whereby handlers will no longer have the right to earn points while on course and dogs must run to the finish obstacle to stop the clock. Electronic timing devices with horn or buzzer sounds are recommended for execution and consistent and accurate timing.

Teams will be assessed one (time) fault for every full second over SCT which will be subtracted from the total points (obstacle and Send Bonus total) accumulated on course to determine the final score. Order of placements will be determined by points first and fastest (shortest) time second.

In case of a tie in both points and time, a runoff must be offered. The runoff should be held preferably on the same course or alternately on a FAST course of another level. If
a different course level is used to break the tie, the scoring method of that course will be used. This means it could be possible for an Excellent/Master level tie to be broken on an Open or Novice level FAST course or vice versa. If either team chooses not to rerun to break the tie then they may concede the win and take the lower placement. If a team is not available for a runoff (e.g. have left the trial site) then
the team that is available will receive the higher placement. Another acceptable method of breaking a tie would be to flip a coin to determine the winner if both teams agree.

Courses may be modified from either the Standard, Jumpers With Weaves, Time 2 Beat or Premier courses approved for that event, with the stipulation that the course must be modified in such a way as to be random in pattern with no discernable flow. This will encourage variation in handler course strategies. At the clubs discretion any of
the level courses may be combined into one course with embedded sends (which will allow one course build and
one walk through for all levels); or may be run as separate courses.

Up to two (2) intersecting start lines may be set. A single finish obstacle consisting of a jump, (which may be pointed)
or a non-pointed open tunnel is required somewhere on the course. Numbered flags, elevated placard signs or standard cones for numbers 2 through 10 are highly recommended for ease of judging and scoring.

Microphone headsets may be used by the judge and scribe as an aid in scoring the run and answering any questions that arise. However, the judge’s calls must be audible to the competitor in the ring.

Obstacles that are bi-directional may be taken in either direction to earn points unless otherwise directed by the judge. The judge may require any obstacle to be taken in only one direction for points.

Bi-directional obstacles, whether they have dual point values or not, may not be taken back-to-back (immediately repeated without doing another obstacle in-between) for points. Faulted contact obstacles may be repeated for an attempt to earn points, but may not be attempted in back-to- back fashion.

Weave poles may be reattempted immediately from either end if faulted, but if bi-directional must be restarted at the original entry and completed correctly from start to finish to earn points. If a judge has elected to post dual values on

the weave poles, one for each entry end, a competitor must complete all poles correctly in the designated direction to earn the assigned points.

The Send Bonus portion of the course must contain two to three pointed-obstacles. Handler distance restrictions for the Send Bonus portion must be: 5 - 25 feet in Excellent/ Master, 5 - 20 feet in Open, and 5-10 feet in Novice. The total point value for all obstacles contained in the Send Bonus portion of the course must be no less than five (5) points and no greater than fifteen (15) points.

In general, the Send Bonus portions should not be placed in close proximity to the start line(s). If contacts and weave poles are used in the Send Bonus portion of the Novice course, the minimum distance requirement of 5 feet must
be used. One (1) dual pointed unidirectional obstacle may
be used in the Send. If this obstacle is a tunnel it may be performed back-to-back for points. Obstacle discriminations and changes of flow and/or direction are allowed, in the Open and Excellent/Master Send Bonus sections. Judges shall call out “bonus” if the Send Bonus is correctly completed. A dog is considered to have completed the last obstacle of the Send Bonus when all 4 paws have touched the ground.

A tape used for marking the Send Bonus handler restricted distance must be of a bright contrasting color and should be secured to the floor or ground in an appropriate manner. Golf tees are an appropriate method of holding the line in place when on grass or dirt. Tape may be used when on indoor surfaces but silver duct tape is not allowed, as it is not visible enough to the handlers. Colors such as hot pink, bright green or yellow are recommended.

Refusal, run-out and wrong course faults will not be assessed on course except during the Send Bonus. Once the first Send Bonus obstacle is completed, any refusals, run- outs and/or wrong courses in the sequence will negate the Send Bonus and “FAULT” will be called. In this case, point values may still be earned for corrected refusals or for Send Bonus obstacles taken out of sequence, but will result in a non-qualifying score due to not completing the Send Bonus challenge properly. If the dog never attempts the Send Bonus and the SCT buzzer sounds, the judge shall call “FAULT” for the failure to attempt or complete the Send Bonus properly.

Section 4. Performance Requirements for All Classes

1. Obstacles are bi-directional for point values except for the closed tunnel, seesaw, broad jump and triple jump or unless specified differently by the judge.

2. A maximum of six points may be earned utilizing the five to seven 1-point jumps on the course. The same jump may not be taken back-to-back.
3. Judges may choose one bi-directional obstacle and assign a unique point value for each approach.
4. If an obstacle is repeated or faulted competitors may continue to accumulate points elsewhere on the course. They may also earn points for correctly performing a previously faulted obstacle. The exception to this rule is a displaced bar, as these will not be reset.
5. Points may be awarded for two different pointed contact obstacles taken in succession.
6. Refusals or run outs will not be faulted anywhere on the course other than during the Send Bonus, and will ONLY negate the opportunity to earn the 20 points for the Send Bonus.
7. Time penalties at all levels are one (1) point for each full second over SCT.
8. Teams running to the finish obstacle after the whistle/horn/buzzer sounds cannot be faulted for taking additional obstacles on the way, however, they can be eliminated for handler contact that aids the dog's performance or by purposely touching the dog prior to stopping the time.
9. Teams must successfully complete the Send Bonus portion behind the judge-defined handler restriction line. Stepping on any part of the line before the dog has completed the last obstacle in the sequence will negate earning the Send Bonus points.

Section 5. FAST Class Eligibility.

Novice FAST Classes.
A dog may continue to be shown in the Novice FAST class until they have acquired a qualifying score towards their Open FAST title. The Novice Preferred FAST class is not divided.

Open FAST Class.
Dogs are eligible to enter the Open FAST class if they have acquired a Novice FAST title or an Open FAST title but which have not acquired a qualifying score towards an Excellent FAST title.

Excellent FAST Class.
Dogs are eligible to enter the Excellent FAST "A" class if they have acquired the Open FAST title, and to dogs that have acquired the Excellent FAST title, but that have not acquired a qualifying score towards a Master Excellent FAST title.

Master Excellent FAST Class.
Dogs are eligible to enter the Master Excellent FAST class if they have acquired the Excellent FAST title and to dogs that have acquired the Master Excellent FAST title.

Section 6. Novice FAST and Novice Preferred FAST Class.

The focus of the FAST class at the Novice level will be to introduce the skill, timing and minor distance work involved in a game of strategy and point accumulation.
Performance Standards:

- Minimum score to Qualify is 50 Points which must include 20 points from the Send Bonus.
- Course requires two Send Bonus point valued obstacles taken at a handler restricted distance between 5 feet and 10 feet. Distance may vary within this range with a change in distance allowed between the (4"/8"/12"/16") small dogs' heights and the (20"/24"/26") large dogs' heights only.
- Send Bonus obstacles may include six (6) weave poles or any contact obstacle if these are set at a handler restricted distance of no more than five (5) feet.
- Equipment allowed on course is equivalent to Novice Standard and Novice JWW allowed equipment (with a two (2) contact minimum and one set of six (6) weave poles required).

Section 7. Open FAST and Open Preferred FAST Class.

The focus of the FAST class at the Open level will be to test skill, timing and intermediate distance work involved in a game of strategy and point accumulation.

Performance Standards:

- Minimum score to Qualify is 55 Points which must include 20 points from the Send Bonus.
- Course requires two or three Send Bonus point valued obstacles taken at a handler restricted distance between 10 feet and 15 feet (+/- 5 feet allowance on the 2nd obstacle of 3 as per Chapter 9, Section 2). Distance may vary within this range with a change in distance allowed between the (4/8/12/16") small dogs' heights and the (20/24/26") large dogs' heights only.
- There are no Send Bonus obstacle restrictions. Discriminations and changes of direction are allowed in the Send Bonus sequence.
- Equipment allowed on course is equivalent to Open Standard and Open JWW allowed equipment (with a two (2) contact minimum and 9-12 weave poles required).

Section 8. Excellent & Master FAST and Excellent & Master Preferred FAST Class.

The focus of the FAST class at the Excellent & Master level will be to test skill, timing and distance work at the highest level involved in a game of strategy and point accumulation.
Performance Standards:

- Minimum score to Qualify is 60 Points which must include 20 points from the Send Bonus.
- Course requires three Send Bonus point valued obstacles taken at a handler restricted distance between 15 feet and 20 feet +/- 5 feet allowance on the 2nd obstacle of 3 as per Chapter 9, section 2). Distance may vary within this range with a change in distance allowed between the (4/8/12/16") small dogs' heights and the (20/24/26") large dogs' heights only.
- There are no Send Bonus obstacle restrictions. The Send Bonus sequence must include the minimum of one obstacle discrimination or one change of direction. Equipment allowed on course is equivalent to Excellent Standard and Excellent JWW allowed equipment (with a two (2) contact minimum and 9-12 weave poles required)

Section 9. Titles and Requirements.

Novice FAST Title = NF.
Requires three Novice FAST qualifying scores of 50 points or greater under at least two different judges.
Novice Preferred FAST Title = NFP.
Requires three Novice Preferred FAST qualifying scores of 50 points or greater under at least two different judges.
Open FAST Title = OF.
Requires the NF title plus three Open FAST Class qualifying scores of 55 points or greater under at least two different judges.
Open Preferred FAST Title = OFP.
Requires the NFP title plus three Open Preferred FAST Class qualifying scores of 55 points or greater under at least two different judges.
Excellent FAST Title = XF.
Requires the OF title plus three Excellent FAST Class qualifying scores of 60 points or greater under at least two different judges.
Excellent Preferred FAST Title = XFP.

Requires the OFP title plus three Excellent Preferred FAST Class qualifying scores of 60 points or greater under at least two different judges.

Master Excellent FAST Title = MXF.

Requires the XF title plus five Master FAST Class qualifying scores of 60 points or greater under at least two different judges.

Master Excellent Preferred FAST Title = MFP.

Requires the XFP title plus five Master Preferred FAST Class qualifying scores of 60 points or greater under at least two different judges.

FAST Century 1 Title = FTC1.

Requires the MXF title plus 7 additional Master FAST Class qualifying scores of 60 points or greater. The FTC title initials will be followed by a numeric designation indicating the quantity of times the dog has met the requirements of the FTC title as defined above, e.g.: 14 Master FAST Class qualifying scores of 60 points or greater = FTC2.

FAST Century 1 Preferred Title = FTCP1.

Requires the MFP title plus 7 additional Master Preferred FAST Class qualifying scores of 60 points or greater. The FTCP title initials will be followed by a numeric designation indicating the quantity of times the dog has met the requirements of the FTCP title as defined above.

Table 1 - Title Table. [In order to acquire the following titles, a dog must earn the following number of qualifying scores and the minimum point value per class level under a minimum of two different judges.]

All

Regular Titling Classes	*Preferred Titling Classes*	*# of Qualifying Scores & Minimum Qualifying Score Point Value*	*Scores Obtained From*	*Lower Level Title Required From*
NF	***NFP***	***3 Q's & 50 points minimum***	***Novice FAST Classes***	***None***
OF	***OFP***	***3 Q's & 55 points minimum***	***Open FAST Classes***	***Novice FAST***
XF	***XFP***	***3 Q's & 60 points minimum***	***Excellent FAST Classes***	***Open FAST***
MXF	***MFP***	***3 Q's & 60 points minimum***	***Master FAST Classes***	***Excellent FAST***
FTC1	***FTCP1***	***7 Q's & 60 points minimum***	***Master FAST Classes***	***Master FAST***
TQX	TQXP	***5 Triple Q's***	***Master Std/JWW/FAST***	XF/XFP

FAST Class titles are suffix titles.

To earn a triple Q, dogs must qualify in the following Master classes on the same date: Standard, Jumpers with Weaves and FAST.

Chapter 10, Time 2 Beat (T2B) Class

Section 1. Purpose

This optional agility titling class is meant to challenge the handler/dog to set a clean efficient line with an emphasis on speed and accuracy. The dog that sets the quickest time in each jump height will set the time to beat for that jump height. There will be a single class level and all dogs with any skill level (e g Novice, Open, Excellent) will compete on the same course. The class (Regular & Preferred) may be offered once per day as an additional class at a club's option. This will aid clubs to add an additional class to the day without making multiple course changes that add time to the day.

Section 2. Definition

The Time 2 Beat (T2B) class is a combination course from the Standard and Jumpers With Weaves classes. While dogs of any skill level (e g Novice, Open, Excellent) are allowed to compete in T2B, to be successful dogs will need to demonstrate athletic ability and an advanced skill level.

Section 3. Eligibility

T2B has a single class level Dogs eligible to enter Novice, Open, Excellent or Master level classes may enter the T2B class. Dogs will be judged and points awarded by jump height

Section 4. Performance Standards

- The course must be completed before the dog reaches or exceeds the Maximum Course Time (MCT).
- Wrong courses are scored with a "W" on the scribe sheet and will result in a non-qualifying (NQ) score.
- Mandatory Eliminations (NQ) established for equipment as stated in Chapter 5, Section 5 will apply and result in a non-qualifying score (NQ). An "F" shall be marked on the scribe sheet and the dog and handler may continue their run except as noted elsewhere in these Regulations.
- Mandatory Excusals stated in Chapter 5 Section 6 will apply. The scribe sheet shall be marked with an "E" and the dog and handler are excused from the ring.
- Refusals/Run-outs (R) will not be scored.
- Weave poles must be completed in three (3) attempts or less, or a failure to perform fault (F) will be scored and the judge will ask the handler to go on.

Section 5. Maximum Course Times (MCT)

50 seconds for the 20, 24, & 26 inch jump heights.
55 seconds for the 16inch jump height.
60 seconds for the 4, 8, 12 inch jump heights. No additional time is added for dogs entered in Preferred, as the fastest Preferred dog within each jump height will set the Time 2 Beat.

Section 6. Scoring Criteria

- A qualifying score is obtained when the dog's run time is under the MCT and has incurred no course faults.
- The dog within a jump height with the fastest time (before times are truncated) with no course faults shall earn first place and 10 points. In the case of a tie (e g same score and time), a run-off will be used to determine the first place dog . Only one dog per jump height shall be awarded 10 points The time for the first place dog will establish the Standard Course Time (SCT) for the jump height division at the event. NOTE: If a dog

within any jump height is disallowed by AKC after the trial has ended no scores for any qualifying dogs will be recalculated.

All qualifying dogs with a time below that of the SCT shall earn between 1 point and 9 points (see chart below). A dog's run time is truncated for the purpose of calculating how many points are to be awarded. All dogs whose time was within 10% of the SCT shall earn 9 points, within 20% shall earn 8 points, etc. See the chart below.

Dog's Run Time Compared to 1st Place Dog	# of Points Earned
Within 10%	9 points
Within 20%	8 points
Within 30%	7 points
Within 40%	6 points
Within 50%	5 points
Within 60%	4 points
Within 70%	3 points
Within 80%	2 points
Within 90% or greater, but under the MCT	1 point

The formula for the upper end of the percentage range is: (Fastest time in a jump height multiplied by the percentage) plus the fastest time in the jump height. Both the low and high end of the percentage range are truncated. Each dog's time gets truncated. A dog's time falls into a percentage range if it is greater than the low end and less than or equal to the high end of the range.

Point Calculation Example:

If the Standard Course Time was: 28.73 seconds. To calculate the range of dog's run times that will earn 9 points: Take 28 .73 and multiple it by 10% = 2. 87**.** Add 28. 73 and 2 .87 = 31 60 and truncate the result = 31.00 Truncate the SCT of 28.73 = 28.00. The range of dog's run times for 10% is greater than or equal to 28 seconds and less than or equal to 31 seconds. Truncate the dog's time

All qualifying dogs whose truncated run time is greater than or equal to 28 and less than or equal to 31 seconds earn 9 points

To calculate the range of dog's run times that will earn 8 points: Take 28.73 and multiply it by 20% = 5.75. Add 28.73 and 5.75 = 34.48 and truncate the result = 34.00. The range of dog's run times for 20% is greater than 31 and less than or equal to 34.

All qualifying dogs whose truncated run time is greater than 31 and less than or equal to 34 seconds earn 8 points.

To calculate the range of dog's run times that will earn 7 points: Take 28.73 and multiply it by 30% = 8.62. Add 28.73 and 8.62 = 37.35 and truncate the result = 37.00. The range of dog's run times for 30% is greater than 34 and less than or equal to 37.

All qualifying dogs whose truncated run time is greater than 34 and less than or equal to 37 seconds earn 7 points.

NOTE: Not all point values may be awarded for a jump height depending on the SCT for that jump height. If a dog's time is equal to or greater than the MCT, no points are awarded.

Section 7. Catalog Requirements

Run times recorded in the marked catalog must not be truncated.

Section 8. Titles

To earn the T2B (Regular) or T2BP (Preferred) title, a dog must earn 7 qualifying scores and 50 points. The T2B title initials will be followed by a numeric designation indicating the number of times the dog has met the requirements of the T2B title as defined above. Each time a dog earns the T2B title the number of qualifying scores and points will be set to zero

Section 9 Minimum Obstacle Requirements

□□Quantity = 17-19

□□Obstacles required, allowed, and not allowed – refer to chart at the end of this chapter.

OBSTACLES	**Eligibility**
Dog Walk	N
A-Frame	A* (2)
Seesaw	A* (2)
Pause Table	N
Weave poles 1 set of 12 poles	R* (2)
Open Tunnel	A (2)
Closed Tunnel	N
Bar jump	R
Double Bar Jump	A (2) 1 spread jump/course
Triple Bar jump	A (2) 1 spread jump/course
Panel Jump	A
Broad Jump	N
One Bar Jump	A
Tire	A

R = Required Obstacle A = Allowed Obstacle N = Not Allowed

*A combination of three (3) obstacles consisting of the Weave Poles and either the A-Frame, Seesaw or both are required to be used in course design. At least one contact and the Weave Poles are required on the course. The Weave Poles, A-Frame or Seesaw, may be taken twice to meet this requirement

( ) Indicates number of times that this obstacle can be taken on the course.

Chapter 11 - Premier Classes

Section 1. Purpose:

These optional titling classes are designed to challenge dogs and handlers at an increased speed and skill level above those set for the Master level classes. Handlers/dogs will need to negotiate courses that require varied approach angles, spacing, and obstacle discriminations to be successful in these classes. These classes are offered as separate titling tracks and are not part of the MACH/PACH Championships.

Premier may be offered once per day as an additional class or classes. Clubs may but are not required to offer Premier Standard and Premier Jumpers with Weaves on the same day.

Section 2. Eligibility

The Premier class has a single class level. Dogs Eligible to enter Novice, Open, Excellent or Master level classes may enter the Premier Class.

Section 3. Performance Standards

• Minimum allowable score required to qualify = 100.
• The course must be completed before the dog reaches the Maximum Course Time (MCT).
• Additional Non-Qualifying faults (beyond those listed in Chapter 5, Sections 5 and 6). – Any Course Fault

Maximum Course Times (MCT)

Premier Standard Regular:

55 seconds for the 20 and 24 inch Choice Regular jump heights.

60 seconds for the 16 and 24 inch Regular jump heights.

65 seconds for the 8 and 12 inch Regular jump heights.

Preferred:
60 seconds for 16 inch Preferred jump height.

65 seconds for 12 and 20 inch Preferred jump heights.
70 seconds for 4 and 8 inch Preferred jump heights.

Note: For timing purposes all Premier Standard classes may have timer set for MCT of 70 seconds.

Premier Jumpers With Weaves Regular:

46 seconds for the 24 inch Regular jump height.

42 seconds for the 20 inch and 24 inch

45 seconds for the 16 inch Regular jump height.

48 seconds for the 12 inch Regular jump height.

50 seconds for the 8 inch Regular jump heights.

Preferred:
51 seconds for the 20 inch Preferred jump height.

47 seconds for the 16 inch Preferred jump height.

50 seconds for the 12 inch Preferred jump heights.

53 seconds for the 8 inch Preferred jump heights.

55 seconds for the 4 inch Preferred jump height.

Note: For timing purposes all Premier Jumpers With Weaves classes may have timer set for MCT of 55 seconds.

Section 4. Obstacle and Jump Positions
Shall generally follow the requirements set forth in Chapter 4, Section 4, with the following exceptions:

- A Distance of 25 – 30 feet between two obstacles may be approved up to two times on a course.
- Distances of greater than 30 feet between obstacles may be approved to allow for turns between obstacles as necessary.
- There may be one bi-directional tunnel or bar/single bar jump on the course.

Section 5. Approach Angles
Shall generally follow what is stated in Chapter 4, Section 5, except as detailed in the AKC Agility Judges Guidelines for the Premier Class.

Section 6. Titles
To earn the Premier Agility Dog (PAD), Premier Agility Dog Preferred (PADP), Premier Jumpers Dog (PJD) or Premier Jumpers Dog Preferred (PJDP) titles, a dog must earn 8 qualifying scores.

Chapter 12 - Amendments to the Rules

- These Agility Trial Rules are subject to amendment by a majority vote of the Board Members of The Bermuda Kennel Club. The proposed changes must be sent to each Board Member of the Bermuda Kennel Club and approved either by email or at a BKC Board meeting

- Amendments may be proposed by ten members of The Dog Training Club or by the Board of Governors of The Dog Training Club.

- The Board of Governors of The Bermuda Kennel Club shall set the effective date of any approved amendments.