

**Exhibitor's Handbook
For Guidelines Governing
North American Dog Agility Council
Sanctioned Trials**



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Mission Statement

NADAC supports dog agility as a competitive sport, while striving to protect and advance the interests of dog agility by encouraging sportsmanlike competition and responsible dog ownership.

NADAC courses are traditionally fun and fast due to the flow and distance between obstacles. The goal is to maintain an environment that tests dog and handler teams with appropriate challenges, while combining speed, accuracy, distance, and teamwork.

Guidelines for NADAC Trials

Purpose of Agility Trials

The purpose of a NADAC agility trial is to demonstrate the ability of the dog and handler to work as a smooth functioning team. The dog should be under control at all times and show a willingness to work with the handler. Handlers should always conduct themselves in a sportsmanlike fashion. Handlers should have the health and welfare of their canine partner as their first priority. It is the handler's responsibility to have a dog adequately trained to a level in which the dog will respond to commands and perform obstacles in a safe manner.

Eligibility for Entry

All healthy, trained dogs over eighteen (18) months of age are eligible to compete in NADAC agility trials. There is no leeway in the dog's age. The dog **MUST** be a minimum of eighteen months old on the day of the trial in which the dog is to compete.

Dogs must be registered with NADAC prior to competing in a NADAC sanctioned trial. Refer to the section: Registering a dog with NADAC below.

Bitches in heat, lame, or blind dogs are ineligible for entry, as is any dog with a deformity that may cause a judge to not be able to reasonably assess the dog's ability to function and perform agility obstacles safely, and in a manner that is in the best interest, health and welfare of the dog.

Any dog that demonstrates aggression towards any person or any dog, whether inside or outside the ring, must be excused from the agility trial.

Any dog that the judge feels is not under handler control or cannot perform all obstacles in a safe manner must be excused from the agility trial.

All NADAC agility trials shall be open to purebred and mixed breed dogs.

Any dog that has not previously entered a NADAC trial must begin all classes at the Intro or Novice level.

Registering a dog with NADAC

Dogs must be registered with NADAC prior to competing in a NADAC sanctioned trial.

A dog registration is a one-time process and the number assigned is permanent. Dogs may be registered online at <http://www.nadac.com/dogregform.htm> or the form may be printed out and mailed to the NADAC office.

Exhibitors must always use the correct registration number when entering trials, as all points earned are recorded under the dog's registration number. If a handler uses an incorrect registration number, they might lose the points earned from trials entered incorrectly. Always check your trial confirmation to ensure that the trial secretary entered your number correctly in their trial database.

Becoming a NADAC Associate

You can become a NADAC Associate by filling out and sending in the application form found at <http://www.nadac.com/amregform.htm>.

Associateship is renewable on January 1st each year; multi-year membership is also available at a discount.

An associate may register dogs at a reduced rate and receive completed height cards at no charge.

Special Awards earned by an associate's dog will be sent to the owner at no charge. Non-associates may request Special Awards at a cost of \$15 each plus shipping charges.

Exhibitors are not required to become NADAC associates in order to compete in NADAC sanctioned events or to register their dogs with NADAC.

NADAC Forum discussion group

Exhibitors are encouraged to join the NADAC Forum by going to www.NADACForum.com and submitting your request to join. The forum is used for updates and discussions for NADAC.

Determining a Dog's Jump Height

The height of a dog is the measurement of a perpendicular line from a flat surface on the ground to the top of the dog's withers, which is the highest point of the dog's shoulders. This point is at the top of the shoulders where the neck appears to meet the shoulders. When performing the measurement, the dog's legs should be directly underneath and the dog should not be leaning forward or backward. The dog's head should be in a natural state and not be lowered downward.

Wickets are the official measuring device used by NADAC. No other type of measuring device shall be used for measuring at a NADAC trial.

The host club/group may appoint a qualified person to measure dogs. However, should a measurement by a person who is not a judge be within one-half (1/2) inch or less below the maximum shoulder height of a jump height group, the judge of record or official measuring judge for the trial is required to measure that particular dog. Any exhibitor whose dog measures up to a higher jump height group when measured by a steward may request that the judge re-measure their dog.

Judges under supervision are not approved as measuring judges. All other judges on the NADAC Judge's List (found at http://www.nadac.com/judges_list.htm) are approved to measure for permanent height cards.

A dog may have to move up to a higher jump height after the measure-in process. An exhibitor may choose to jump at the lower height and run as an FEO (For Exhibition Only) entry.

The decision of the judge or supervising judge shall be final.

A judge may choose to measure a dog at that trial regardless of whether or not that dog has a measurement card. The judge may change the jumping height that the dog competes in for that trial if the judge deems that the dog should be in a different height group than that which he was entered in. If a judge places a dog with a height card into a different jump height group, then a report must be made to the NADAC office notifying them of the move up in jump height.

Permanent Measurement Cards

An application for a Permanent Height Card can be downloaded from the NADAC web site. As a courtesy to exhibitors, clubs may provide copies of the form. Three measurements, from three different judges at three separate weekend trials, are required. An exception to this may be taken by the judge if the judge feels that the dog is clearly "WAY UNDER" the wicket (at least one finger must easily fit between the dog's withers and the wicket). The judge may then sign the sheet "WAY UNDER" and sign their name to that statement.

Dogs must be a minimum of 2 years old at the time of measurement to be eligible for permanent height card. Once they have received a permanent height card, dogs need not be measured again.

Dogs that measure over 18" at the withers, and dogs entered in the Skilled category at any jump height, do not need to be measured and do not need height measurement cards.

There is a fee to receive a permanent height card, which covers processing, printing and mailing costs.

Height cards are issued to NADAC Associates at no cost.

Jump Height Table for dogs

All dogs must jump their valid jump height as determined by their Category and Division and may not jump higher. All dogs entered in the Proficient category, Standard Division for Novice, Open or Elite jumping 8", 12", or 16" are required to be measured. Any dog over 18" tall is not required to be measured. Height cards are not issued for dogs over 18" tall.

Dogs with permanent height cards need not be measured at subsequent trials.

	<u>Dog Height</u> Withers 11" & under	<u>Dog Height</u> Withers 14" & under and over 11"	<u>Dog Height</u> Withers 18" & under and over 14"	<u>Dog Height</u> Withers over 18"
Proficient Standard	8"	12"	16"	20"
Proficient Veteran dog, Veteran Handler or Junior Handler	4"	8"	12"	16"
Skilled Standard	4"	8"	12"	16"
Skilled Veteran dog, Veteran Handler or Junior Handler	4"	4"	8"	12"

There is no 4" Proficient Standard Division jump height. The 4" Proficient height is for veteran dogs/handlers, disabled handlers, and junior handlers only. In the Skilled category, 8" dogs may jump 4" as their standard jump height. No dog may jump lower than 4".

Jump Height Exemptions

Dogs that exhibit achondroplasia may jump 4" lower than they would normally jump as determined by their measurement. For example, if a Corgi were to measure into the 12" jump height group, they are allowed to enter the 8" Standard division jump height group.

The most common breeds that are eligible for a breed height exemption are the Basset Hound, Dachshund, Petite Basset Griffon Vendeen, Cardigan Welsh Corgi, and Pembroke Welsh Corgi. Occasionally there are individuals from other breeds that exhibit short legs in comparison to overall height and they can apply for a height exemption.

Mixed breed dogs displaying physical characteristics of any of the above listed dogs may apply for a height exemption. Requests are considered on an individual basis. Two pictures of the dog standing, front and side, as well as a letter of request with verification of height/weight are required when applying for a jump height exemption. It is believed that, at all times, handlers will enter their dogs at the appropriate heights, using sound ethics and good sportsmanship. This height exception is for the health and well-being of the dog, not to give one dog a competitive edge over another dog. NADAC assumes that any handler who enters a dog at a lower height has done so to maintain the longevity and good health of their canine companion. NADAC does not accept letters from owners or veterinarians requesting that a dog be permitted to jump lower than the stated jump height due to poor conformation or soundness issues.

An owner of a dog that weighs more than 2 ½ times the height of the dog may submit pictures, height and weight of the dog for consideration of a height exemption status. This weight/height ratio will not automatically qualify a dog for a height exemption status.

Dogs that receive a jump height exemption are not required to be measured. Handlers will receive a height card for their dog once the request is approved.

For Exhibition Only (FEO) Entries:

A club can allow an FEO entry for a dog that measures up at a trial and the handler wants to run the dog at a lower jump height for exhibition only. Or a handler that wants to run a dog at a height that is lower than what the dog's measurement indicates it should jump, according to the jump height table, shall run as FEO. The dog would not be eligible for any placements or qualifying scores.

Obstacles Used at NADAC Agility Trials

The following obstacles are allowed at NADAC agility trials:

Dog Walk
Open tunnel
Hoops

A-frame
Non-winged jumps
Barrels

Weave poles
Winged jumps

Containerized Trials:

Clubs have the option to offer "Containerized Trials". Exhibitors at any time can enter the ring with a closed/sealed container (a ziplock bag works well) in the pocket of their pants or jacket. The container must not be visible to the dog or anyone else and may not be opened within ten feet of the ring boundary. The difference between a containerized trial and a non-containerized trial is that when a club hosts a containerized trial, no one may leave treats or toys around loose, or in any open container, either ringside or at their set up. The container may hold food or a small, non-audible toy. All NADAC fundraisers are containerized trials.

Toys and treats, even those contained within sealed containers are not allowed to be placed within 10 feet of the entrance or exit gate.

Levels, Divisions, Categories, and Classes

NADAC offers four **levels** of competition, which are **Intro**, **Novice**, **Open**, and **Elite**.

The three **divisions** offered are **Standard**, **Veterans**, and **Junior Handlers**. The **Veterans** division includes Veteran Dogs, Veteran Handlers, and Disabled Handlers.

The two **categories** offered are **Skilled** and **Proficient**.

The certification **classes** are Regular Agility class, Jumpers class, Chances class, Touch N Go class, Tunnelers class, Weavers class, Numbered Hoopers class, Barrelers class and X-Hoopers class.

~In April Numbered Hoopers and X-Hoopers will be combining into one class. More info can be found here: NADAC.com/RuleChanges.php ~

Levels

The **Intro level** is an introductory level for every class. The Intro level is for any dog which has not yet earned any NADAC certification in a particular class. Dogs may start any class at either the Intro or Novice level. The Intro level courses will be at an introductory level of challenge.

The **Novice level** is an entry level for every class. The Novice level is for any dog which has not yet earned any NADAC certification in a particular class. Dogs may start any class at either the Intro or Novice level. An Intro title is not required for entry at the Novice level.

The **Open level** is the middle level for every class. A Novice title in that particular class must be earned before entry is allowed at the Open level.

The **Elite level** is the highest and most advanced level for every class. A Novice level title and an Open level title in that particular class must be earned before entry is allowed at the Elite level.

Clubs are not required to allow move-ups during a multiple day trial, and are encouraged to not allow move-ups unless there are a limited number of trials in the area. Dogs shall not move up to a new level between rounds on the same day. A handler is never required to move a dog up to a higher level of competition after a title is completed, or if the higher level is above the dog's training and performance level.

Clubs shall NOT allow entries to competitors who appear to be intentionally entering at a higher level than they are eligible to enter. For instance, if a dog with a new NADAC number and entered in Elite, the club should verify the eligibility of the dog's entry and refuse the entry if the handler is intentionally entering at a higher level than they are eligible for.

If a dog is prematurely moved to a higher level in a class before completing the requirements for the lower level title in that class, the dog must go back to the lower level to complete the requirements for that level title before any higher level titles will be awarded. Any points earned at the higher level prior to the completion of the lower level title will be lost. This rule applies to the certification title, which in each class requires 30 points, and not to the Outstanding and Superior titles. Thus a dog may move to Open Jumpers and earn points and titles once the Novice Jumpers title has been earned; the Outstanding Open Jumpers title, however, does not require the Outstanding Novice Jumpers title, and so forth.

A dog may also be moved back down to a lower level in order to complete Outstanding and Superior titles or simply because the exhibitor wishes to run their dog at a lower level. Points and titles earned at the lower level are valid for special awards.

Special awards are described in the appendix.

Divisions

Standard Division

The Standard Division is open to all dogs under 9 years of age.

Dogs in this division are given the allocated Standard course times.

Veteran Division

The **Veteran** division includes Veteran Dogs, Veteran Handlers, and Disabled Handlers.

The Veteran dog division is open to any dog age seven (7) years of age or older. The dog's age shall be determined by the dog's actual birthday, or the closest date, as known.

Veteran Handler applies to any handler age 60 or older. The handler's age shall be determined by any piece of identification with their birth date listed.

Disabled handler status is for any handler who has a certificate of disability. Handlers with a disability shall present a copy of their disabled parking permit or a letter from their doctor. If a handler wishes to enter any class as a disabled handler, then they must enter all classes and all dogs that they compete with for that weekend as a disabled handler.

Veteran/Disabled Handlers may not enter particular classes or a particular dog using the Veteran/Disabled handler status while entering a different dog or different classes in the other divisions.

Dogs must enter the Veterans Division after their 9th birthday. Dogs must enter the Skilled Category, Veterans Division after their 12th birthday.

Dogs in this division are given the allocated Veterans course times.

Junior Handler Division

The Junior Handler division is open to any dog which is being handled by a handler who is 17 years of age or younger.

Dogs in this division are given the allocated Junior Handler standard course time.

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At all levels, points from all divisions are combined for titling purposes, and there is no distinction between the divisions. So a dog may earn some points from the Standard division and some from the Veterans/VH/JH division and all points will be combined for titles and awards.

Categories

Each class will be split into two categories, Proficient and Skilled. A dog may only be entered in ONE category per weekend trial.

In the **Proficient Category**, dogs must jump their measured jump height per the current jump height table.

In the **Skilled Category**, exhibitors MUST jump their dog one jump height lower than they are required to jump in the Proficient Category. For example, a dog who measures to jump 20" in the Standard division, Proficient category, must jump 16" in the Standard division, Skilled category and will receive the benefit of the additional time allotted to the 16" dogs. If this same dog is also a Veteran, or is handled by a Veteran/Disabled Handler or Junior Handler, he may enter the Veteran or JH Division and jump another 4" lower, for a combined 8" lower and receive the appropriate corresponding times for that height.

Courses are the same for both categories. When entering a trial, you must indicate what category you are entering for that weekend. You may change from Proficient to Skilled and back from trial to another, but you cannot enter or change categories at the same trial.

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At all levels, points from the two categories are combined for titling purposes, and no distinction between the two categories is made. So a dog may earn some points from Proficient and some from Skilled and all points will be combined for titles and awards.

Classes

NADAC offers titling opportunities in the following classes.

Regular Agility Class The Regular Agility class is a numbered course that may consist of any of the obstacles allowed on the NADAC equipment list. Judges may offer courses that will use some or all of the acceptable obstacles on a course.

At the Intro level, the main goal is to introduce agility obstacles to the dog and ensure that the dog will perform the obstacles safely.

At the Novice level, the main goal is to test the dog's ability to perform the obstacles safely, with beginning level discriminations and directional control. The dog is asked to perform the obstacles at a moderate pace and at a moderate distance.

At the Open level, the goal is to test the handler and dog's ability to perform the obstacles at a faster pace, while performing the obstacles with more directional and distance control and exhibit more difficult obstacle discriminations. The course design should encourage handlers to work the dog from both sides comfortably.

At the Elite level, more complex handler strategies are tested, with the dog moving at a brisk pace. The dog should work off both sides of the handler, be able to discriminate between obstacles and freely move away from the handler while performing the obstacles with greater distance and directional control.

In the Veterans and Junior Handler divisions, the dog shall be given their allotted standard course time and the dog must jump their valid Veterans or Junior Handler jump height.

In Regular Agility a run may receive a 5-point qualifier if the total number of faults is 5 or fewer (time faults or course faults). For a clean, non-faulted run under the Standard Course time, the dog shall earn 10 points.

Certification in the Regular Agility Classes requires a total of 30 points. An Outstanding Performance title can be earned with 100 points in Intro, Novice, or Open and with 200 points in Elite. A Superior Performance title can be earned with 200 points in Intro, Novice, or Open and with 400 points in Elite. Outstanding Performance and Superior Performance titles are not required titles to move to the next level.

A sample set of Regular Agility courses for all levels can be found in the appendix.

Jumpers Class The Jumpers class is a special skills class that is a numbered course that consists of jumps and possibly 1-3 tunnel performances. This class highlights the natural jumping ability of the dog and tests the handler for effective handling styles, while moving at a rapid pace.

At the Intro level, the main goal is to introduce basic jumping sequences to the dog and ensure that the dog will perform the obstacles safely.

At the Novice level, the main goal is to test the dog's ability to perform the obstacles safely, with beginning level discriminations and directional control. The dog is asked to perform the obstacles at a moderate pace and at a moderate distance.

At the Open level, the goal is to test the handler and dog's ability to perform the obstacles at a brisk pace, while performing the obstacles with more directional and distance control and exhibit more difficult obstacle discriminations. The course design should encourage handlers to work the dog from both sides comfortably.

At the Elite level, more complex handler strategies are tested, with the dog moving at a rapid pace. The dog should work off both sides of the handler, be able to discriminate between obstacles and freely move away from the handler while performing the obstacles with greater distance and directional control. The dog will be tested on more difficult directional sequences while maintaining a rapid pace.

In the Veterans and Junior Handler Divisions, the dog shall be given their allotted standard course time and the dog must jump their valid Veteran or Junior Handler jump height.

A dog may be entered in only ONE division and only ONE level per class.

For a clean, non-faulted run under the Standard Course time, the dog shall earn 10 points.

Certification in the Jumpers Classes requires a total of 30 points. An Outstanding Performance title can be earned with 60 points in Intro, Novice, or Open and with 100 points in Elite. A Superior Performance title can be earned with 100 points in Intro, Novice, or Open and with 200 points in Elite. Outstanding Performance and Superior Performance titles are not required titles to move to the next level.

A sample set of courses for all levels can be found in the appendix.

Chances Class The Chances class is a special skills class that is a numbered course that could have any of the acceptable obstacles listed in the NADAC equipment list.

The goal of the Chances class is to test the distance, directional and discrimination (DD&D) skills of the dog and handler team. The Chances course shall consist of a numbered sequence of 10-14 obstacles. In addition, the course shall include distance tests, discrimination tests, and directional tests. At each level the tests will include more difficult sequences as the dogs progress through the Intro/Novice, Open and Elite levels.

At the Elite level, distance tests shall be set at a **minimum** of 20 feet. At the Open level, distance tests shall be set at a **minimum** of 15 feet. At the Novice level, distance tests shall be set at a **minimum** of 10 feet. At the Intro level the distance tests shall be set at a minimum of 8 feet and shall not include the descent end of contacts as part of a distance test.

The course will be the same course for the Novice, Open and Elite levels, with the distance tests being adjusted to the appropriate distance for each level. The course may or may not change for the Intro level, depending upon the original design. At the Intro level there will be no contact/tunnel discriminations.

On each course, the dog and handler team shall have 40 seconds to complete the course. All obstacles on the entire course must be performed cleanly (no faults) for a qualifying score.

Once the dog has been sent across the Chances line and has performed one obstacle of a required tests, they will be faulted if they return back across the line with all four paws before the completion of that test. Likewise, the handler will be faulted if they touch or cross the Chances line at any time.

There shall be no more than one performance of a short set of weave poles during the course, and it is possible that there will be courses with no weave pole performances. There will be no more than one performance of a contact obstacle, and it is possible that there will be courses with no contact performances.

The dog may be alongside the handler during the performance of any obstacles that are not designated as part of a test sequence and therefore not marked by lines on the ground.

In the Veterans and Junior Handler Divisions, the dog shall be given their allotted standard course time and the dog must jump their valid Veteran or Junior Handler jump height.

A dog may be entered in only ONE division and only ONE level per class.

This class is a Pass/Fail class, with no class placements.

Certification in the Chances Class requires 30 points. An Outstanding Performance title can be earned with 60 points in Intro, Novice, or Open and with 100 points in Elite. A Superior Performance title can be earned with 100 points in either Intro, Novice, or Open and with 200 points in Elite. Outstanding Performance and Superior Performance titles are not required titles to move to the next level.

A sample set of courses for all levels can be found in the appendix.

Touch N Go Class The Touch N Go class is a special skills class that is a numbered course comprised of contact obstacles, tunnels, barrels, and/or hoops.

The goal of the Touch N Go class is to demonstrate the dog's ability to perform contact obstacles with directional and discrimination tests.

The course will be the same course for the Novice, Open and Elite levels, with the course time being adjusted to the appropriate time for each level. The course will be shortened for the Intro level. At the Intro level there will be no contact/tunnel discriminations.

Typically, there shall be three to four contact performances in the class.

For a clean, non-faulted run under the appropriate Standard Course time, the dog shall earn 10 points.

Certification in the Touch N Go Class requires 30 points. An Outstanding Performance title can be earned with 60 points in Intro, Novice, or Open and with 100 points in Elite. A Superior Performance title can be earned with 100 points in either Intro, Novice, or Open and with 200 points in Elite. Outstanding Performance and Superior Performance titles are not required titles to move to the next level.

A sample set of courses for all levels can be found in the appendix.

Tunnelers Class The Tunnelers class is a special skills class that is a numbered course comprised of mostly tunnels. A hoop may be used only as the first obstacle.

The goal of the Tunnelers class is to demonstrate the dog's ability to respond quickly to directional commands from the handler while negotiating a course comprised of only tunnels.

The course will be the same course for the Novice, Open and Elite levels, with the course time being adjusted to the appropriate time for each level. The course will be shortened for the Intro level.

For a clean, non-faulted run under the appropriate Standard Course time, the dog shall earn 10 points.

Certification in the Tunnelers Class requires 30 points. An Outstanding Performance title can be earned with 60 points in Intro, Novice, or Open and with 100 points in Elite. A Superior Performance title can be earned with 100 points in Intro, Novice, or Open and with 200 points in Elite. Outstanding Performance and Superior Performance titles are not required titles to move to the next level.

A sample set of courses for all levels can be found in the appendix.

Weavers Class The Weavers class is a special skills class that is a numbered course comprised of weave poles, tunnels, hoops, and/or barrels.

The goal of the Weavers class is to demonstrate the dog's ability to correctly enter weave poles at a variety of angles and at greater speeds than required in the Regular Agility class.

The course will be the same course for the Novice, Open and Elite levels, with the course time and the length of each set of weave poles being adjusted to the appropriate time and number for each level. The course will be shortened for the Intro level.

At the Novice Level, dogs will be tested on three sets of 6 weave poles.

At the Open Level, dogs will be tested on one set of 12 weave poles and two sets of 6 weave poles.

At the Elite Level, dogs will be tested on three sets of 12 weave poles.

For a clean, non-faulted run under the appropriate Standard Course time, the dog shall earn 10 points.

Certification in the Weavers Class requires 30 points. An Outstanding Performance title can be earned with 60 points in Intro, Novice, or Open and with 100 points in Elite. A Superior Performance title can be earned with 100 points in Intro, Novice, or Open and with 200 points in Elite. Outstanding Performance and Superior Performance titles are not required titles to move to the next level.

A sample set of courses for all levels can be found in the appendix.

Numbered Hoopers Class The Numbered Hoopers class is a special skills class that emphasizes handling via a numbered course comprised of hoops.

The goal of the Numbered Hoopers class is to demonstrate the handler's ability to direct their dog through a series of ground based obstacles – hoops. The handler must create the best path for the dog by communicating with body language and verbal skills for the dog to follow efficiently and rapidly.

For a clean, non-faulted run under the Standard Course time, the dog shall earn 10 points.

Certification in the Numbered Hoopers Class requires 30 points. An Outstanding Performance title can be earned with 60 points in Intro, Novice, or Open and with 100 points in Elite. A Superior Performance title can be earned with 100 points in Intro, Novice, or Open and with 200 points in Elite. Outstanding Performance and Superior Performance titles are not required titles to move to the next level.

A sample set of courses for all levels can be found in the appendix.

~In April Numbered Hoopers and X-Hoopers will be combining into one class. More info can be found here: nadac.com/RuleChanges.php ~

Barrelers Class The Barrelers class is a special skills class that emphasizes handling via a numbered course comprised of barrels, hoops and tunnels.

The goal of the Barrelers class is to demonstrate the handler's ability to direct their dog through a series of ground based obstacles – hoops, tunnels and barrels. The dog must show their ability to perform the barrels with a tight, efficient turn. The acceptable path allowed around the barrel will be marked by flat style cones or golf whisker type markers. If the dog makes a turn that is too wide, the handler can resend the dog around the barrel in a tighter turn with no faults incurred. The markers shall be five feet from the barrel for Elite, six feet for Open and seven feet for Novice. The dog should pass between the markers and the barrel.

For a clean, non-faulted run under the Standard Course time, the dog shall earn 10 points.

Certification in the Barrelers Class requires 30 points. An Outstanding Performance title can be earned with 60 points in Intro, Novice, or Open and with 100 points in Elite. A Superior Performance title can be earned with 100 points in Intro, Novice, or Open and with 200 points in Elite. Outstanding Performance and Superior Performance titles are not required titles to move to the next level.

A sample set of courses for all levels can be found in the appendix.

X-Hoopers Class The X-Hoopers class is a special skills class that emphasizes handling via a numbered course comprised of hoops and either gates or x-pens. Four hoops are set in an “X” pattern, with one more hoop to each side of the pattern as “wings” (think of the circle as a clock: the wings extend out from the circle at 3 o'clock and 9 o'clock). The hoop pattern is delineated by either white PVC gates or x-pens, creating a circle that connects the “X” pattern and connects the wings to the circle pattern. Handlers are not allowed to move past the wing on either side. There will be hoop sequences from the start line that lead into the hoop circle and hoops patterns to the finish line. There can also be hoop sequences outside of the hoop circle in other parts of the course.

The goal of the X-Hoopers class is to demonstrate the handler's ability to direct their dog through a series of hoops, with part of the course having a handler restriction of not passing the wings of the pattern. The handler must create the best path for the dog by communicating with body language and verbal skills for the dog to follow efficiently and rapidly.

For a clean, non-faulted run under the Standard Course time, the dog shall earn 10 points.

Certification in the X-Hoopers Class requires 30 points. An Outstanding Performance title can be earned with 60 points in Intro, Novice, or Open and with 100 points in Elite. A Superior Performance title can be earned with 100 points in Intro, Novice, or Open and with 200 points in Elite. Outstanding Performance and Superior Performance titles are not required titles to move to the next level.

~In April Numbered Hoopers and X-Hoopers will be combining into one class. More info can be found here: nadac.com/RuleChanges.php ~

NADAC Scoring

Non-obstacle Faults

In all agility classes, the handler shall direct their dog through the course without a collar or lead. No food, toys, balls or other device may be used within ten (10) feet of the ring.

The handlers may not carry anything with them into the ring, which might be construed to be an aid to the performance of the dog (such as a whistle, fanny pack or leash around their waist).

Dogs must enter and exit the ring on leash and under control. The judge will indicate that the leash may be removed to start the run by saying, "Good Luck." The dog may not "play" with their leash at any time while in the ring or within ten feet of the ring. The leash must off the dog and be placed on the ground before the dog crosses the start line. Handlers must be sure to not throw the leash in a way that could hit a leash runner or other ring personnel.

The handler is allowed to use verbal or visual commands to assist the dog throughout the course. All commands must be given in a sportsmanlike manner, or they shall be faulted. The judge shall assess the faults to be equivalent to the degree of the offense, from a twenty (20) fault penalty to elimination. Displays of anger, foul language, or excessive harshness shall always be faulted. (see Disciplinary Actions in Appendix)

A run will be scored as an NQ if the handler receives outside assistance or if there are any individuals placed in a manner to influence the dog to stay in the ring.

Any handler eliminated from the ring for poor sportsmanship shall be excused for the remainder of the trial and a written report shall be sent to the NADAC office. (see Disciplinary Actions in Appendix)

Any handler which the judge feels has treated a dog in an inhumane manner shall be excused from the agility grounds and a report must be submitted to the NADAC office. (see Disciplinary Actions in Appendix)

In all cases, at all times, regardless of the situation, the decisions of the judge of record or supervising judge shall be final.

Five fault non-obstacle penalties

Dogs shall be assessed five (5) faults for each of the following occurrences:

A dog which repeatedly nips at the handler, without making any contact, shall be given 5 faults.

A handler who accidentally touches any equipment during the run shall be faulted. If the handler accidentally touches equipment, but not in a way that is luring the dog to perform any equipment, the judge may give a fault for accidental touching of equipment.

If the judge feels that the handler is taking an excessive amount of time to start the run, they may give a five fault "delay of start" penalty.

Non-obstacle Eliminations/Excusals

Dogs shall be eliminated or excused for the following occurrences during any class:

Any dog which demonstrates aggression towards a person or dog, whether inside the ring or outside the ring, must be excused from the agility trial. Aggression does not mean there must be actual physical contact. A dog that breaks away from its owner and chases another dog can be considered to have demonstrated aggression. A dog that lunges at the end of a leash shall be excused for demonstrating aggression, as is the dog who charges any person, child or dog.

A dog will be eliminated and may be excused from the trial if the dog has already been faulted for **repeated** nipping and continues to nip or jump aggressively towards the handler. It will be considered aggression if the dog makes contact with the handler or clothing, shoes, etc

A dog will be eliminated for fouling the course area before, during, or after their run. The course area is the entire ring area indicated by ring gates or ring ropes or as indicated by the show committee if there are no ring barriers. The time for faulting the dog for fouling the ring includes the time the dog enters the ring before the run begins, until the dog leaves the ring area on leash after the run is completed. This includes a male dog lifting a leg on the ring posts at the entry and exit of the rings.

A dog will be eliminated for being inattentive to the handler for longer than five seconds. The judge shall count for a five second count whenever they feel that the dog is no longer working. If the dog has not returned to performing obstacles with the handler after five seconds, then the dog shall be eliminated for that run. This includes a dog having “zoomies” before or during the run, sniffing, wandering, or any behavior where the judge feels the dog is being inattentive and not working for the handler.

A dog will be eliminated for being out of control, as viewed by the judge. The judge may choose to eliminate a dog for being out of control at any time if the judge feels the dog is not trained to a level to perform the obstacles in a safe manner, thereby endangering the dog itself, the handler, or any other person or dog at the event.

A dog will be eliminated for loss of control as displayed by a handler harshly downing/sitting/stopping a dog during their course run or repeatedly recalling the dog back to the handler in an attempt to keep the dog in the ring and under control. A handler may down/sit/stop a dog to regain a handling position on the course or to redirect the dog to a new direction. But if the judge feels the dog was put into a sit, down, or stay because the dog was out of control in the ring, they shall be eliminated.

Training in the ring. This could include re-doing an obstacle, or sequence of obstacles, which appear to be training that sequence or obstacle after it has been faulted. This could include a handler taking an excessive amount of time to perform an obstacle, or more than three attempts to perform an obstacle that the dog has refused repeatedly. This might also include a handler using aggressive body language or excessive harsh tones to get their dog to perform an obstacle. If the judge at any time feels that the handler is not trying to successfully complete a course, but is working a particular obstacle or type of obstacle, for the purpose of schooling a specific performance pattern on that obstacle (or type of obstacle), then the judge may eliminate that run for scoring purposes. The judge may allow the handler to continue their run and continue using sportsmanlike behavior while trying to improve their dog's performance on those obstacles. At no time shall a judge allow a handler to remain in the ring beyond the Standard Course time for that course while training in the ring. The timer may indicate to the judge that the team has exceeded the Standard Course Time (SCT).

NADAC allows, and encourages, training in the ring, but it shall never be a qualifying run. Any training in the ring must be done in a positive and sportsmanlike manner. Absolutely no harsh corrections or physical corrections shall be allowed.

Start-line training. Once a handler has positioned their dog at the start line, and has started to leave the dog in an attempt to prepare for their run, they must continue to proceed forward in an effort to start their run. If the handler takes any steps "back" to the dog, after they have left the dog, they shall be eliminated for training the start line. The handler may talk to the dog and use visual signals at all times after they leave their dog without incurring faults. If the handler repeatedly and excessively stops their forward motion in an attempt to urge the dog to maintain its staying position, they may be eliminated for training in the ring if the judge feels it was excessive. A judge might assess a five fault penalty if the handler spends an excessive amount of time before signaling to the dog to begin their run.

Obstacle Faults

Failure to Complete - 20 faults. A dog will be assessed a 20 fault penalty if the dog skips, or in any way bypasses any obstacle, without reaching a point of completion. The point of completion for the contact obstacles shall be when all four paws are on the descent side of the obstacle. This shall be the descent side of the A-frame and the descent ramp of the dog walk.

Any dog which commits to a contact obstacle by having all four paws on the obstacle, and then for any reason gets off the obstacle before reaching the point of completion, shall be assessed for a Failure to Complete. Any dog that has been assessed with a failure to complete penalty must go on to the next obstacle in the course sequence. Any attempt to retry a contact obstacle will be a cause for elimination. The judge shall say "Go on to the next obstacle" to the exhibitor if they feel the dog has committed a Failure to Complete and the handler should not retry the obstacle. **If a dog has three "failure to complete" faults on a course, it shall be scored as an elimination.**

Start Line: A dog that crosses the start line before completing the first obstacle of the course shall have the time clock started. If electronic timing is being used, the ring crew should manually start the timer. No other faults shall be assessed (other than the time lost in re-attempting the first obstacle).

Finish Line: A dog that crosses the finish line before completing the final obstacle of the course shall be given 20 faults for failure to complete the last obstacle. This applies only if the last obstacle was the next one to be performed as part of the course; there are no faults if the dog crosses the finish line in the middle of the course.

Weave poles: The goal of the weave pole obstacle is for the dog to weave in one continuous motion in the direction indicated by the judge's course design. Thus, a correct weaving performance is one in which the dog enters correctly and navigates all the weave poles without any break in forward motion. If the dog misses a weave pole, or has to make a backward motion to enter the next correct opening between two poles or comes to a stop at any time while performing the weaves, the dog must restart the poles from the beginning of the set. If this is not done, a 20 point failure to complete fault will be assessed. If, while returning to restart the set, the dog enters the poles in the opposite direction to the course flow and makes three changes of direction while in the poles ("back weaving"), a 10 point off-course penalty will be incurred. A dog is allowed three attempts to correctly negotiate a set of weaves. After a failed third attempt, the handler should direct the dog to the next obstacle on the course. Attempting the weaves for a fourth time will result in elimination for training in the ring.

Unsafe Performance of an Obstacle - 20 faults. Any dog that performs an obstacle in any manner in which the judge feels the dog has endangered itself, shall be faulted with an unsafe performance of the obstacle. This fault can be assessed even if the dog has performed the obstacle correctly under the rest of the guidelines. A dog will be faulted for unsafe performance if they hit the weave poles so hard at the entry that the dog is "bounced" back. The dog may be faulted with this penalty if they are running so recklessly as to lose their balance and footing on a contact obstacle. A dog may receive an unsafe performance fault for a jump if the judge feels the takeoff or landing put the dog at risk for injury, even if the bar is not displaced. The judge's decision is final as to whether an obstacle was performed in a safe manner. A judge may ask a handler to stop the run and leave if they feel that the dog is being so reckless that they cannot perform obstacles in a safe manner.

Running the Wrong Course - 10 faults. A dog shall be faulted for running the wrong course when the dog commits itself to an obstacle that is out of sequence or is in the wrong direction as defined by the course design. A dog shall be determined to be committed to an obstacle when the dog's four (4) paws have touched, crossed over, under or through an obstacle that is out of sequence.

The dog shall be faulted for running the wrong course if the dog commits to an obstacle in the incorrect direction as determined by the course design. For example, if a dog were to enter the correct end of an open tunnel, come back out, re-enter and complete it correctly, then no faults would be assessed. If the dog were to enter the tunnel from the incorrect end with all 4 paws then 10 faults would be assessed for running the wrong course.

An exception to an off course fault is the barrel obstacle. Judges do not call an off course for a dog running past a barrel or circling around a barrel to get back to another part of a course. A barrel is only off course when the dog goes in the wrong direction when the barrel is the correct obstacle to be performed.

The dog may also incur a 10 fault off course penalty if the handler crosses over an obstacle, such as the handler jumping a dog walk ramp, jumping a jump, passing through a line of weave poles, or crossing over a tunnel.

Missed Safety Zone - 10 faults. A dog shall be assessed a 10 fault penalty for missing a safety zone. The following safety zones shall be judged for penalties:

- (1) The descent ramp of the A-frame (bottom 42")
- (2) The descent ramp of the Dog Walk (bottom 42")

A handler shall be faulted for interference if the judge believes that the handler is intentionally blocking the judge's view of a contact zone. A dog may be faulted for a missed contact if the dog leaves the contact obstacle with all four paws above the contact zone and incidentally hits the ramp with only one hind paw on the end of the ramp. An incidental contact call would be made only if the judge felt that the dog "lifted up" off the ramp from above the contact, as opposed to a dog that descends down the ramp on the same angle of the ramp (running contact). The judge's call is final on the contact performance calls.

Displaced Jump Pole/Bar - 5 faults A dog shall be scored with a 5 fault penalty if they displace the top jump pole, bar, on any hurdle obstacle. If a dog makes no attempt to jump and displaces the jump poles/bar while passing under or through the jump in an unsafe manner, then the dog will be assessed an Unsafe Performance of an Obstacle, as described earlier.

Time Faults

In all classes except the Chances class, the dog shall be assessed time faults for each second or fraction of a second that the dog exceeds the Standard Course Time (SCT). The judge is solely responsible for establishing the SCT. The timekeeper shall always time each round to the 1/100ths of a second. In the Regular Agility class, a dog is allowed up to five time faults only if the dog received no course faults.

Standard Course Time

The officiating judge shall be responsible for establishing the Standard Course Time (SCT) for all classes. The judge is solely responsible for establishing the course distance and calculating the SCT according to the level of the class, the difficulty of the course, and any environmental conditions that may exist. The table below lists the maximum Yards Per Second (YPS) for the different levels and height groups for each class.

	Novice Level	Open Level	Elite Level
	Large dogs	Large dogs	Large dogs
Regular Agility	2.75	3.25	3.75
Jumpers	3.50	4.00	4.50
Touch N Go	3.00	3.50	4.00
Tunnelers	4.00	4.50	5.00
Weavers	3.00	3.50	4.00
Numbered Hoopers	3.75	4.25	4.75
X-Hoopers	3.75	4.25	4.75
Barrelers	3.75	4.25	4.75

~In April Numbered Hoopers and X-Hoopers will be combining into one class. More info can be found here: nadac.com/RuleChanges.php~

The Chances class has a 40 second standard course time.

In all classes except Chances the following calculations shall determine medium dog, small dog, and veteran/junior handlers SCTs:

Medium dogs and Large Vet/JH dogs shall receive 10% more time than the large dogs for each level.
Small dogs and Medium Vet/JH dogs shall receive 20% more time than the large dogs for each level.
Small Skilled Category dogs shall receive 25% more time than the large dogs for each level.
Small Vet/JH dogs shall receive 30% more time than the large dogs for each level.

For example if Large dogs were given a Standard Course Time of 40 seconds then the following table shows times for all dogs.

Large dogs:	40 seconds
Medium dogs:	44 seconds (10% more time than large dogs)
Large Vet/JH dogs:	44 seconds (10% more time than large dogs)
Small dogs:	48 seconds (20% more time than large dogs)
Medium Vet/JH dogs:	48 seconds (20% more time than large dogs)
Small Skilled dogs:	50 seconds (25% more time than large dogs)
Small Vet/JH dogs:	52 seconds (30% more time than large dogs)

Guidelines for Agility Equipment

All obstacles used in NADAC-sanctioned competitions must meet NADAC specifications.

Obstacles must be constructed so as to be safe and reliable when used by the smallest or the largest of dogs expected to train or compete on that equipment. Equipment builders should always have safety as the primary concern when constructing equipment.

Contact Obstacles

Contact obstacles should always provide a non-slip surface that provides good traction for the dogs without being so rough as to damage the dog's pads. Surfaces must be maintained on a regular basis so that dogs will not slip when performing these obstacles. Edges must be maintained so as to not be peeling up and provide a hazard to catching a dog's foot.

Rubber matting is the preferred contact surface. The only approved matting is available through Shipp Belting www.dogagilitymatting.com

Some brands of rubber pellet material are allowed, but MUST be approved by NADAC.

All contact zones must have a clear line of demarcation 42" from the bottom of the ramp.

This may be done by painting the lower 42" with yellow paint or applying a minimum of a 1" wide white line at the 42" point on the contact ramp.

Slats are not allowed on the contact equipment.

The following table lists the heights of each of the contact obstacles, along with the widths and lengths of the ramps of each of those obstacles. Also listed is the length of the contact zone for each obstacle.

	Ramp Length	Ramp Width	Height	Contact Zone
A-frame	8' or 9'	3' to 4'	4'8" for 8' ramps 5' for 9' ramps	42 inches
Dog Walk	11'6" to 12'	11.25" to 12" (12" recommended)	44" to 48"	42 inches

Weave Poles

Weave Poles shall be of rigid construction. The poles should be 24" from the center of one pole to the center of the next pole.

The base of the weave poles shall be no more than 1/2" in height and no more than 2" in width. There shall be no rough or protruding edges along the base of the weave poles, nor any bolts or nuts in an area which a dog may step on while weaving. Consideration should be taken for the many sizes of dogs which will be using the weave poles. The base should have a non-slip surface.

The weave poles shall be 40"-48" in height. The poles should be constructed from 3/4" schedule 40 PVC.

The supports (feet) should be offset so that the dog's path never crosses over a support leg and are to be of sufficient length (16-18") to support the poles without staking. The sets of poles should be of sufficient weight as to not need staking to remain in place. Staking of weaves poles is not allowed.

Open Tunnel

The diameter (opening/exit) of the open tunnel shall be approximately 24". The length shall be no less than 10' and no more than 20'. Tunnels should be of a 4" pitch. Tunnels not in good repair, those with holes, loose threads, or do not stay open with tunnel holders (i.e. the openings collapse frequently and easily) should not be used because they pose a safety hazard to the dogs.

Tunnel Holders

NADAC recommends saddle bag type tunnel holders be used for all NADAC classes. Twenty pounds of sand or three gallons of water in each bag has proven to be sufficient to hold tunnels in place. If sand is used, it is recommended that it be disbursed into individual zip lock baggies and then inserted into the tunnel bag. Tunnel snugglers, "Omega" holders, or holders with flat plates and straps are acceptable.

Bungee cords or chains are not allowed. Metal "cradle" type tunnel holders are not allowed.

Non-Winged Jumps

All jumps are to be 4' to 5' wide with uprights a minimum of 32" high and adjustable for the jump heights: 4", 8", 12", 16", and 20".

Bars must be easily displaceable, and may be made of wood, plastic or PVC. There shall be a minimum diameter of 3/4" for jump bars. Recommended jump bar diameter is 1" schedule 40 PVC. Jump supports may be constructed of any solid material.

Winged Jumps

The same specifications as above apply, with the addition of side wings or other support standards. Wings should be free of sharp or hazardous edges and shall be a minimum of 6" to 12" higher than the highest jump height to be used.

One bar per jump is required for all winged and non-winged jumps. (Two bars are to be used if there is no cross bar/bottom support between the uprights.)

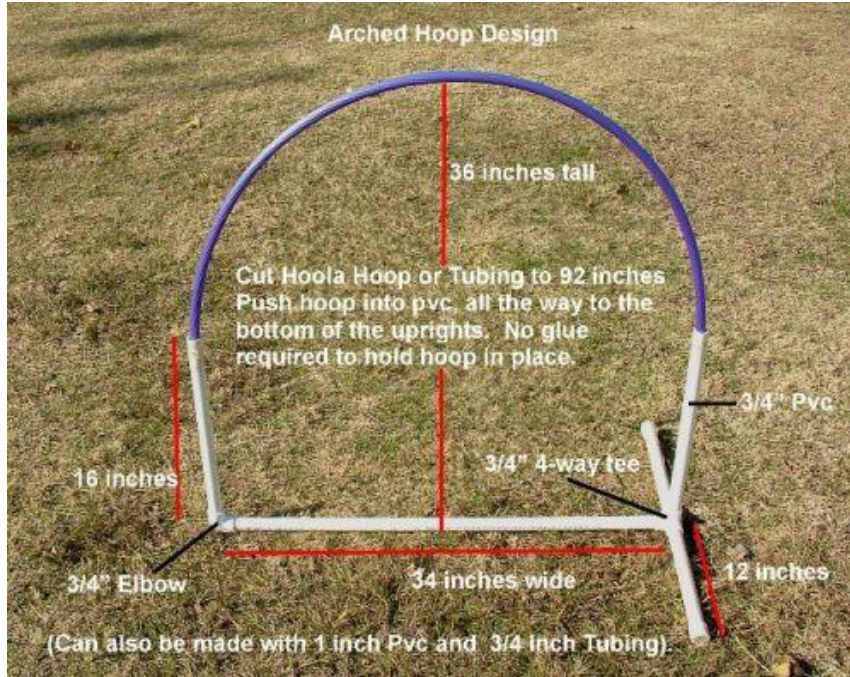
Barrels

Barrels used should be made of either a mesh material, cloth, or plastic material. Barrels should be 23"-27" in diameter and not less than 28" tall. One end of the barrel should be solid or of a type that a tunnel holder or some other weighted item could be placed inside to hold the barrel in place in case of windy situations.

Some of the common types of barrels used are Seventeen Flat barrels used for equine barrel racing practice, or EcoBins used for composting, or pop-up mesh barrels that meet the height and width criteria.

Hoops

The height of the hoops should be 36" and the width is 34"-36". The hoop is constructed of two pieces, the base and the hoop. The base of the hoop should be 34"-36". There should be support feet extending 12" in each direction on one side and uprights that are 16" tall. The base is made from $\frac{3}{4}$ " schedule 40 PVC. The "hoop" part is made from hula hoops or pex pipe material that is 92 inches long and is inserted into the 16" base uprights. The pex pipe is pushed in until it contacts the bottom of the hoop base. The top of the rounded hoop should be 36" tall. Below is a photo of a completed hoop.



X-pens for X-Hoopers

If a club uses x-pens to create the circle pattern for the X-Hoopers class, the x-pens should be 36" tall and each x-pen panel should be 24" wide. The x-pens should be securely attached to the hoops in the X pattern using Velcro strips to hold them in place against the hoops. Zip ties are not to be used, as they could have unsafe protrusions when attached.

For the circle part of the hoop circle, four x-pens shall be used. Each x-pen has eight panels of 24" wide and 36" tall. All eight panels are to be used in the four x-pens for the circle part. Each wing of the hoop circle shall use an x-pen consisting of six of the eight panels. A total of six x-pens are needed for the entire hoop circle, four for the circle and two for the wings (one on each side).

Below is an example of a hoop circle enclosed with x-pens.



~In April Numbered Hoopers and X-Hoopers will be combining into one class. More info can be found here: nadac.com/RuleChanges.php~

Appendix

Entering a NADAC trial

Once you have your dog registered with NADAC, you have taken classes or worked on home equipment to teach your dog the skills necessary to safely perform all equipment you can begin thinking about entering a NADAC trial. You will want to keep your dog safe when he comes to the agility trial, so it is important that you have good control with your dog and that they have a great recall. If your dog were to become distracted or frightened by the activities or noises that are unfamiliar, you want to be able to call your dog to you and get control of them.

Dogs cannot be tied to anything at a trial, nor can they be left in a stay without a handler holding them, so you might want to bring along a crate to put them in or a pen to put them in while you walk courses or anytime that you need to leave your dog. If you put them in an ex-pen, it is important that they do not jump against the pen or try to get out of the pen when you leave them. You will want your dog to be safe and secure in the crate or pen you use. Some people like to put a sheet over the crate or pen to block some of the activity around them and let them relax more if that helps them.

If the premium doesn't list local food options, you may want to bring along a lunch if needed.

Many trials are "containerized" trials. That means that you must "contain" all treats and toys and cannot have any loose food, treats or toys at the trial. This includes your crating area. All food must be in a container when not being actively fed to the dog. If it is a containerized trial, keep all food and toys fully contained when not in use.

NADAC allows a handler to have treats or a small inaudible toy with them in the ring if it is secured inside a bag or container that cannot fall out of their pocket. A handler is not allowed to feed their dog any treats or play with any toys within 10 feet of the ring. So if you use a ziplock bag or other container to hold treats be sure it stays securely inside your pocket anytime you are within 10 feet of the ring on any side of the ring.

If you use toys with your dog be sure to be very courteous with your toy play. If your dog is an excessively vocal dog while playing, be sure to move away from all others so you won't upset other dogs and won't encourage other dogs to become aggressive towards your dog while it plays.

Your dog will need to have proper social skills to safely interact with other dogs and people they will meet at the trial. Your dog is not allowed to show improper behaviors amongst new dogs and people they meet. This includes overly exuberant dogs that jump on people or get into another dog's space to try to play with them. The dog should behave themselves at all times and be attentive to their handler.

Once you are thinking about entering a NADAC trial, you can go to the NADAC website and see what trials are in your area by checking the calendar of events. <http://www.nadac.com/trial-calendar.htm>

When you find a trial you are interested in entering you contact the show contact listed on the calendar of events and ask for a trial premium or download their premium listed on the calendar of events. The premium will give you important information regarding rules for the trial, location of the trial, and starting times. Be sure to read the entire premium before signing the entry form so you are familiar with any special rules for the trial. The trial premium will list the classes being offered and which classes are being offered on each day. Some premiums will give you the order in which the classes will be run and other clubs will let you know that order after entries close. You will need to select what classes you wish to run in, what days you want to enter, and know how to properly fill out an entry form. It is important that all information is filled out correctly when filling out the entry form.

Below is a sample entry form that you would find in a premium:

Host Club Name

Location

Trial dates

DOG INFORMATION											
Dog's Call Name:		Female <input type="checkbox"/>		Birth Date:		Dog's Breed :					
		Male <input type="checkbox"/>									
NADAC #			Dog's Height at Withers			Category > Proficient <input type="checkbox"/> Skilled <input type="checkbox"/>					
CLASSES OFFERED											
Class Entered	Division				Level				Day(s)		
	JH	VH	Vet Dog	Std	Intro	Nov	Open	Elite	Fri	Sat	Sun
Chances 1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>
Chances 2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	
Jumpers 1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>
Jumpers 2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
Regular 1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Regular 2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Touch N Go 1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
Touch N Go 2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
Tunnelers 1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			<input type="checkbox"/>
Tunnelers 2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			<input type="checkbox"/>
Weavers 1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	
Weavers 2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	
X-Hoopers 1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	
X-Hoopers 2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	
Barrelers 1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
Barriers 2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		

In consideration of the acceptance of the entry, I/we certify that I/we have knowledge of, and are familiar with, and agree to abide by, the rules and Regulations of NADAC, LLC in effect at the time of this trial, and by any additional rules and regulations as approved by NADAC, LLC for this trial. I/we certify that the dog entered is not a hazard to persons or other dogs. **I/We further agree to be bound by the "Agreement" printed on this entry form below.**

Signature: _____ Print Name: _____

Email address: _____ Date: _____

Address _____

AGREEMENT

The person who signs this agreement represents that he/she is authorized to enter into this agreement on behalf of both exhibitor and the owner of entered dog. In consideration of acceptance of this entry:

1.1 As used here NADAC means North American Dog Agility Council, its members, officers, directors, employees, show chairs, show committees and agents.

1.2 Exhibitor/owner, agree to abide by the rules and regulations of NADAC and any other rules and regulations appearing in the premium for this event.

1.3 Exhibitor/owner certify that the entered dog is not a hazard to persons, dogs or property and that the entered dog's rabies vaccination is current in accordance with the requirement of the state in which the dog resides.

1.4 Exhibitor/owner acknowledge all hazards presented by the event and the event premises, including but not limited to, the condition of the floors, stairways, halls, lighting, security measures or lack of, electrical appliances, fitting, show rings, parking areas and the presence of unfamiliar animals and people; exhibitor and owner assume the risk of any harm arising from these.

1.5 Exhibitor/owner release NADAC (Including NADAC officers directors, employees and members), and will defend them and hold them harmless from all present and future loss, injury, damage, claims, demands and liabilities involving the entered dog, the event or event premises. Without limiting the generality of the foregoing hold harmless provisions, exhibitor/owner hereby specifically assume sole responsibility for and agree to indemnify and save aforementioned parties harmless from any and all loss and expenses (including legal fees) by reason of the liability imposed by law upon any of the aforementioned parties for damages because of bodily injuries, including death, at any time in consequence of my (our) participation in this event, howsoever such injury or death may be caused and whether or not the same may have been caused or may have been alleged to have been caused by negligence of the aforementioned parties or any of

their employees or agents or any other persons.

May all your runs be fast and clean -- Good luck!!

Once you have entered the trial, you will receive a confirmation with your entry information on it. Check again to ensure that your registration number is listed correctly, as that is the most important information. If your registration number is listed incorrectly, you will not receive credit for any qualifying runs. Politely let the trial secretary know if there are any corrections to be made.

Arrive at the trial grounds early enough to be able to set up your crating area if you are not crating from your vehicle. That is a nice time to get to know those crated around you and become familiar with the trial grounds. Most agility competitors are very friendly and helpful and will assist you in learning about agility trials.

If your dog is 18" or under in height and you are entered in the Proficient category, you will need to get your dog measured by the judge or the judge's measuring helper. They will confirm that your dog is entered into the correct jump height group.

Before the first run of the day the judge will give an exhibitor's briefing. They will give you any additional information needed before the trial starts. Be sure to ask any questions you may have if you are uncertain about any rules or procedures. The club may also give a briefing if there is any additional information that competitors need in regards to the trial and facility.

Once the first course is set, the course will be opened up for exhibitors to do a "walk through" and plan their strategy for the course. The gate steward will announce what levels should be in the ring walking the course (Elite, Open, Novice, or Intro). Each walk-through group will have five minutes to familiarize themselves with the course and plan what they will be doing as a handler to guide their dog through the course as smoothly as possible. At the end of the walk-through, it is usually about two minutes before the first dog on the running order is expected to be ready to enter the ring to run.

Once the walk-through is completed, be sure to check the gate steward's board by the in gate of the ring. The board will list the running order of the competitors in the class. You can plan when to bring your dog to the ring by how many dogs are listed ahead of you on the running order.

At most trials there will be a "warm-up" area for handlers to warm their dogs up prior to running if needed. The warm-up area will contain 1-2 obstacles which are either hoops or jumps or one of each. Contact obstacles, weave poles and tunnels are not allowed in the warm up area. Occasionally a club might have a barrel in the warm-up area with either one hoop or one jump. The warm up area is not for "training" but is only to be used to prepare the dog for their run. Be sure to not use the warm up equipment until you are within the next couple of dogs to run the course.

When you are the next dog to run, the gate steward will ask you to enter the ring. Keep your dog on leash until you hear the judge say "Good Luck". That is your signal that the previous dog has been leashed up and it is your turn to run. Your collar and leash or harness must be removed. When running on course, you may not have any type of collar on your dog. You should use a collar or harness that is easily removed off the dog. NADAC allows any style of collar except for electronic shock collars. Some individual clubs restrict the use of pinch collars, so be sure to check the trial premium for any collar type restrictions. Handlers are to always use any type of collar in a humane manner. Even a buckle collar can be used harshly, so always be sure to behave in a humane and sportsmanlike manner with your dog.

A handler may use small clips to keep the hair out of a dog's eyes.

Support wraps may be used on the dog. If a judge feels that the wraps are excessive or not applied in a manner to safely stay on the dog, the judge may ask for the wraps to be removed.

At the end of your run, the dog should be able to be easily caught and re-leashed.

This part still being worked on. To be updated soon!

NADAC Beginners Agility Program

NADAC offers a Beginners Agility program that allows dogs under 18 months old to begin the basic tests to prepare them for a future agility career. Please refer to the Exhibitor's Handbook for Beginners Agility Tests. www.NADAC.com

Video Tape Program (VT)

As of November 2011, NADAC will accept video taped runs for Qualifying purposes. Courses will be posted on the NADAC.com site under the Video Runs tab

NADAC will post a new set of courses each week. Any dog registered with NADAC can run courses and submit videos on the website via the Video Runs tab.

Each video review costs \$5. Payments are to be made to NADACoffice2@aol.com

All NADAC rules apply, as does sound ethics and good sportsmanship.

The first run of a VT Course is the one to submit for review. Subsequent runs may be used for practice.

Contacts must be clearly visible from the camera angle and the dog running must be visible from start to finish.

The dog must come to the start line with a leash on; they must run with no collar and they must leave the course area on leash. No tugging or treats allowed within the ring area.

The equipment must meet NADAC specifications.

The course must be set within a reasonable standard of the original course diagram. Spacing must meet NADAC course design requirements.

The minimum ring size is 80x100 for all classes with jumps.

VT is not allowed on the same weekend as a normal NADAC trial within 200 miles. Unless the club has given prior consent for the VT runs.

There are no 5 point qualifying runs in VT.

Submission limits for VT runs:

In a 7 day period you can submit a maximum of 4 Regular Agility Runs.

You can submit a maximum of two runs from Jumpers, Chances, Touch n Go, Tunnelers, Weavers or X-Hoopers.

For all classes excluding Regular Agility your two submissions must be from two separate course names. Regular Agility is the only exception as it is reversed and run again for Round 2.

~In April Numbered Hoopers and X-Hoopers will be combining into one class. More info can be found here: nadac.com/RuleChanges.php ~

Points and Transfers

As described in each class offered, dogs earn points through qualifying runs in the NADAC classes. Dogs earn:

Ten (10) points for each clean, non-faulted run under the Standard Course time (qualifying run);
Five (5) points for a **Regular** run with five or fewer faults (either course faults or time faults)

It is possible for dogs to earn “bonus points” for performance with distance and flow while working a course. Please refer to the Section “Bonus runs” towards the end of this rulebook.

Points earned are class and level specific. Thus they determine the titles and awards that the dog is eligible to receive. Points are also used to determine a dog’s eligibility to enter the NADAC Championships, and in which division and class they may enter. See the NADAC Championships event premium at www.nadac.com for details.

Exhibitors may check the status of the points their dogs have earned by checking the results of each trial via the NADAC website at <http://www.nadac.com> within two weeks after the office receives them from the club.

Points ordinarily apply only to the titles and awards appropriate to that particular level. However, at the request of the exhibitor, higher level points can be used to complete lower level Outstanding and Superior titles for the purposes of earning Special Awards.

Transfers are obtained by contacting NADAC directly via nadacsharon@aol.com. Points will not be transferred until they are earned—requests in advance will not be honored. Please allow sufficient time for your records to be updated from the show results before requesting a transfer of any points you believe your dog has earned. All points transfer requests will be made subject to the approval of NADAC.

For each NADAC class and level, NADAC offers certificates that acknowledge the achievement of the basic title in that class/level, as well as Outstanding and Superior titles that show advanced performance. Each title has specific point requirements—you may view the list at www.nadac.com under Titles and Awards, Title Checklist more details. Titles can be printed out directly by exhibitors from the website.

Any points earned and reported by the club to the NADAC office but not yet appearing in a dog’s Title History may be temporarily being held in the “Pending Points” section, under Titles and Awards, Point History Lookup. <http://www.nadac.com/pointhist.htm> Those points have been received but are not yet uploaded to each dog’s records.

Dog's Run Index

At the Elite level classes, NADAC calculates what is called a dog's run index. The dog's run index (DRI) tells each competitor how their dog performed in that class when compared to the average performance of all the other dogs in that class and jump height over the past year. Runs that are fast and efficient will have higher run index (DRI) scores than otherwise. The DRI is only computed for Elite level classes. The numbers are computed as closely as possible so that dogs that run within the top 7% of all dogs in a class will earn a DRI of 100 or higher. This indicates the fastest dogs in a particular class that participate in the NADAC program in North America and Australia. A run index in the 90s indicates a very fast dog and a run index in the 80s indicates a well above average speed dog.

Many handlers use the run index numbers to assess their dog's performance. They can evaluate if their dog is improving and gaining confidence with their agility skills and a handler can also use the run index numbers to maybe indicate that the dog is sore if their numbers start dropping with no other obvious reason. Sometimes before dogs are lame, they will slow down a bit and protect their bodies, resulting in a slower run index from what is normal for them. So handlers use the run index numbers for many different purposes.

For the small percentage of dogs that can run with a 100 or more run index, there are several awards that a handler can work towards. If a dog earns 20 qualifying runs in Elite Regular with a run index of 100 or more, plus 10 qualifying runs in Elite Jumpers with a run index of 100 or more, and 10 qualifying runs of Chances, the dog is awarded the **Platinum Speed Star**. If the dog also earns 10 qualifying runs each in TouchNGo, Tunnelers, and Weavers, each with an RI of 100 or more, they are awarded the **Platinum Versatility Speed Star**. If a dog also earns 10 qualifying runs in X-Hoopers and 10 qualifying runs in Barrelers with run indexes that are 100 or higher, in addition to the requirements for a Platinum Versatility Speed Star, they shall be awarded a **Platinum All Around Speed Star**.

~In April Numbered Hoopers and X-Hoopers will be combining into one class. More info can be found here: nadac.com/RuleChanges.php~

Dogs that can qualify with a 100 or more run index and also perform that run from a bonus point area can earn the highest awards attainable within NADAC.

If the run also included a successfully-completed Bonus challenge, it also counts towards the Purple Achievement Cup, Purple Versatility Achievement Cup, and MOD SQUAD Awards.

Bonus Point Runs

An optional bonus or distance challenge may be found on some NADAC courses at the Elite level. Distance challenges are only offered in the Regular Agility class, whereas a bonus might be available on any of the Elite classes. The obstacles that constitute the bonus or distance challenge must be completed “in flow” within the numbering of the course design. The dog shall not stop, spin or turn in a direction that is not in the flow of the correct direction of the course. The dog could be out of flow for going towards an incorrect obstacle or turn too wide on a directional turn. The handler should never have to redirect or resend their dog while performing the course to earn bonus points. All contact performances must be solid and easily judged via video. A contact performance that is a “close call” is not eligible for bonus points on a run. Final determination of whether or not the challenge was completed “in flow” is up to the bonus committee. If a dog stops above the contact area or has a MINOR bobble on a course, the bonus evaluator will access a five point deduction for the run.

In the Regular Agility class a course could have either a bonus area, a distance challenge area (DC) or both. A DC area allows a handler to be closer to the dog and have a larger handling area than a bonus area allows. DC areas are not offered on courses other than Regular Agility classes. DC options are allowed on Regular Agility courses as they tend to be longer in yardage and have a wider diversity of skills and challenges with a variety of obstacles. Distance challenge tests allow for a closer proximity to the dog, but they are still an exceptional test of communication between dog and handler and are given extra points for the dog’s records. DC points cannot be used for awards such as Achievement Cups or MODSQUAD awards.

Bonus points can be used towards Silver, Gold and Purple MODSQUAD awards and also Silver, Gold and Purple Achievement Cups. The Silver level awards show exceptional distance, directional, discrimination, contact performance, and obstacle skills. The Gold level awards show exceptional distance, directional, discrimination, contact performance, obstacle and above average speed skills. The Purple level awards show exceptional speed, distance, directional, discrimination, contact performance, and obstacle skills. Silver, Gold and Purple awards are amazingly difficult to earn and as the level increases, the possibility of a dog and handler team earning those awards is reduced dramatically.

Bonus and distance challenge runs must be videoed and evaluated if a member of the bonus evaluation team is not present at the trial. The video may be submitted via the bonus submission form on the NADAC web site (<http://www.nadac.com/BonusForm.html>) . Videos must clearly show the dog’s run including all contact performances. The judge can allow the videographer to stand off to the side of the course inside the ring if that is the best position for video clarity for the run. The video must be submitted within 72 hours of the run. Videos must be uploaded to YouTube first and the link submitted via the bonus submission form. A handler will be notified via email as to the status of the bonus awarded and their dog’s points are updated to indicate the additional awarded points after the next points upload. The bonus points will not show immediately, they are updated after a points upload so they might show as a normal qualifying round until bonuses are uploaded to the records.

The bonus is entirely optional; qualification in the class does not depend on the team successfully handling the challenge. A team might not earn bonus points on a run, but they can still earn a qualifying round. The handler must be in the bonus area before the dog breaks the plane of the first obstacle and the handler must stay in the bonus area until the dog completes the last obstacle.

Bonus runs are offered only at the Elite level and not all courses will have a bonus option available for them. If a course has a bonus option available, then the judge will indicate that option upon completion of the course build. If, for any reason, the course is not set exactly as indicated on the course map, then the bonus option is no longer available for that course.

Once the course is set and if a judge has set a bonus area, a distance challenge or both, the course will be opened up for two minutes for those handlers who want to walk and evaluate the course for a possible attempt at a bonus or distance challenge. The bonus or distance challenge areas are to be clearly delineated so they can be evaluated via video replay. If handlers choose to attempt a bonus or distance

challenge they will always run first in the class and all exhibitors will be told how many bonus attempts will be run before the first non-bonus dogs are to get ready for lineup.

Bonus points or distance challenge points are awarded for the exceptional skills displayed during the run that show:

- **Distance**
A bonus test on a Regular Agility course should test distances of 60' or more and a distance challenge on a Regular Agility course should be 30' or more. A bonus on other courses should test distances of 50' or more.
- **Speed**
A bonus with a run index of over 100 will receive more points. Any dog that runs over 100 run index in any run is within the top 7% of all dogs competing in a class, so if a dog can also display that speed combined with distance challenges they earn more bonus points.
- **Ability to stay within flow path of the course**
While running the course and also attempting a bonus or distance challenge on a course the dog must stay within the flow path of the course. The dog should not make any wide turns or need to be re-directed to stay within the flow of the course. In the Regular Agility class, if a dog has a minor path error, they are assessed a five point deduction from their possible bonus or distance challenge points.
- **Directional skills**
On all bonus tests, the dog will be tested for their ability to make directional turns away from the handler and also directional turns towards the handler.
- **Discrimination skills**
On all bonus tests, the dog shall be tested for their ability to correctly perform obstacle discriminations while staying within the flow path of the course.
- **Clear and solid performance of contact obstacles**
During a bonus or distance challenge run, the dog must perform high level, clear, and solid contacts. A dog might still have a qualifying run with a part of a toe hitting the contact zone, but a bonus level dog must show a higher level of performance than what is needed for the normal performance for a qualifying run. There should be no question about the contact performance during a bonus attempt if a dog is to earn extra bonus points for the run.

Bonus and distance points to be awarded

Regular Agility Class

- | | |
|---|------------------|
| • A run from the distance challenge area with a run index of 100 or over | 20 points |
| • A run from the distance challenge area with a run index of under 100 | 15 points |
| • A run from the bonus area with a run index of 100 or more | 30 points |
| • A run from the bonus area with a run index of 100 or more and a stop above the contact or a slight deviation from course flow | 25 points |
| • A run from the bonus area with a run index of under 100 | 20 points |
| • A run from the bonus area with a run index of under 100 and a stop above the contact or a slight deviation from course flow | 15 points |

All other non-Regular classes (Touch N Go, Tunnelers, Weavers, Jumpers, Chances)

- | | |
|---|------------------|
| • A run from the bonus area with a run index of 100 or more | 20 points |
| • A run from the bonus area with a run index of under 100 | 15 points |

Awards

In addition to the titles offered in NADAC, there are also special awards and certificates that acknowledge higher levels of performance across multiple classes and levels:

The **Versatility** award acknowledges teams that successfully complete the title requirements (30 points) in the six classes of Regular Agility, Chances, Jumpers, Touch N Go, Tunnelers, and Weavers. A dog can earn an Intro Versatility, Novice Versatility, Open Versatility and/or an Elite Versatility award.

The **Triple Superior** award is for teams that achieve the Superior Performance title in Regular Agility, Jumpers, and Chances. A dog can earn an Intro Triple Superior, Novice Triple Super, Open Triple Superior and/or an Elite Triple Superior award.

The **Superior Versatility** award is for teams that achieve the Superior Performance title in the six classes of Regular Agility, Chances, Jumpers, Touch N Go, Tunnelers, and Weavers. The Superior Versatility award is offered at each of the levels: Intro, Novice, Open, and Elite. A team that manages to earn the Triple Superior award at Novice, Open AND Elite levels also earns the **Triple Triple Superior** award, while a team that earns the Superior Versatility award at Novice, Open AND Elite also earns the **Triple Superior Versatility** award.

The **All Around** award is for teams that achieve the Superior title in the seven classes of Regular Agility, Chances, Jumpers, Touch N Go, Tunnelers, Weavers and Numbered Hoopers. The All Around award is offered at each of the levels: Intro, Novice, Open, and Elite. The dog must have completed the requirements of the Superior Versatility, plus a Superior Performance in the Hoopers class. The All Around titles must be earned in order, ie, an Open level cannot be earned without a Novice All Around.

~In April Numbered Hoopers and X-Hoopers will be combining into one class. More info can be found here: nadac.com/RuleChanges.php~

NADAC offers a Championship award, which is the “NADAC Agility Trial Champion” award, or **NATCH**. The NATCH acknowledges exemplary performance in Elite Regular Agility, Jumpers, and Chances, while the Versatility NATCH adds performance in Elite Tunnelers, Weavers, and TouchNGo, in addition to Chances, Regular and Jumpers. These awards can each be earned in multiples, e.g.: NATCH-2, NATCH-3, Versatility NATCH-3, and so on.

Lifetime accomplishment is acknowledged by NADAC through **Lifetime Points Awards** that celebrate milestones beginning at 1,000 points and continuing at 2,500, 5,000, and every 2,500 points thereafter. This award is based on the combined points earned by the dog in all classes.

Runs in all categories and divisions are combined for all awards.

These special awards and certificates described can be printed by the owners via <http://www.nadac.com/newtitles.htm>

Annual and lifetime achievements are also recognized by NADAC via the Top Ten awards. Each year we have a listing for Top Ten Dogs by dogs breed and also Top Ten Dogs by class. A minimum of 30 Elite level points are needed for inclusion on the Top Ten lists.

Special Awards for dog and handler teams that exhibit exceptional distance and/or speed skills are listed under the Run Index section and the Bonus Points section for Platinum Awards, MODSQUAD awards and Achievement Cups.

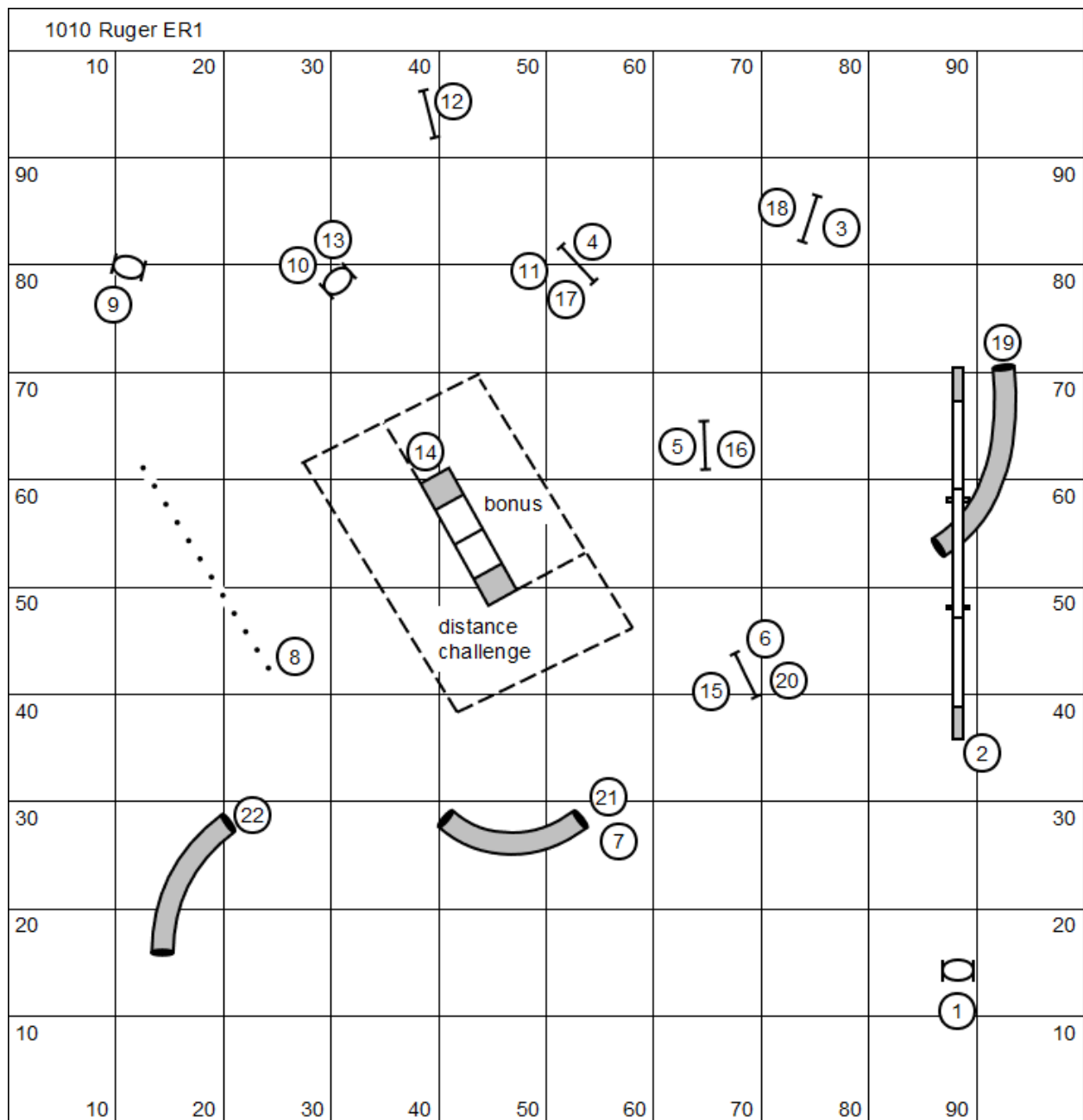
Exhibitors can use the Title History Report and Check Points for Dog tools available at www.nadac.com to view the official record of their dogs' points and titling history.

Sample courses

Below is a sample set of courses that represent the typical courses that could be presented at a NADAC trial.

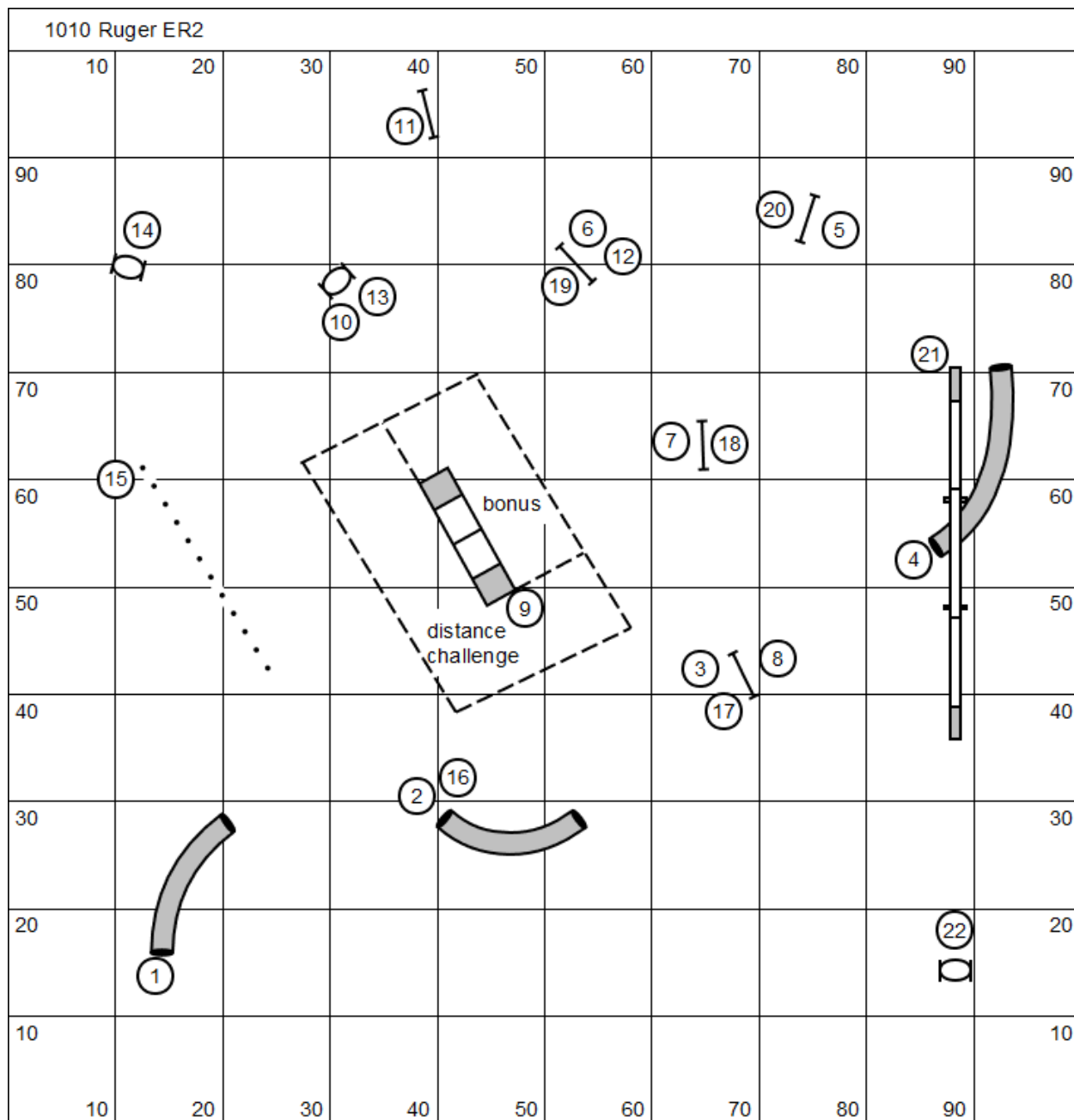
Regular Agility Class, Elite level, Round 1

In this course there is both a bonus area and a distance challenge area offered. If a handler is attempting a bonus run, they must stay within the area marked “bonus” to the right of the a-frame. If a handler is attempting a distance challenge, they may use both the area marked “distance challenge” AND the area marked “bonus”. All handlers not attempting a bonus or distance challenge may handle from any position. This course is a typical style of challenge with directional challenges, discriminations and open sequences that encourage speed.



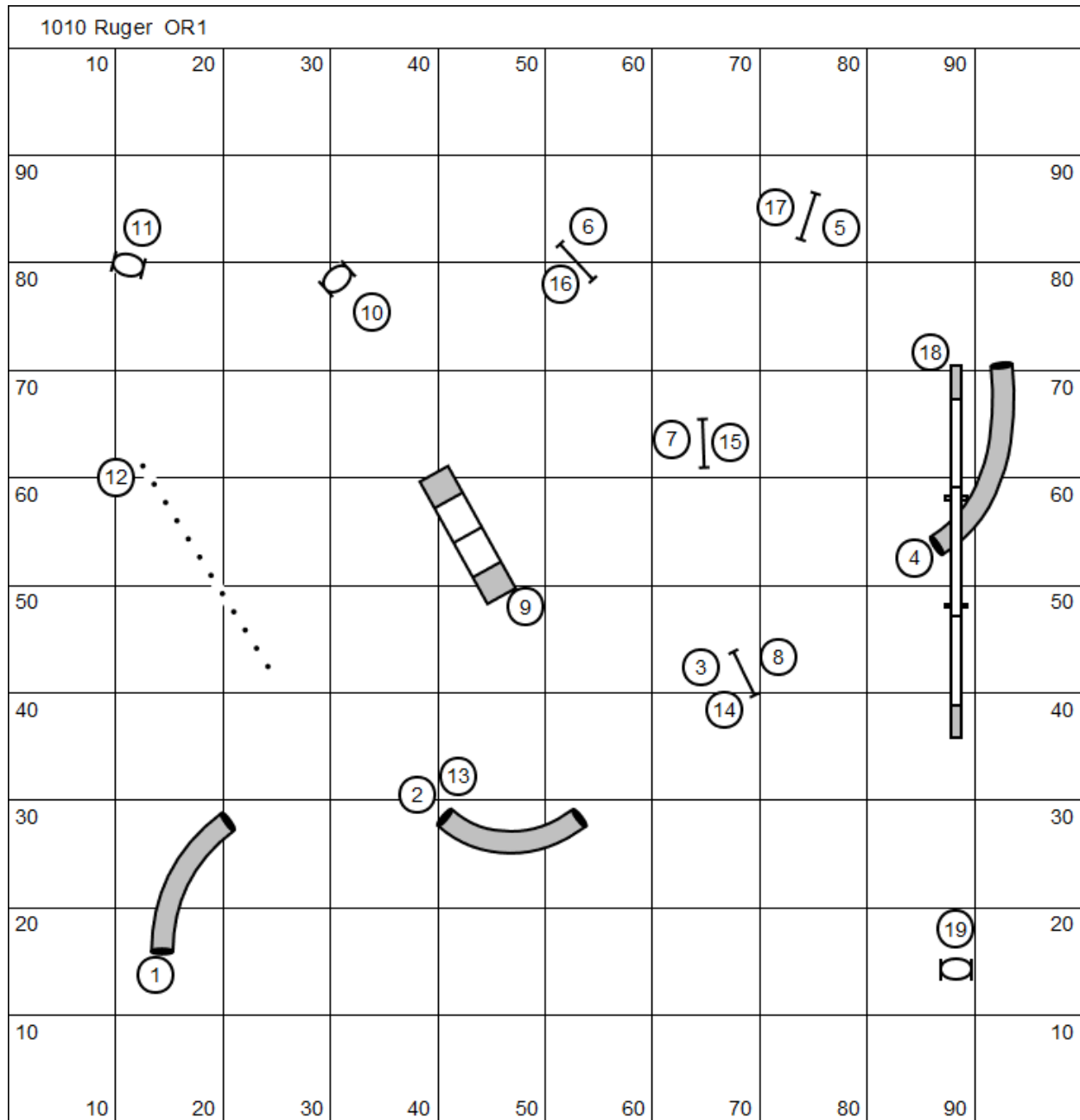
Regular Agility Class, Elite level, Round 2

In most cases Round 2 of Regular Agility is a reverse direction of Round 1. In this course there is both a bonus area and a distance challenge area offered. Most course sets do not have a bonus/distance challenge on both rounds of Regular Agility. This set is an exception and has a bonus/distance challenge on both rounds. If a handler is attempting a bonus run, they must stay within the area marked "bonus" to the right of the a-frame. If a handler is attempting a distance challenge, they may use both the area marked "distance challenge" AND the area marked "bonus". All handlers not attempting a bonus or distance challenge may handle from any position. This course is a typical style of challenge with directional challenges, discriminations and open sequences that encourage speed.



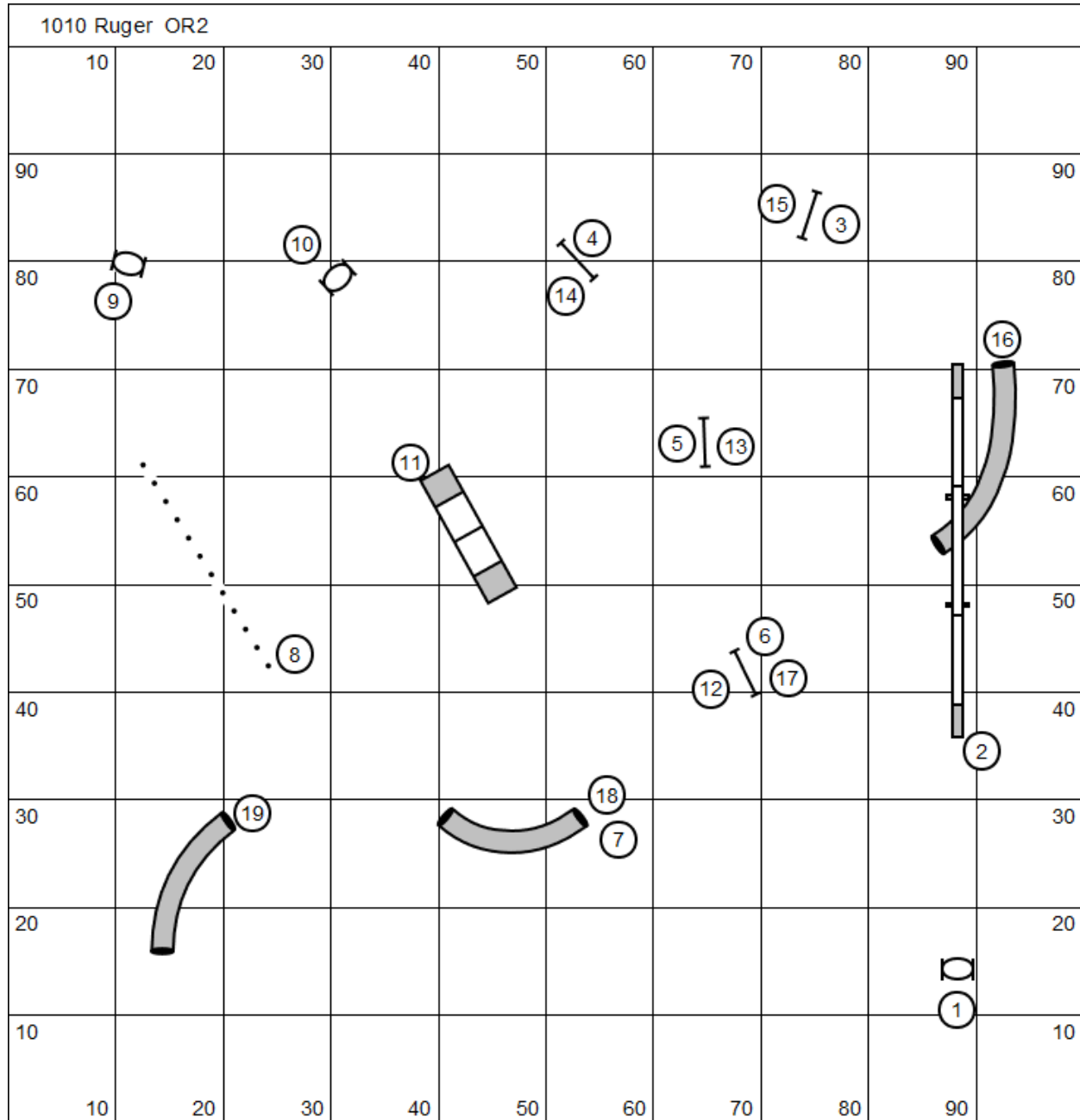
Regular Agility Class, Open level, Round 1

The Open level of the Regular Agility Class will have some components of the Elite level and some of the tests removed. The Open level will be a shorter course than Elite and will usually have one or two of the directional challenges removed.



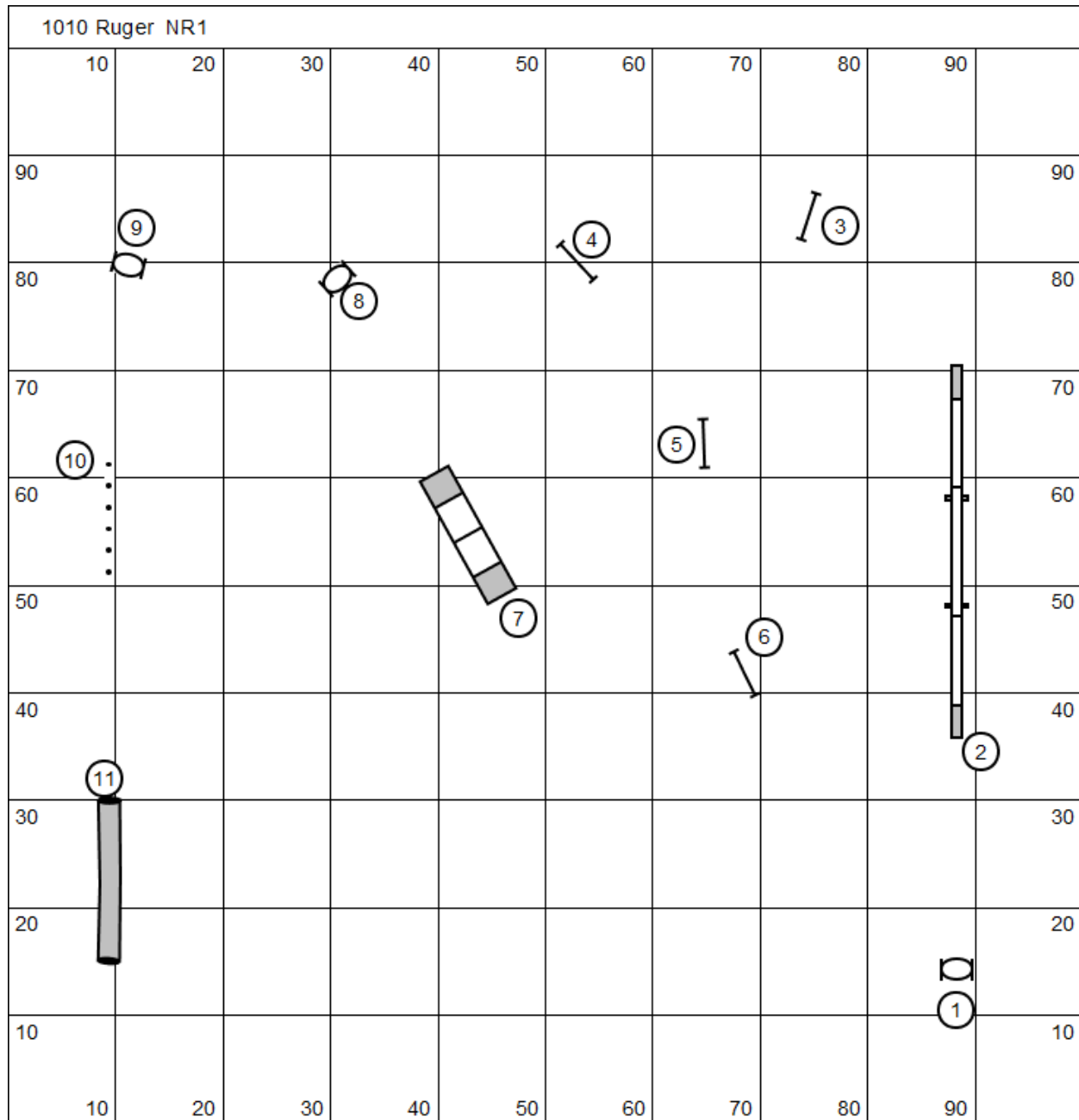
Regular Agility Class, Open level, Round 2

In most cases Round 2 of Regular Agility is a reverse direction of Round 1. The Open level of the Regular Agility Class will have some components of the Elite level and some of the tests removed. The Open level will be a shorter course than Elite and will usually have one or two of the directional challenges removed.



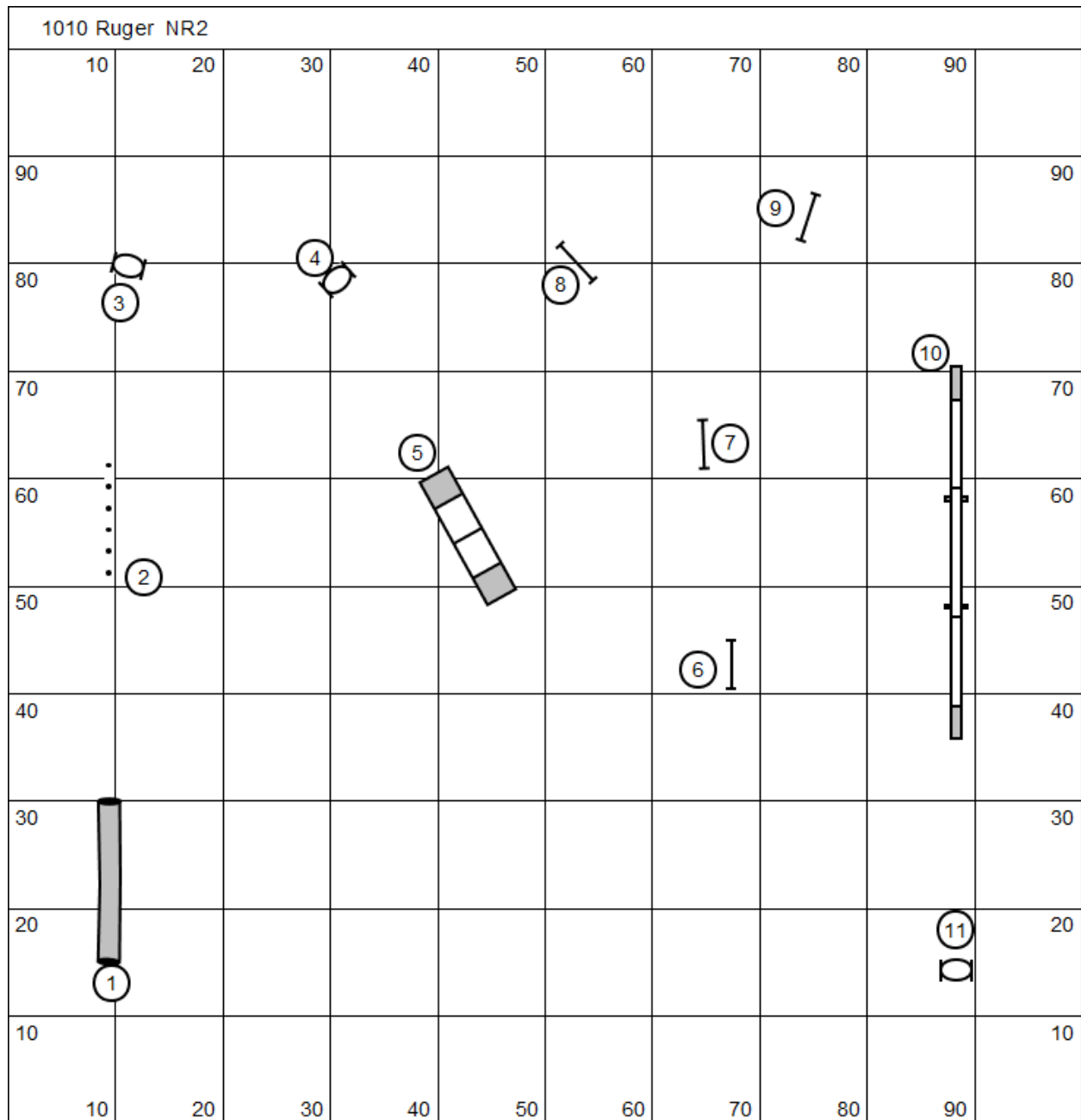
Regular Agility Class, Novice level, Round 1

The Novice level of the Regular Agility Class will have some components of the Open level and some of the tests removed. The Novice level will usually be a shorter course than Open and will usually have one or two of the directional challenges and/or discriminations removed. The Novice level of Regular Agility will have a short set of weaves instead of a long set.



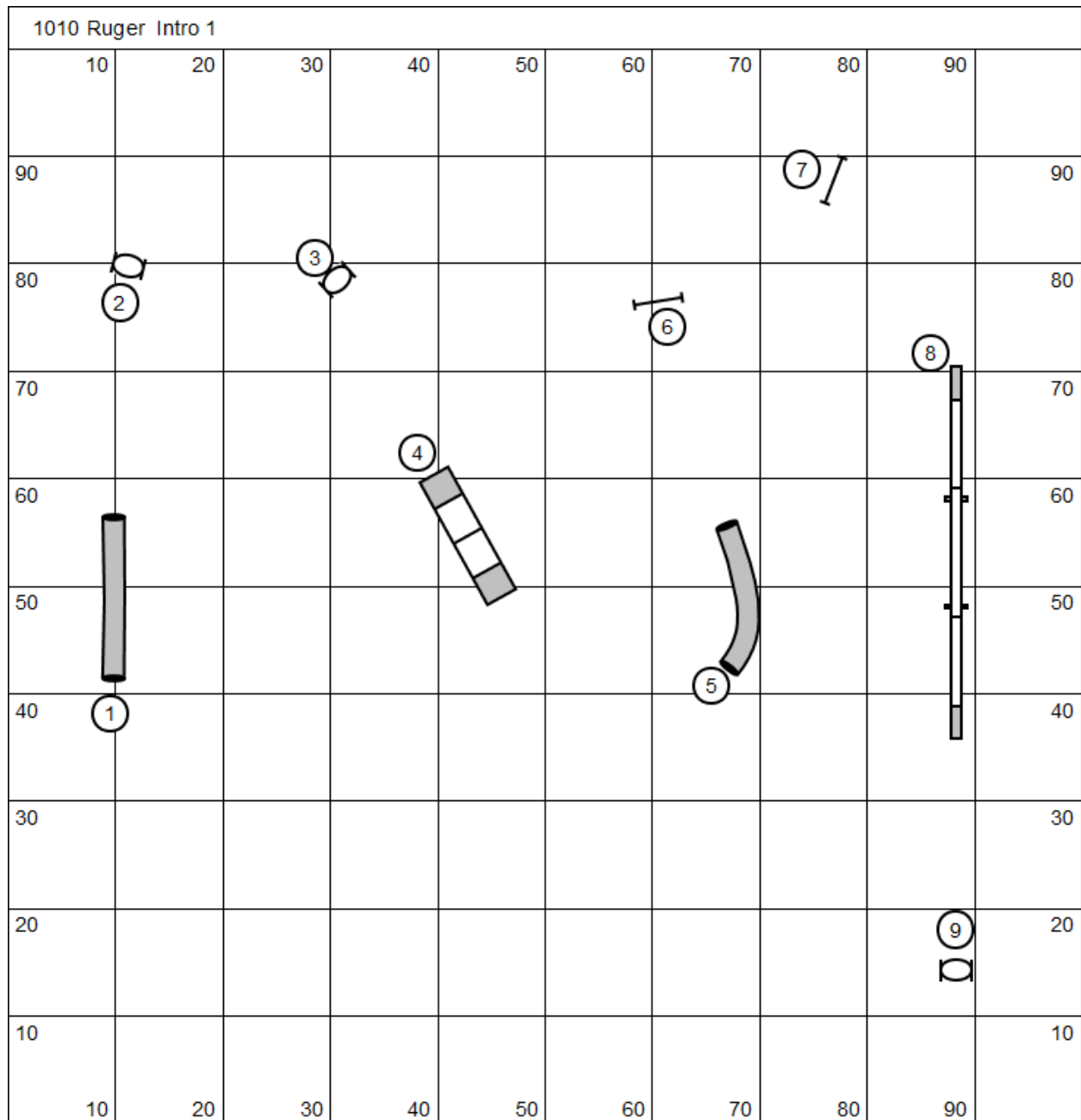
Regular Agility Class, Novice level, Round 2

In most cases Round 2 of Regular Agility is a reverse direction of Round 1. The Novice level of the Regular Agility Class will have some components of the Open level and some of the tests removed. The Novice level will usually be a shorter course than Open and will usually have one or two of the directional challenges and/or discriminations removed. The Novice level of Regular Agility will have a short set of weaves instead of a long set.



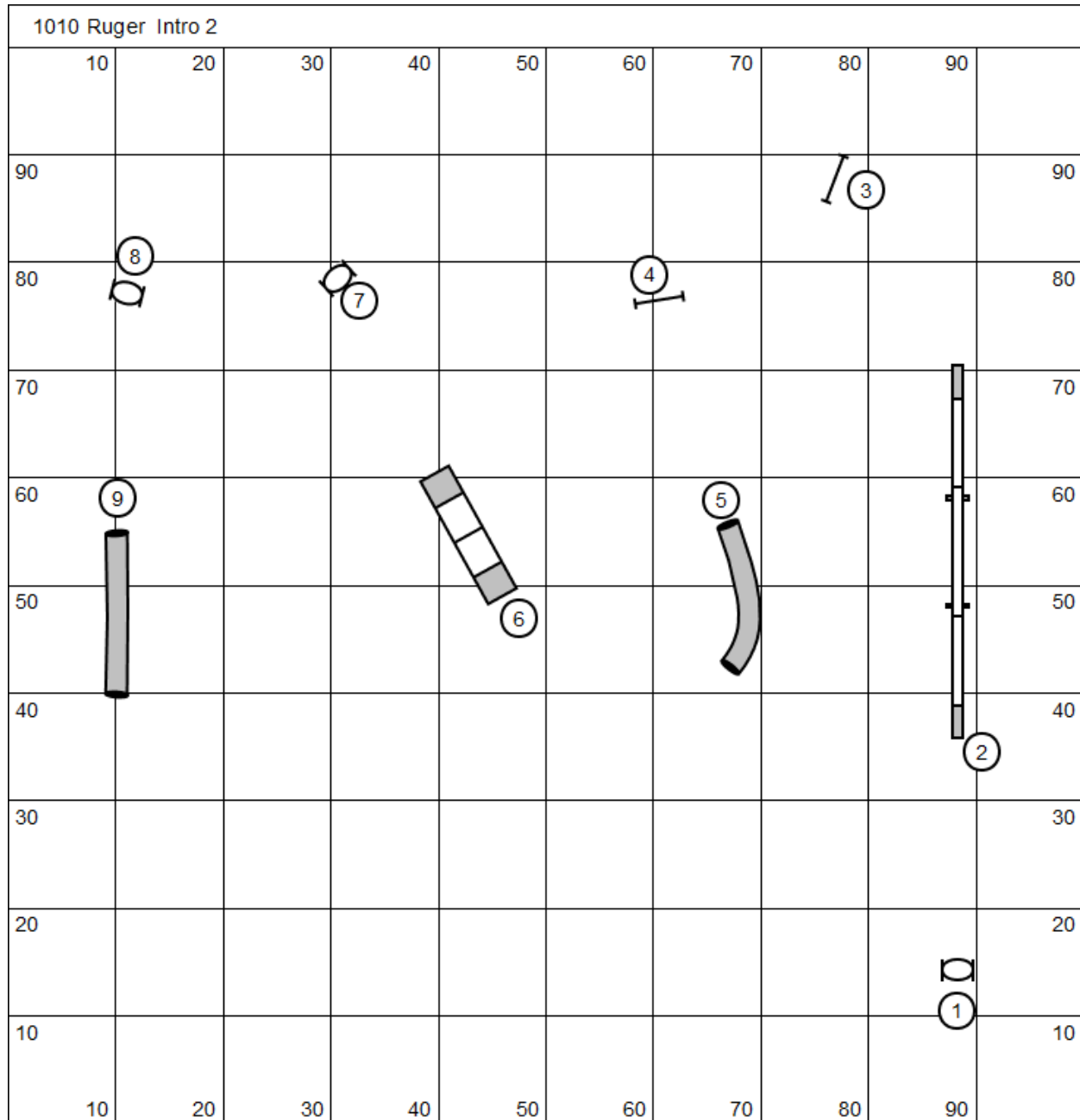
Regular Agility Class, Intro level, Round 1

The Intro level of the Regular Agility Class will have some components of the Novice level and some of the tests removed. The Intro level will be a shorter course with some type of basic directional test. The Intro level of Regular Agility will not have any weaves on the course. The Intro level will not have any contact/tunnel discriminations.



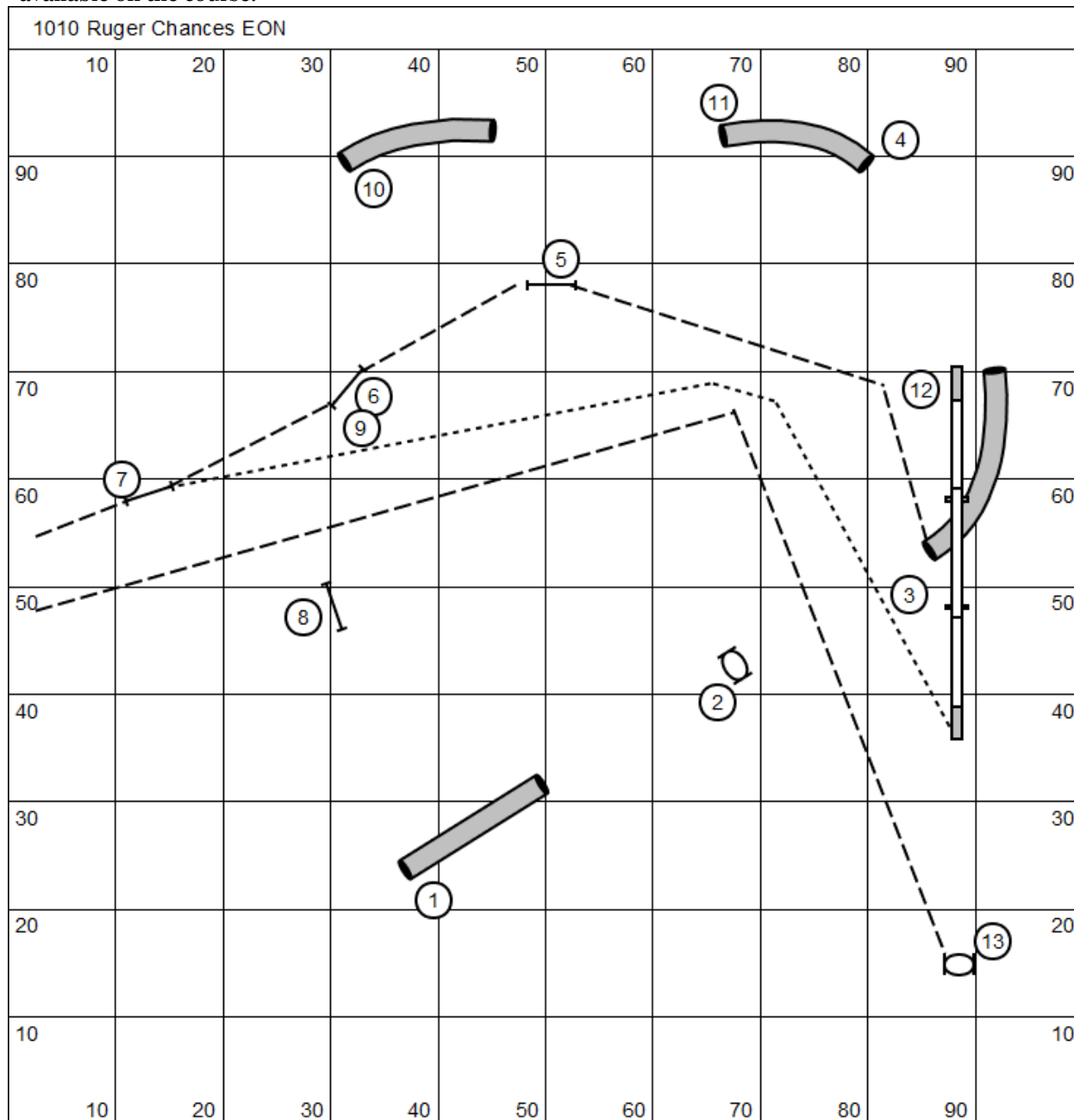
Regular Agility Class, Intro level, Round 2

In most cases Round 2 of Regular Agility is a reverse direction of Round 1. The Intro level of the Regular Agility Class will have some components of the Novice level and some of the tests removed. The Intro level will be a shorter course with some type of basic directional test. The Intro level of Regular Agility will not have any weaves on the course. The Intro level will not have any contact/tunnel discriminations.



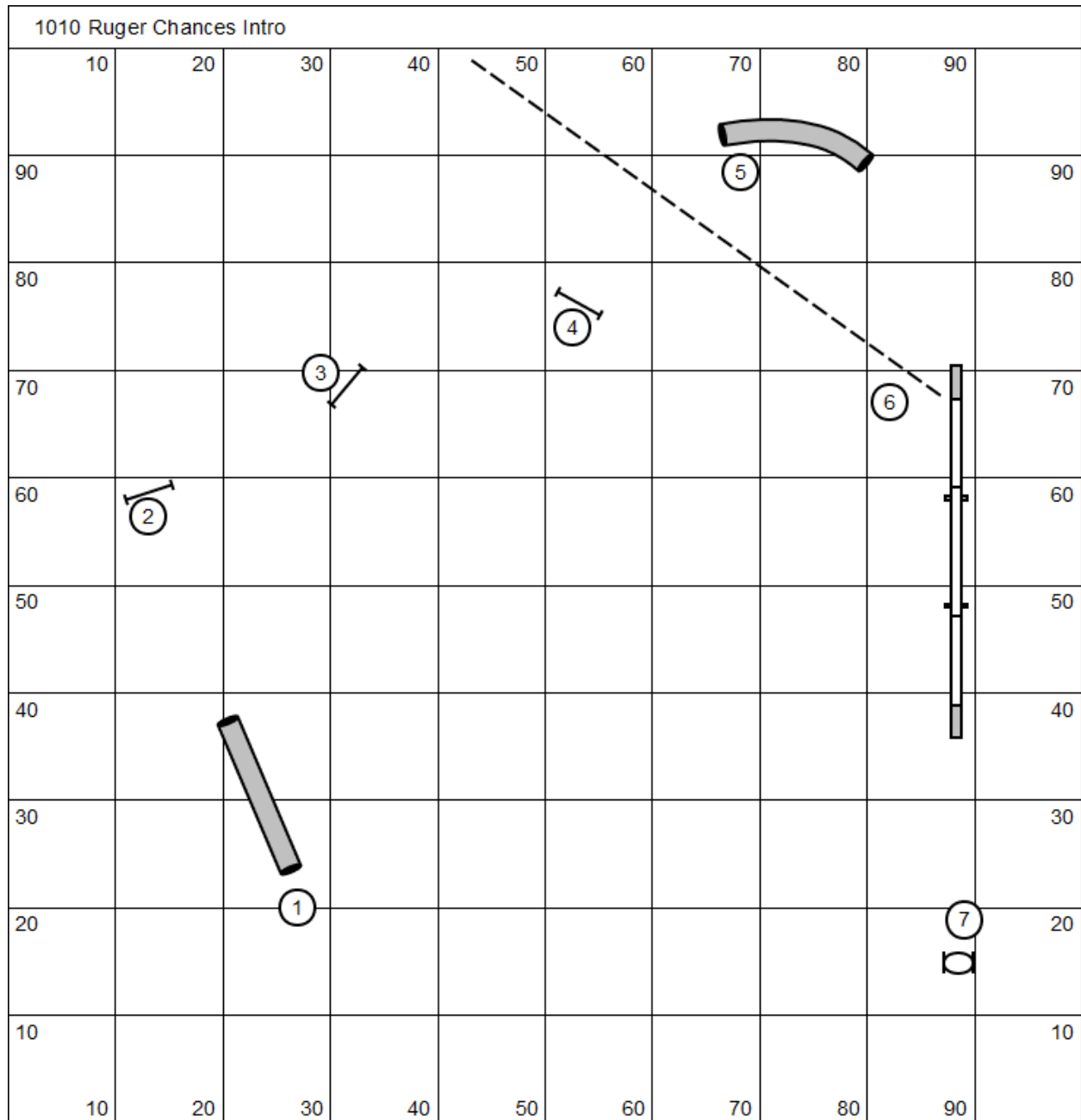
Chances Class, Elite/Open/Novice levels

The goal of the Chances class is to test the distance, directional and discrimination skills of the dog and handler team. The course will be the same course for the Novice, Open and Elite levels, with the distance tests being adjusted to the appropriate distance for each level. Once the dog performs an obstacle of a test sequence, if they cross over the line to the handler side with four paws, then it is a fault. If the handler touches the line with a foot or crosses the line at any time it is a fault. The Chances class is a pass/fail class and if any obstacle is faulted or if the dog or handler crosses the line inappropriately then the scoring will indicate a fail for the class. The dog must perform all tests correctly within 40 seconds with the handler staying on their side of the handling line and the dog remaining on the dog side of the line during the tests. At the Elite level, it is possible that a bonus option could be available on the course.



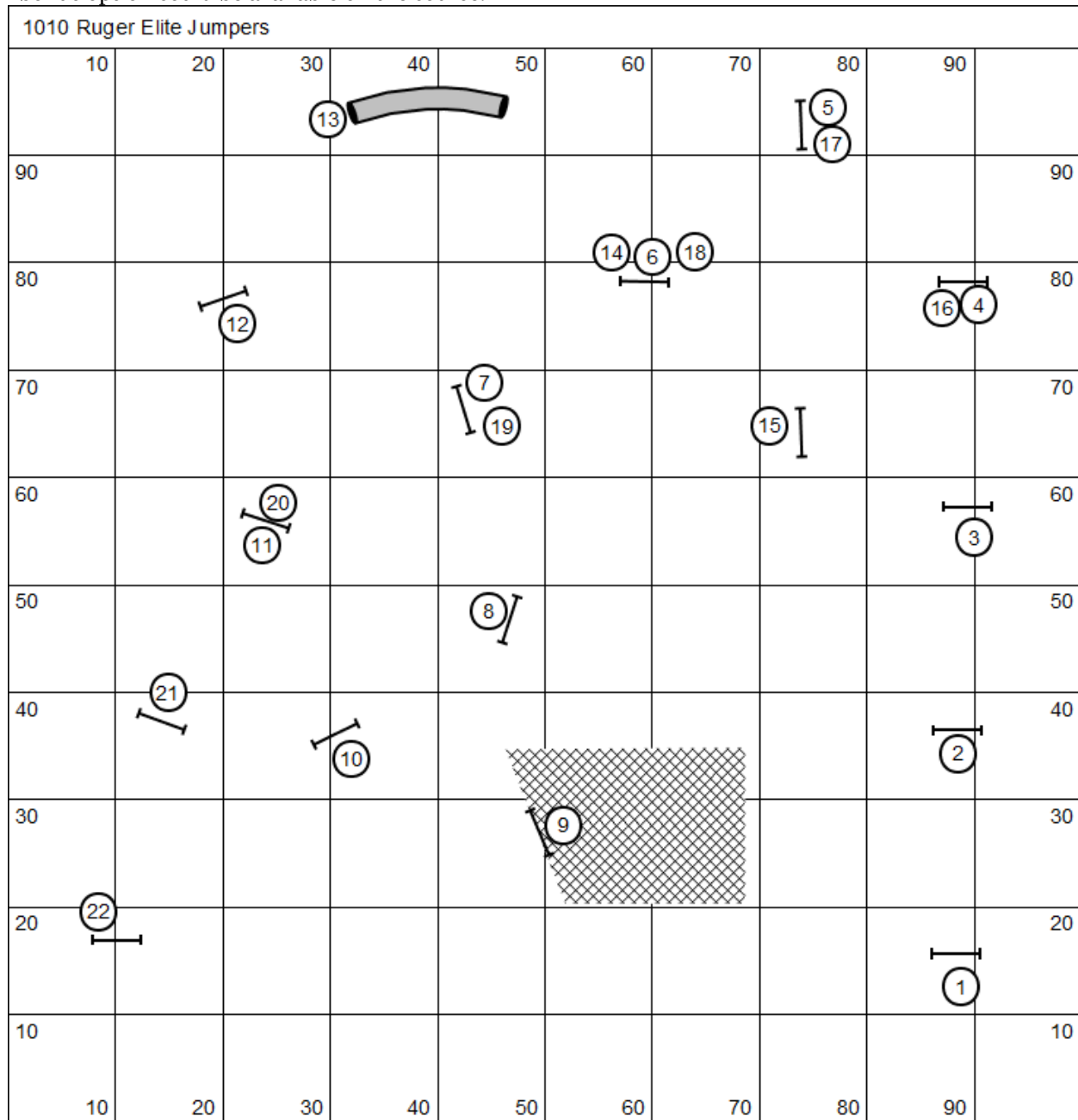
Chances Class, Intro level

The goal of the Chances class is to test the distance, directional and discrimination skills of the dog and handler team. At the Intro level the distance tests shall be set at a minimum of 8 feet and shall not include the descent end of contacts as part of a distance test.



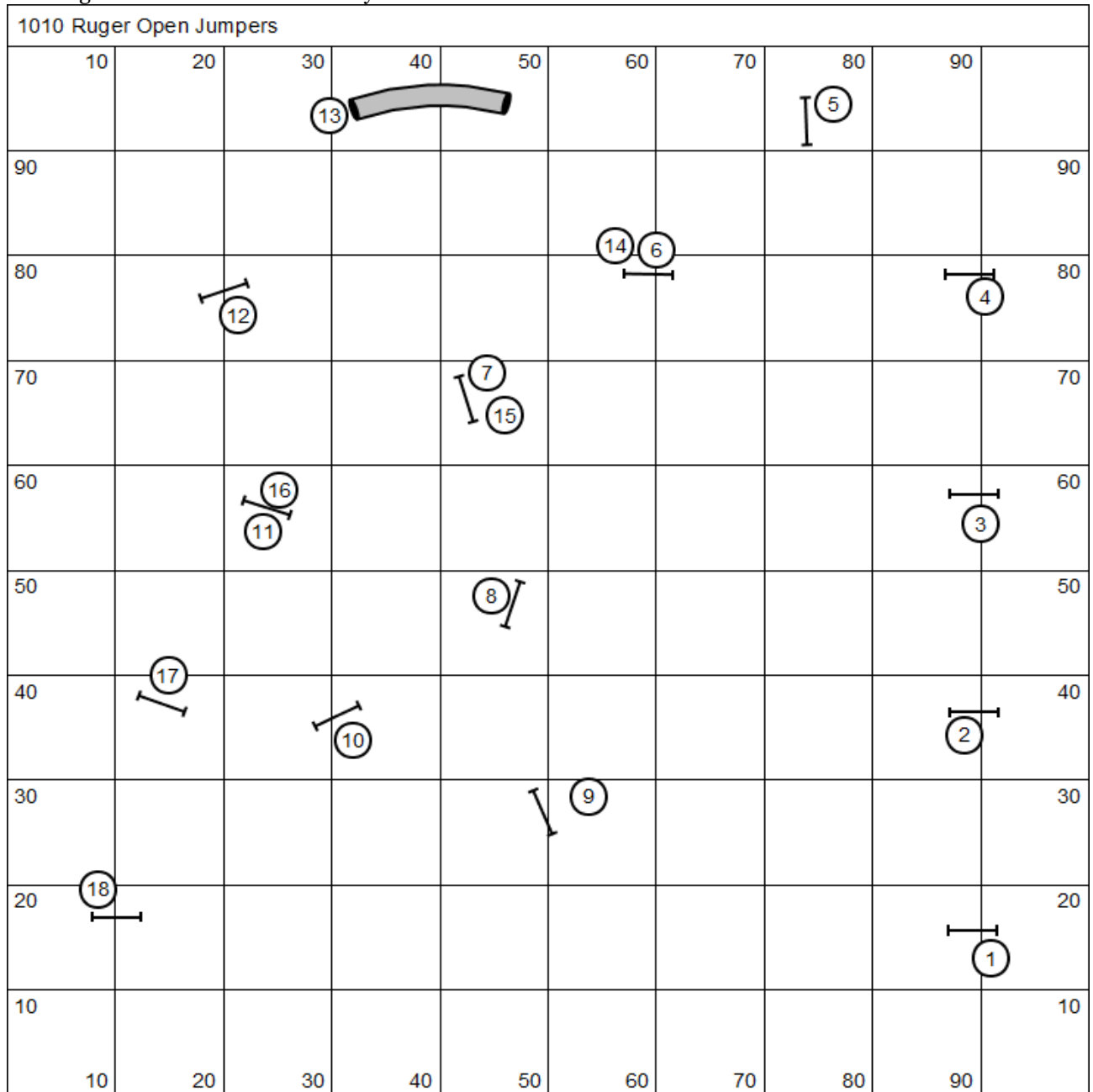
Jumpers Class, Elite level

The Jumpers class is a special skills class that is a numbered course that consists of jumps and possibly 1-3 tunnel performances. This class highlights the natural jumping ability of the dog and tests the handler for effective handling styles, while moving at a rapid pace. At the Elite level, more complex handler strategies are tested, with the dog moving at a rapid pace. The dog should work off both sides of the handler, be able to discriminate between obstacles and freely move away from the handler while performing the obstacles with greater distance and directional control. The dog will be tested on more difficult directional sequences while maintaining a rapid pace. At the Elite level, it is possible that a bonus option could be available on the course.



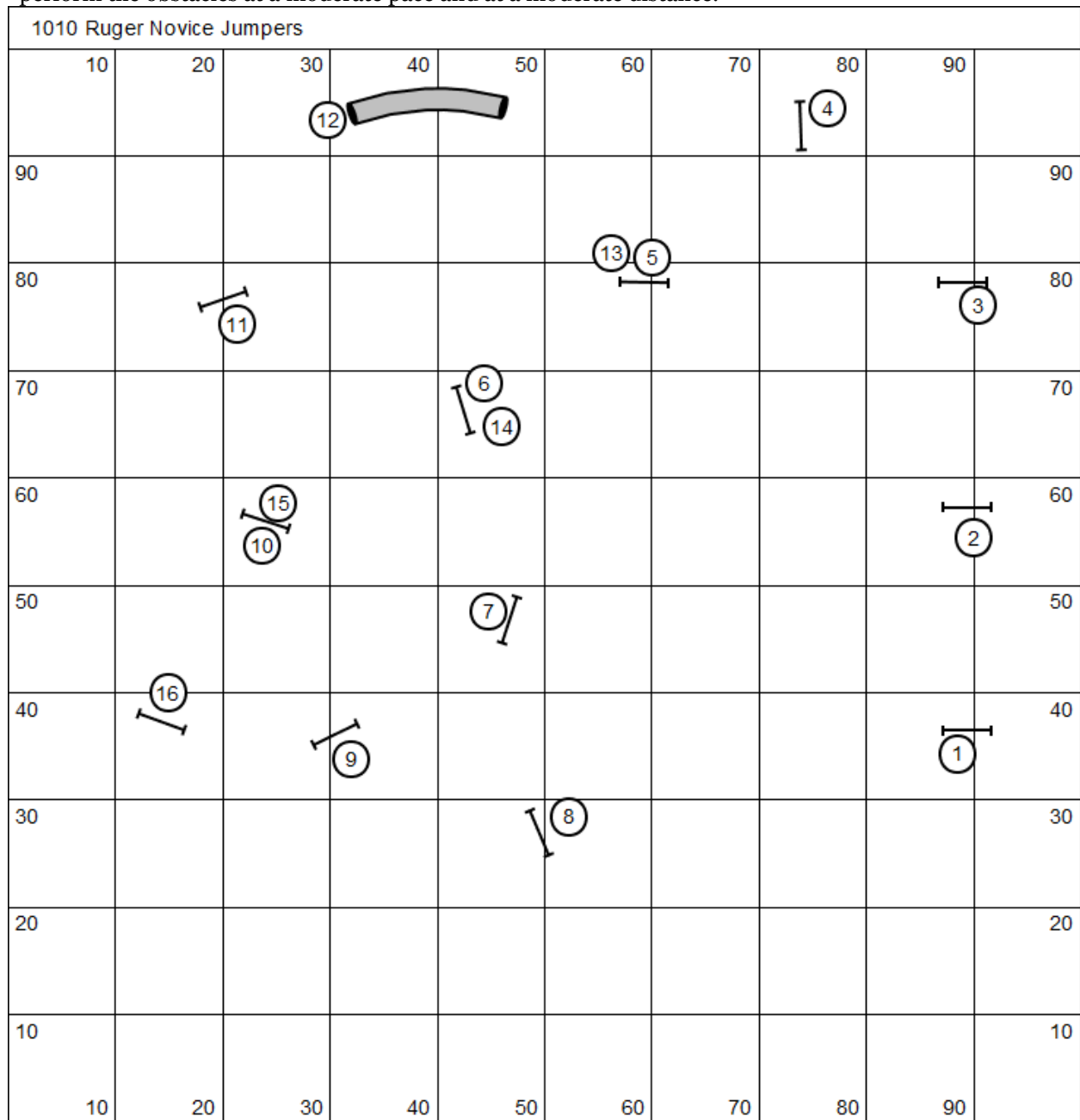
Jumpers Class, Open level

The Jumpers class is a special skills class that is a numbered course that consists of jumps and possibly 1-3 tunnel performances. At the Open level, the goal is to test the handler and dog's ability to perform the obstacles at a brisk pace, while performing the obstacles with more directional and distance control and exhibit more difficult obstacle discriminations. The course design should encourage handlers to work the dog from both sides comfortably.















Jumpers Class, Novice level

The Jumpers class is a special skills class that is a numbered course that consists of jumps and possibly 1-3 tunnel performances. At the Novice level, the main goal is to test the dog's ability to perform the obstacles safely, with beginning level discriminations and directional control. The dog is asked to perform the obstacles at a moderate pace and at a moderate distance.



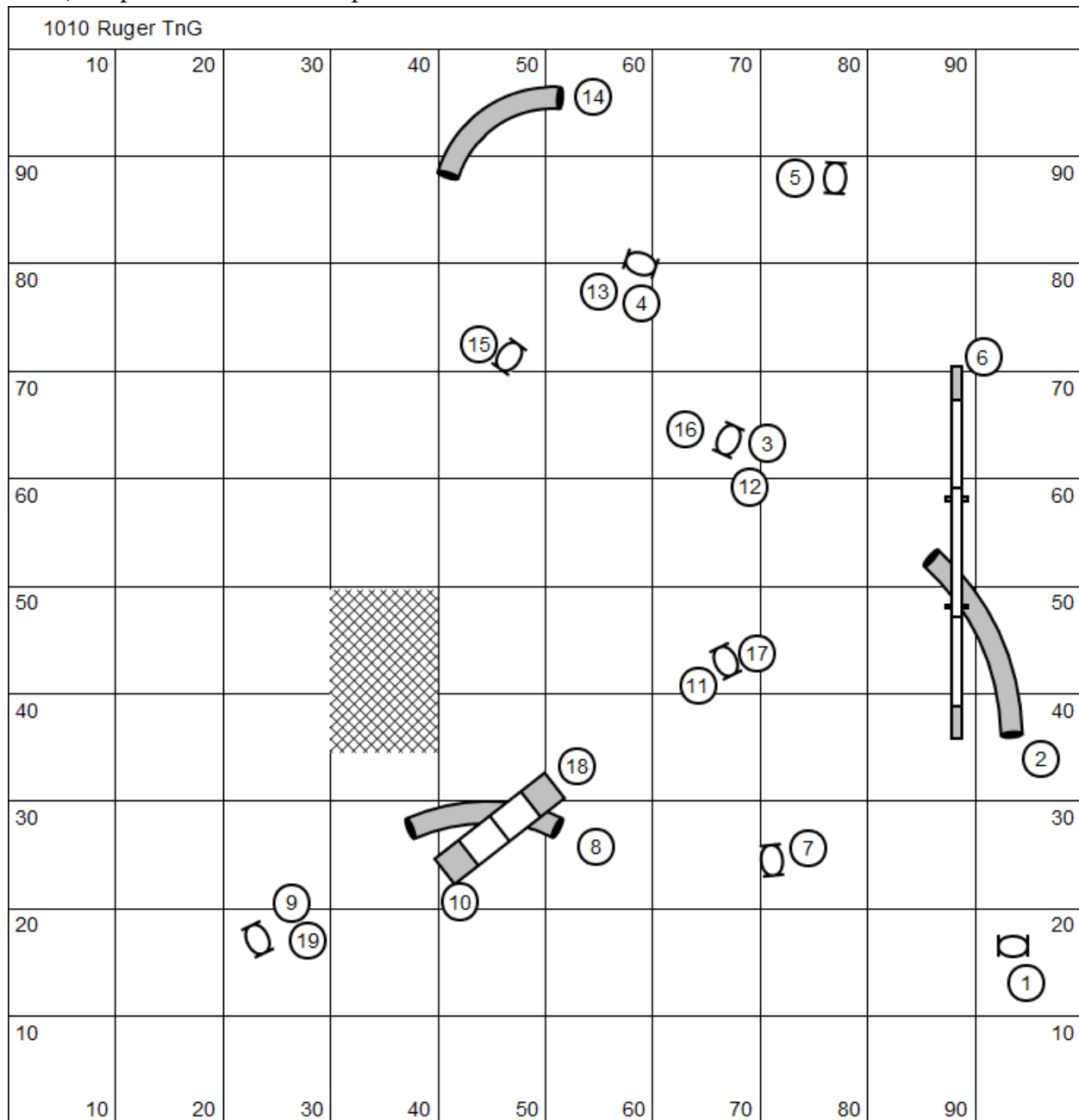
Jumpers Class, Intro level

The Jumpers class is a special skills class that is a numbered course that consists of jumps and possibly 1-3 tunnel performances. **At the Intro level**, the main goal is to introduce basic jumping sequences to the dog and ensure that the dog will perform the obstacles safely.

1010 Ruger Intro Jumpers									
10	20	30	40	50	60	70	80	90	
									
90									90
									
80									80
									
70									70
									
60									60
50									50
40									40
30									30
20									20
10									10
10	20	30	40	50	60	70	80	90	

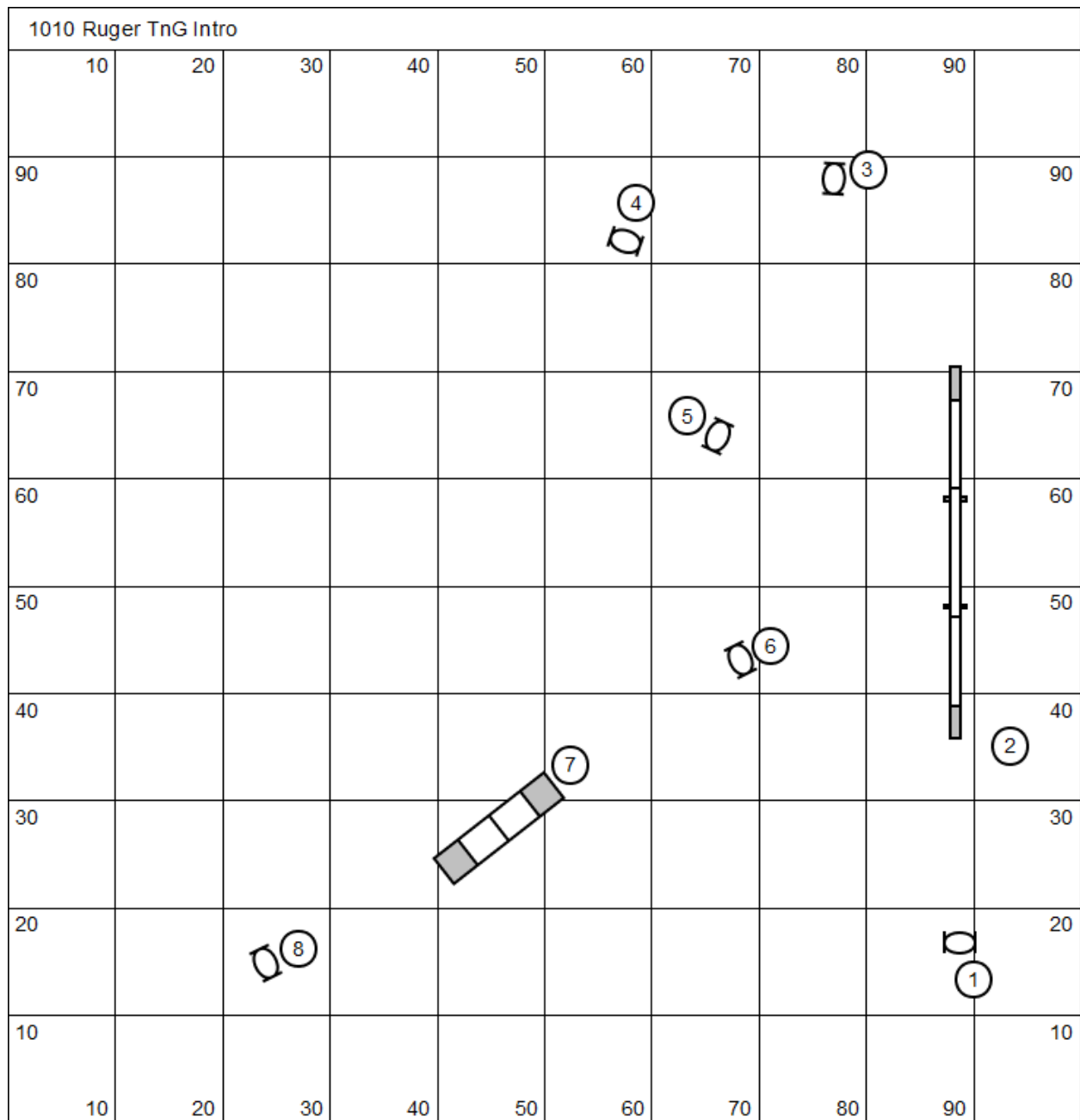
Touch N Go Class, Elite/Open/Novice levels

The Touch N Go class is a special skills class that is a numbered course comprised of contact obstacles, tunnels, barrels, and/or hoops. The goal of the Touch N Go class is to demonstrate the dog's ability to perform contact obstacles with directional and discrimination tests. The course will be the same course for the Novice, Open and Elite levels, with the course time being adjusted to the appropriate time for each level. Typically, there shall be three to four contact performances in the class. At the Elite level, it is possible that a bonus option could be available on the course.



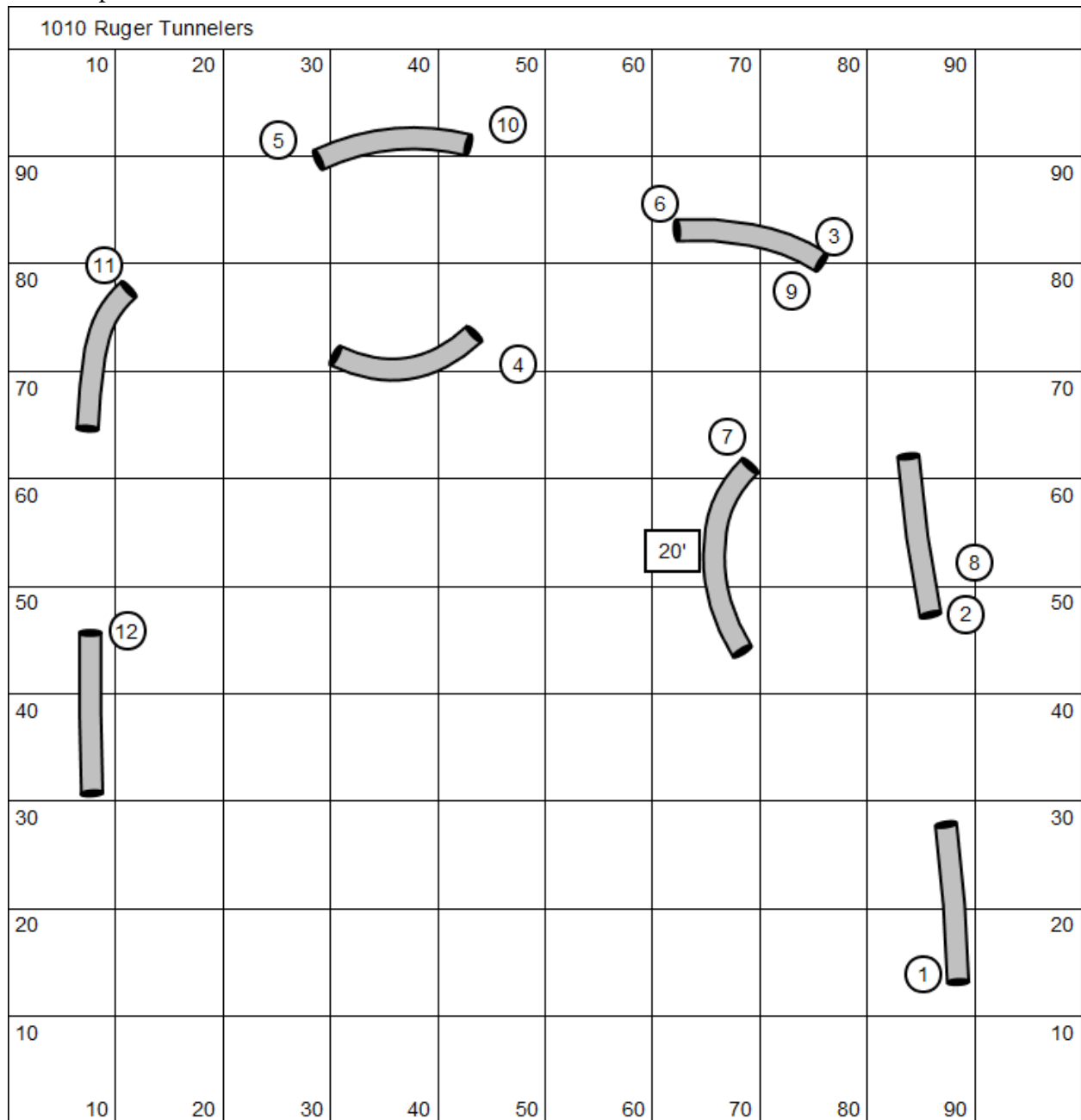
Touch N Go Class, Intro level

The Touch N Go class is a special skills class that is a numbered course comprised of contact obstacles, tunnels, barrels, and/or hoops. The goal of the Touch N Go class is to demonstrate the dog's ability to perform contact obstacles with directional and discrimination tests. The course will be shortened for the Intro level. At the Intro level there will be no contact/tunnel discriminations.



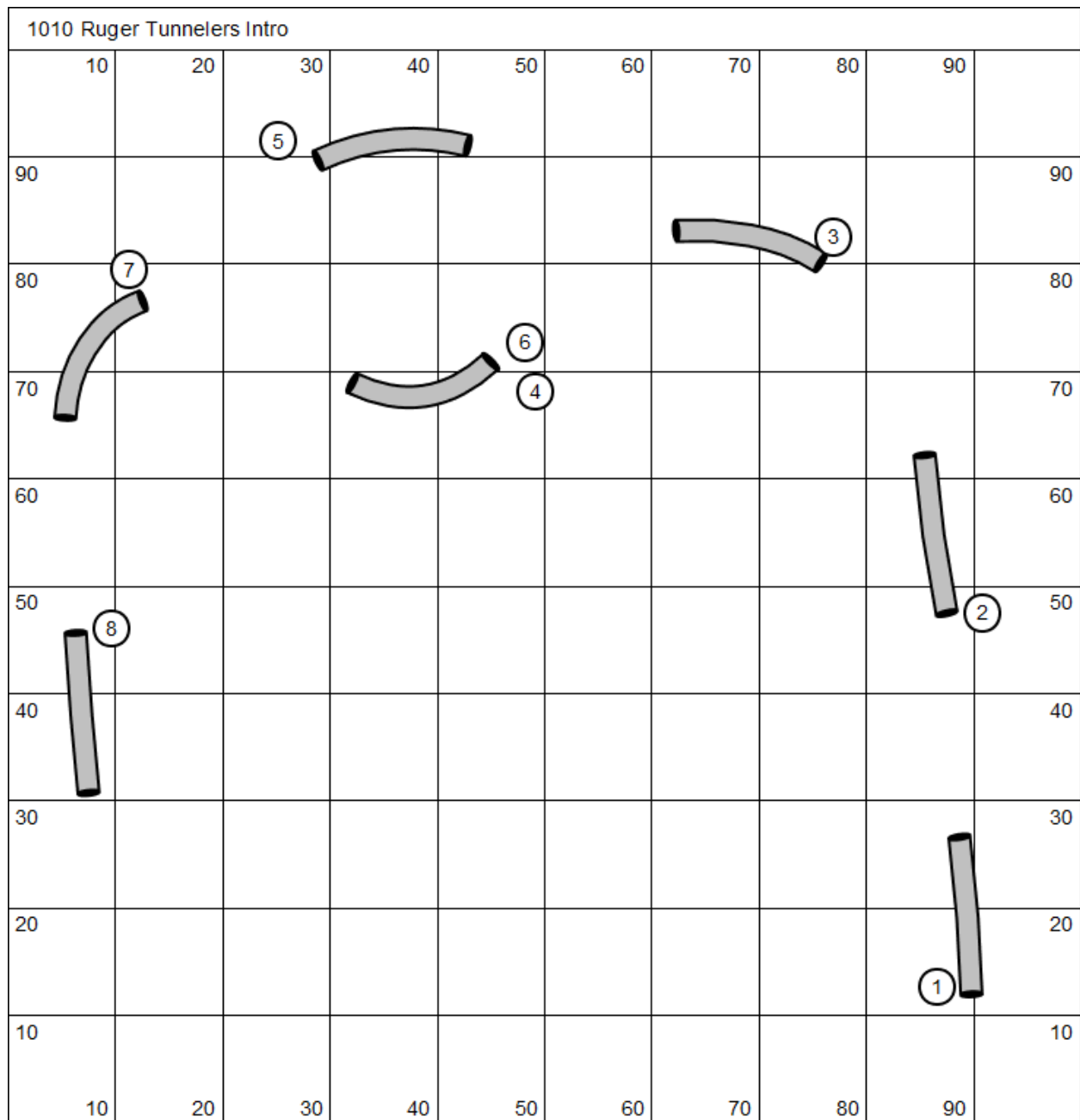
Tunnelers Class, Elite/Open/Novice levels

The Tunnelers class is a special skills class that is a numbered course comprised of mostly tunnels. A hoop may be used only as the first obstacle. The goal of the Tunnelers class is to demonstrate the dog's ability to respond quickly to directional commands from the handler while negotiating a course comprised of tunnels. The course will be the same course for the Novice, Open and Elite levels, with the course time being adjusted to the appropriate time for each level. At the Elite level, it is possible that a bonus option could be available on the course.



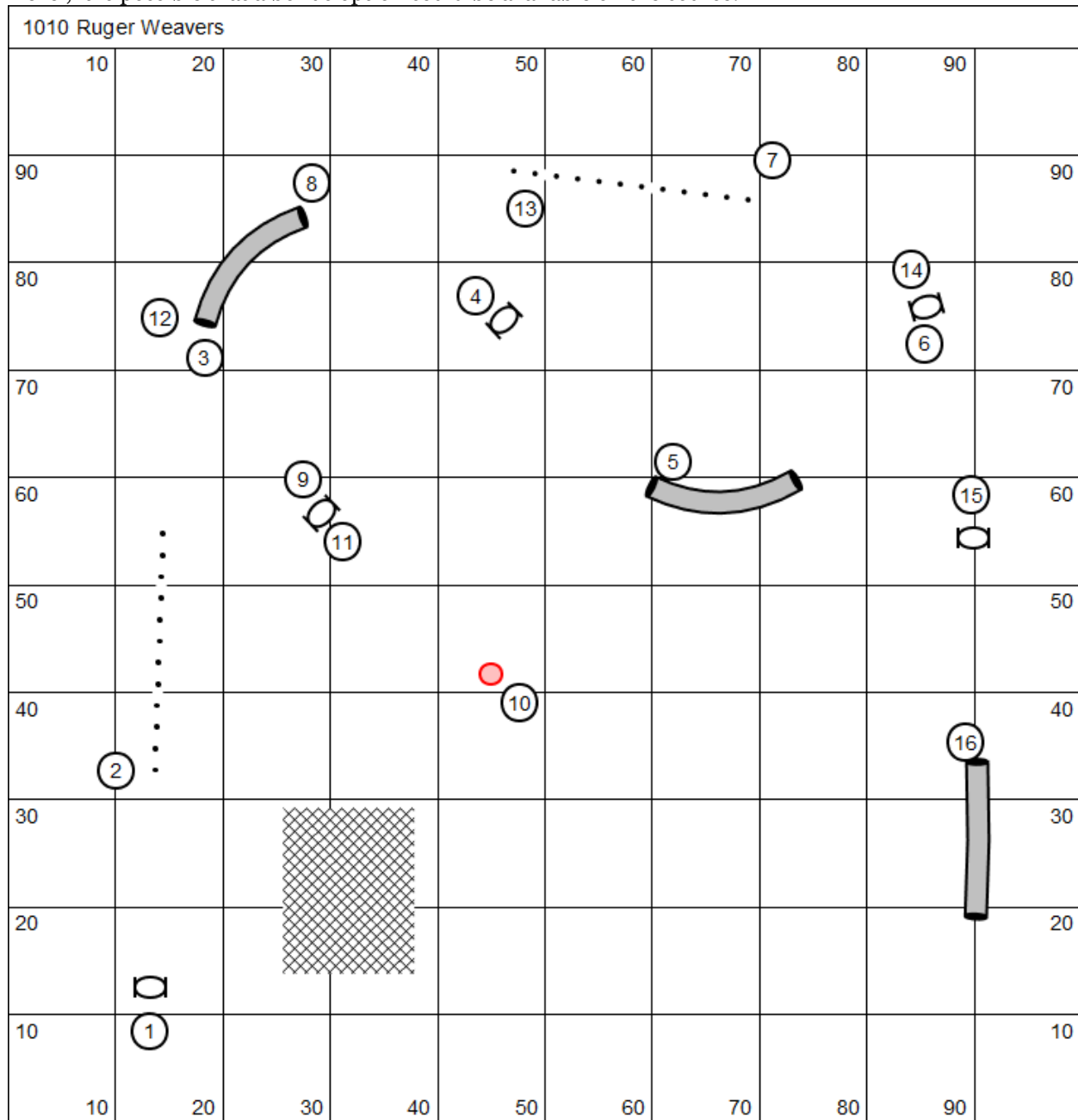
Tunnelers Class, Intro level

The Tunnelers class is a special skills class that is a numbered course comprised of mostly tunnels. A hoop may be used only as the first obstacle. The goal of the Tunnelers class is to demonstrate the dog's ability to respond quickly to directional commands from the handler while negotiating a course comprised of tunnels. The course will be shortened for the Intro level.



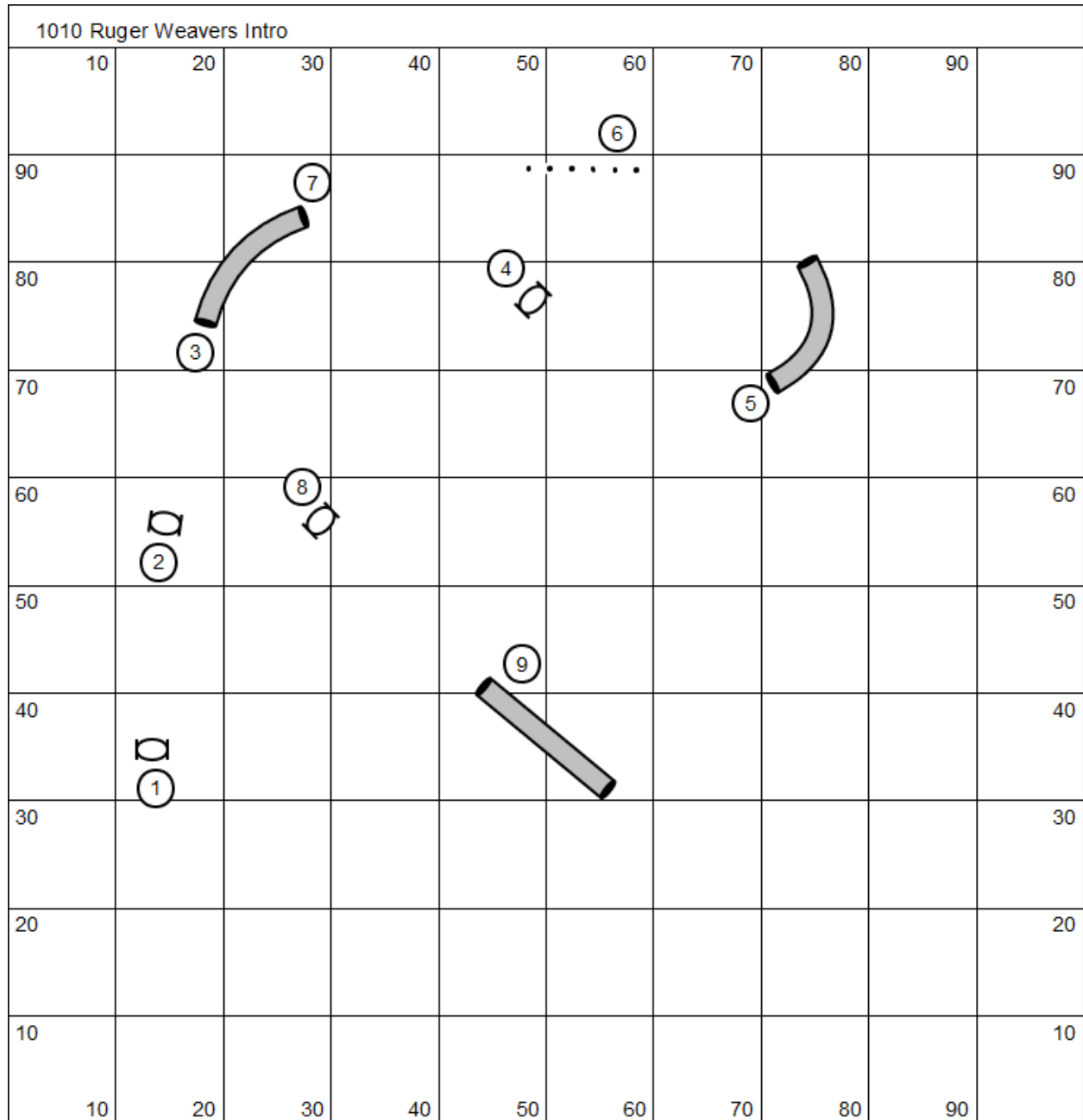
Weavers Class, Elite/Open/Novice levels

The Weavers class is a special skills class that is a numbered course comprised of weave poles, tunnels, hoops, and/or barrels. The goal of the Weavers class is to demonstrate the dog's ability to correctly enter weave poles at a variety of angles and at greater speeds than required in the Regular Agility class. The course will be the same course for the Novice, Open and Elite levels, with the course time and the length of each set of weave poles being adjusted to the appropriate time and number for each level. The Elite level shall have three sets of long weave poles, the Open level shall have one long set and two short sets and at the Novice level, there shall be three short sets of weave poles. At the Elite level, it is possible that a bonus option could be available on the course.



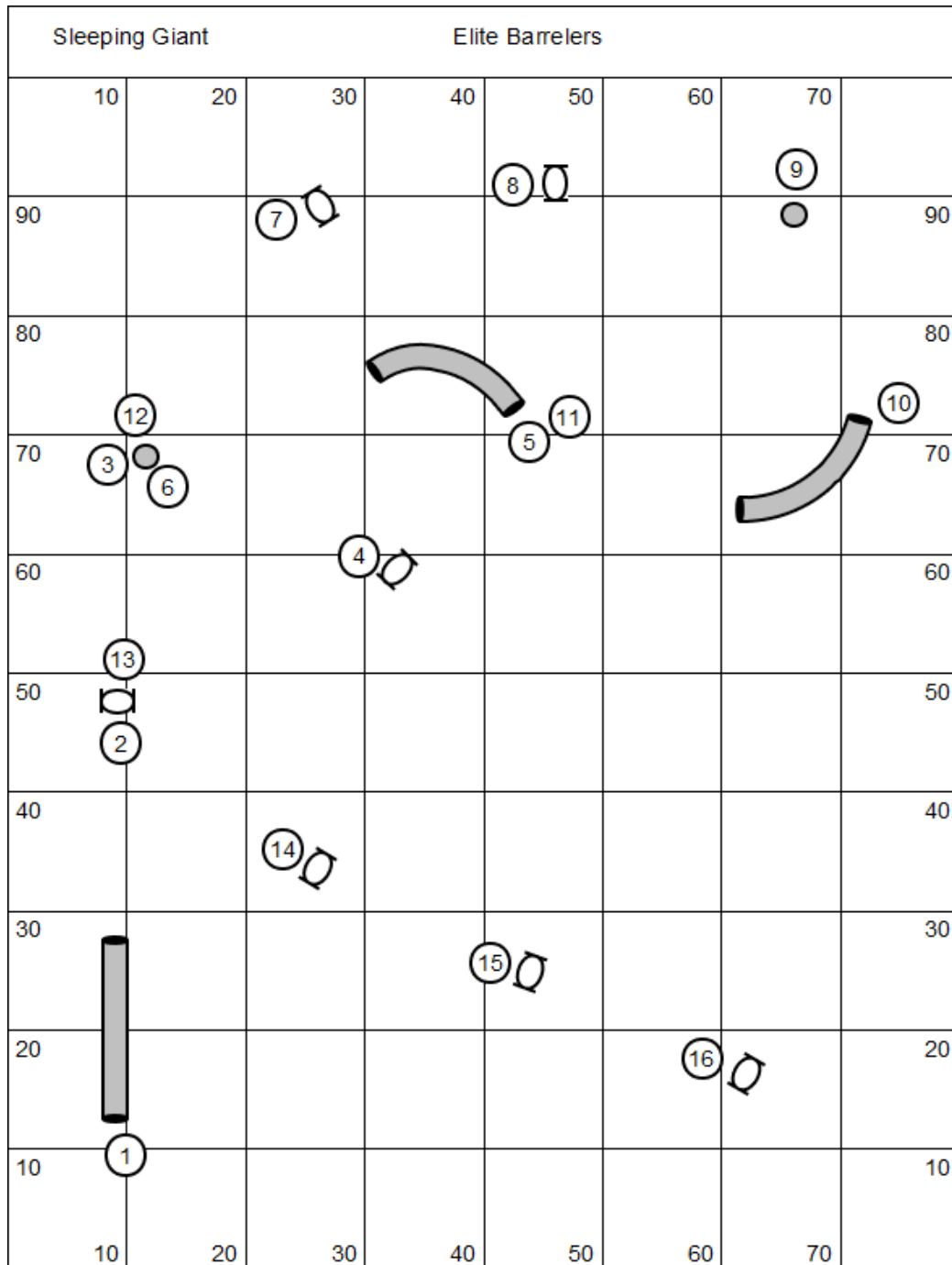
Weavers Class, Intro level

The Weavers class is a special skills class that is a numbered course comprised of weave poles, tunnels, hoops, and/or barrels. The goal of the Weavers class is to demonstrate the dog's ability to correctly enter weave poles at a variety of angles and at greater speeds than required in the Regular Agility class. The course will be shortened for the Intro level. At the Intro level, there shall be one short set of weave poles.



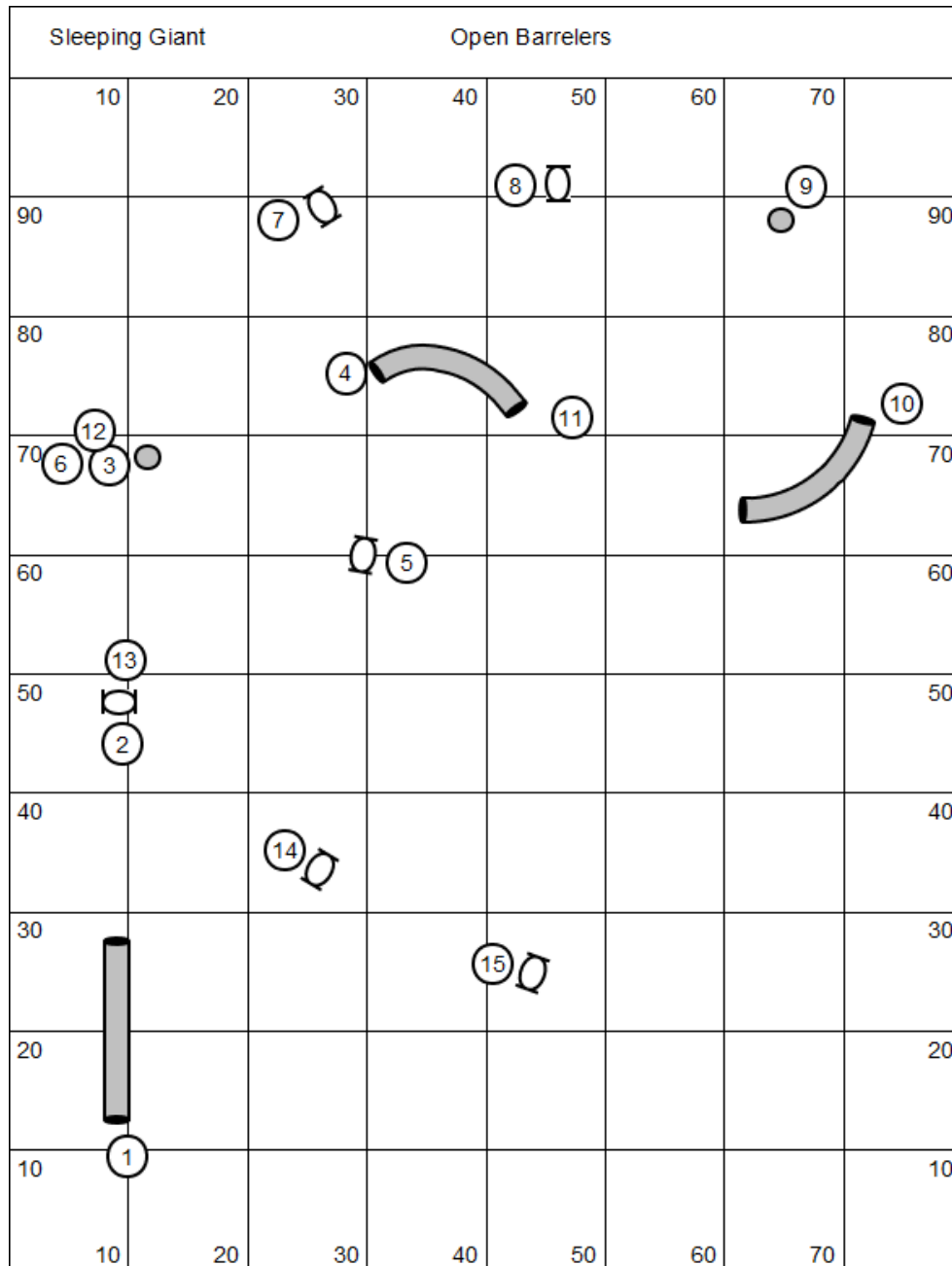
Barrelers Class, Elite level

The Barrelers class is a special skills class that emphasizes handling via a numbered course comprised of barrels, hoops and tunnels. The goal of the Barrelers class is to demonstrate the handler's ability to direct their dog through a series of ground based obstacles. The dog must show their ability to perform the barrels with a tight, efficient turn. The acceptable path allowed around the barrel will be marked by flat style cones or golf whisker type markers. The markers shall be five feet from the barrel for the Elite level. The dog should pass between the markers and the barrel.



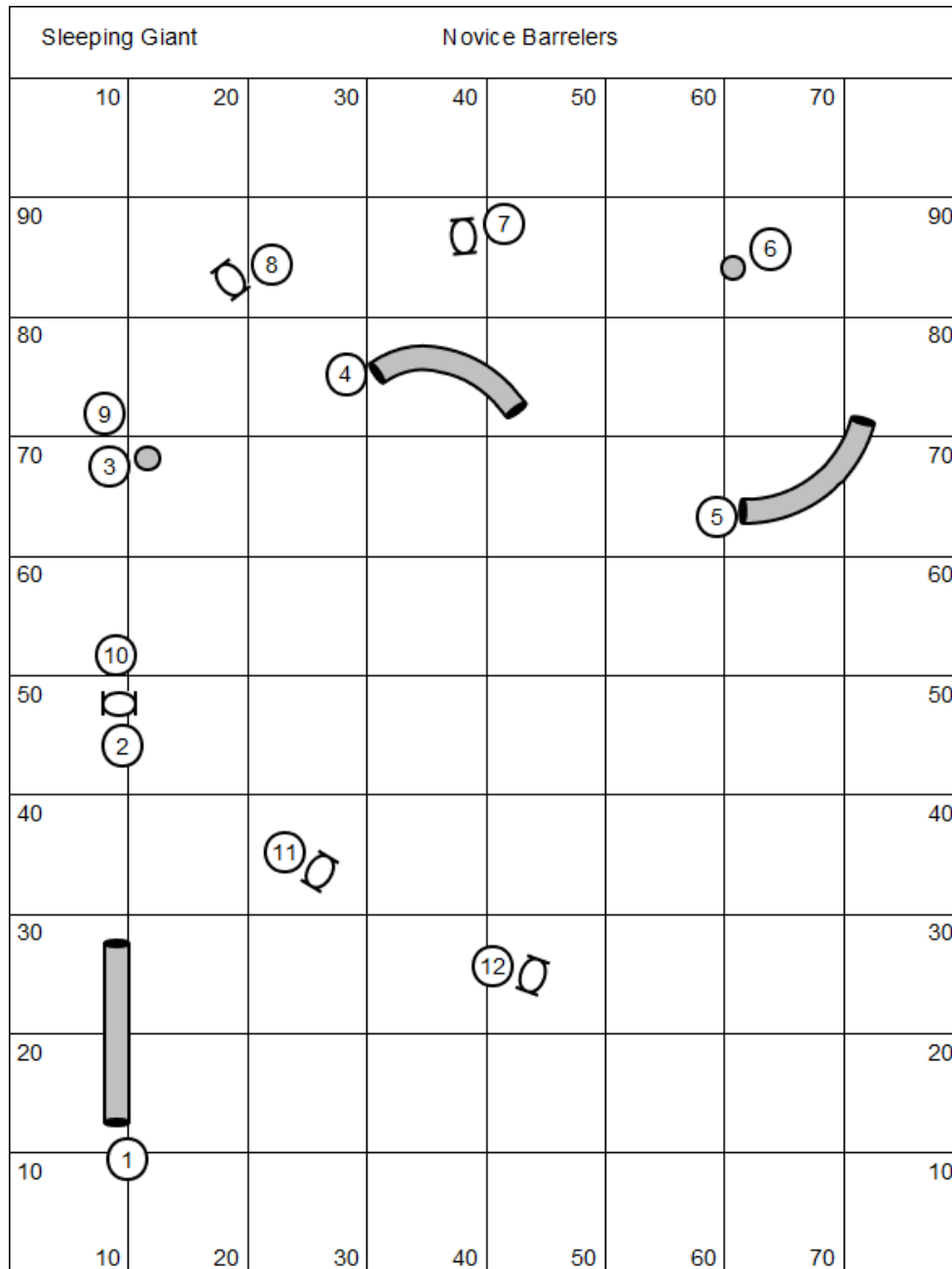
Barrelers Class, Open level

The Barrelers class is a special skills class that emphasizes handling via a numbered course comprised of barrels, hoops and tunnels. The goal of the Barrelers class is to demonstrate the handler's ability to direct their dog through a series of ground based obstacles. The dog must show their ability to perform the barrels with a tight, efficient turn. The acceptable path allowed around the barrel will be marked by flat style cones or golf whisker type markers. The markers shall be six feet from the barrel for the Open level. The dog should pass between the markers and the barrel.



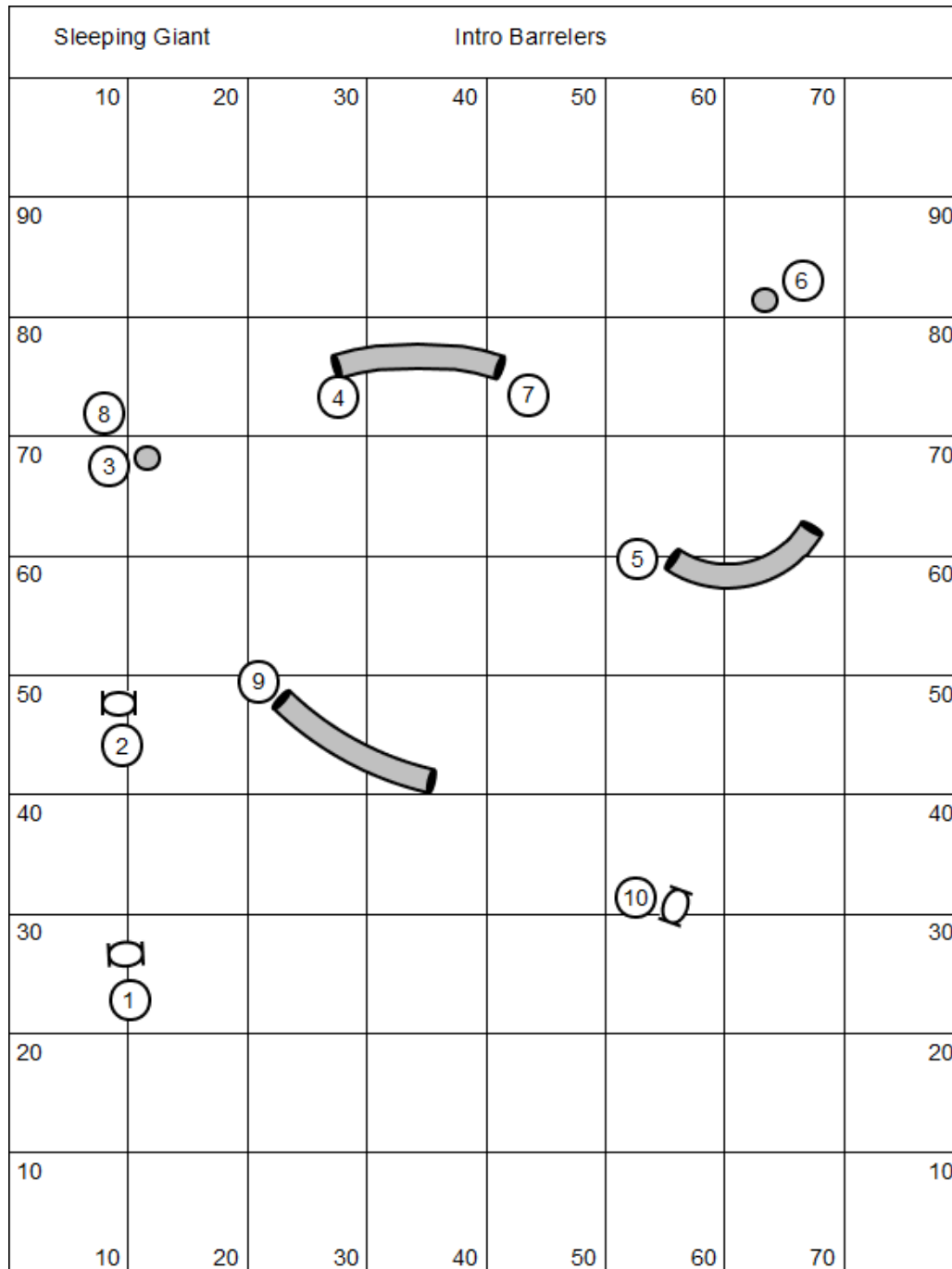
Barrelers Class, Novice level

The Barrelers class is a special skills class that emphasizes handling via a numbered course comprised of barrels, hoops and tunnels. The goal of the Barrelers class is to demonstrate the handler's ability to direct their dog through a series of ground based obstacles. The dog must show their ability to perform the barrels with a tight, efficient turn. The acceptable path allowed around the barrel will be marked by flat style cones or golf whisker type markers. The markers shall be seven feet from the barrel for the Novice level. The dog should pass between the markers and the barrel.



Barrelers Class, Intro level

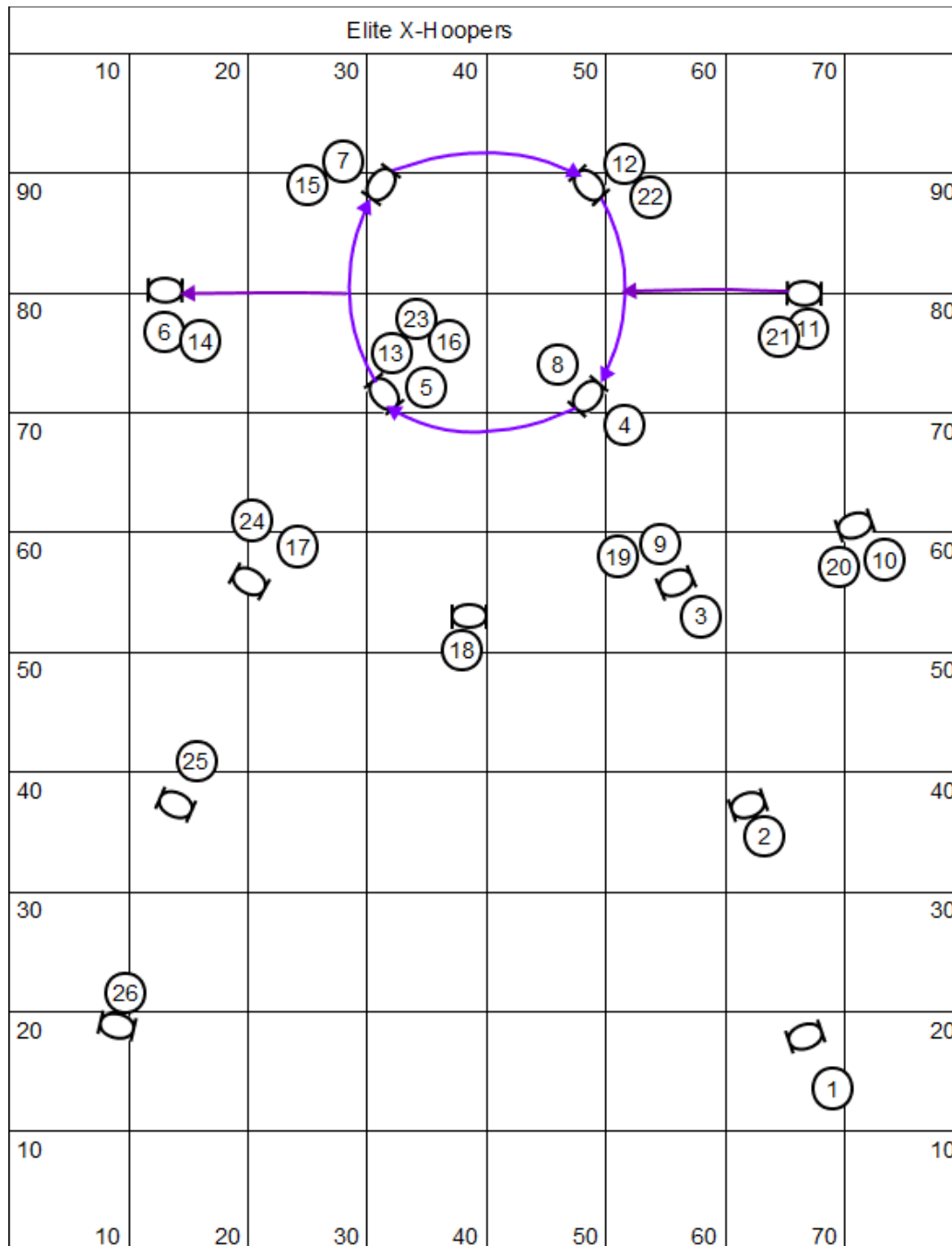
The Barrelers class is a special skills class that emphasizes handling via a numbered course comprised of barrels, hoops and tunnels. The goal of the Barrelers class is to demonstrate the handler's ability to direct their dog through a series of ground based obstacles. The dog must show their ability to perform the barrels with a tight, efficient turn. The acceptable path allowed around the barrel will be marked by flat style cones or golf whisker type markers. The markers shall be seven feet from the barrel for the Intro level. The dog should pass between the markers and the barrel.



X-Hoopers Class, Elite level

The X-Hoopers class is a special skills class that emphasizes handling via a numbered course comprised of hoops in an "X" pattern. The goal of the X-Hoopers class is to demonstrate the handler's ability to direct their dog through a series of hoops, with part of the course having a handler restriction of not passing the wings of the pattern. The handler must create the best path for the dog by communicating with body language and verbal skills for the dog to follow efficiently and rapidly. At the Elite level, the dog will enter the hoop circle 4-6 times.

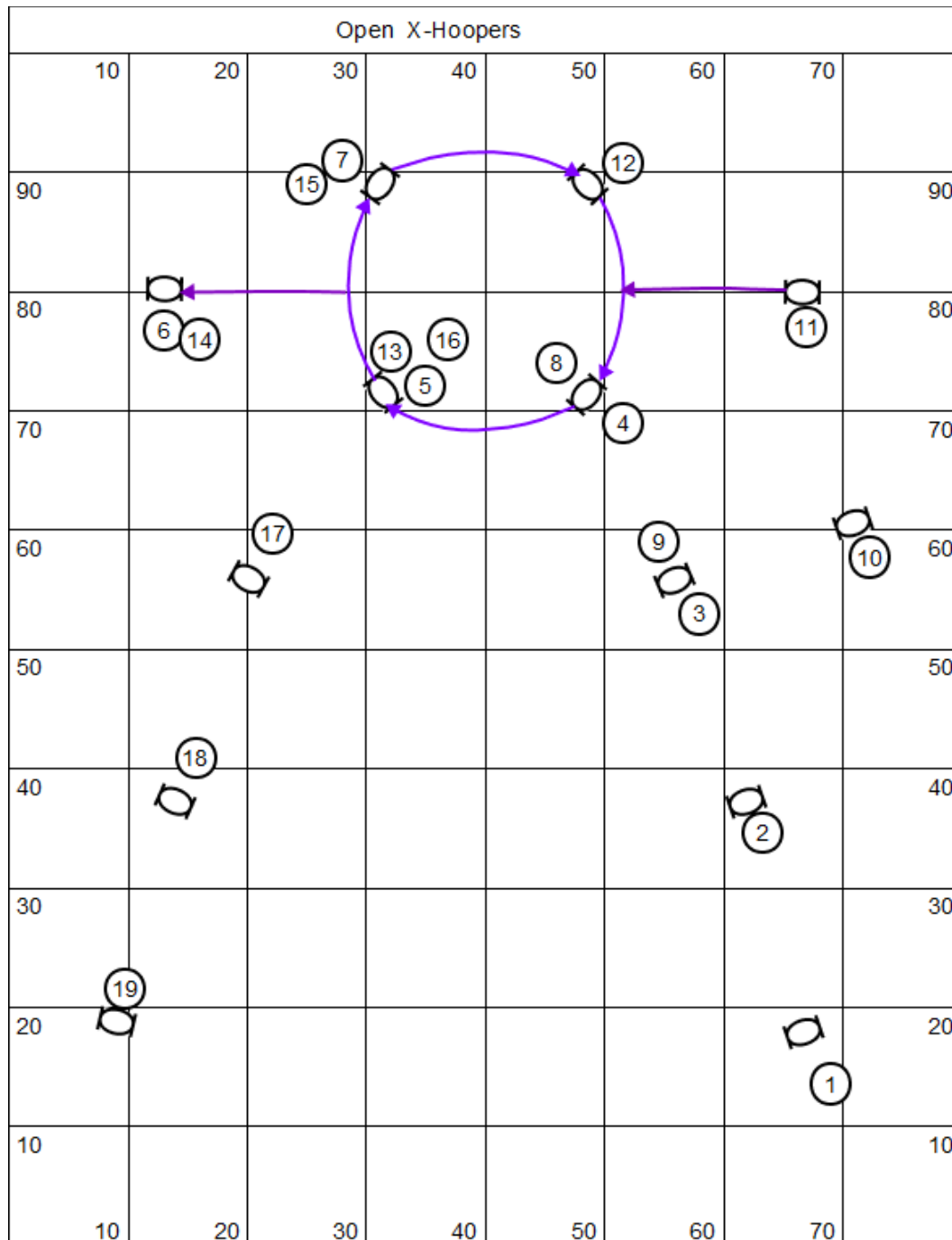
~In April Numbered Hoopers and X-Hoopers will be combining into one class. More info can be found here: nadac.com/RuleChanges.php~



X-Hoopers Class, Open level

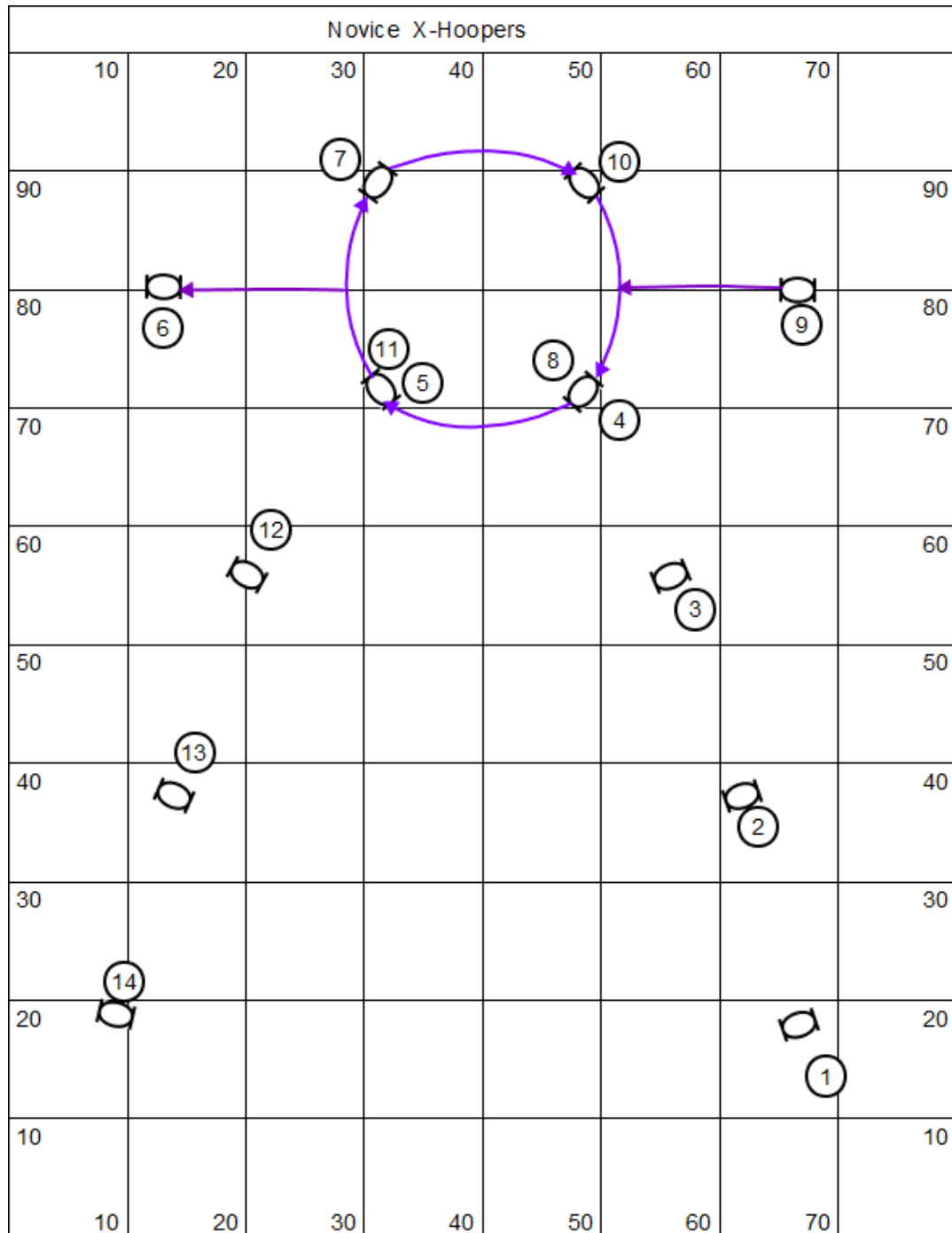
The X-Hoopers class is a special skills class that emphasizes handling via a numbered course comprised of hoops in an “X” pattern. The goal of the X-Hoopers class is to demonstrate the handler’s ability to direct their dog through a series of hoops, with part of the course having a handler restriction of not passing the wings of the pattern. The handler must create the best path for the dog by communicating with body language and verbal skills for the dog to follow efficiently and rapidly. At the Open level, the dog will enter the hoop circle 3-5 times.

~In April Numbered Hoopers and X-Hoopers will be combining into one class. More info can be found here: nadac.com/RuleChanges.php~



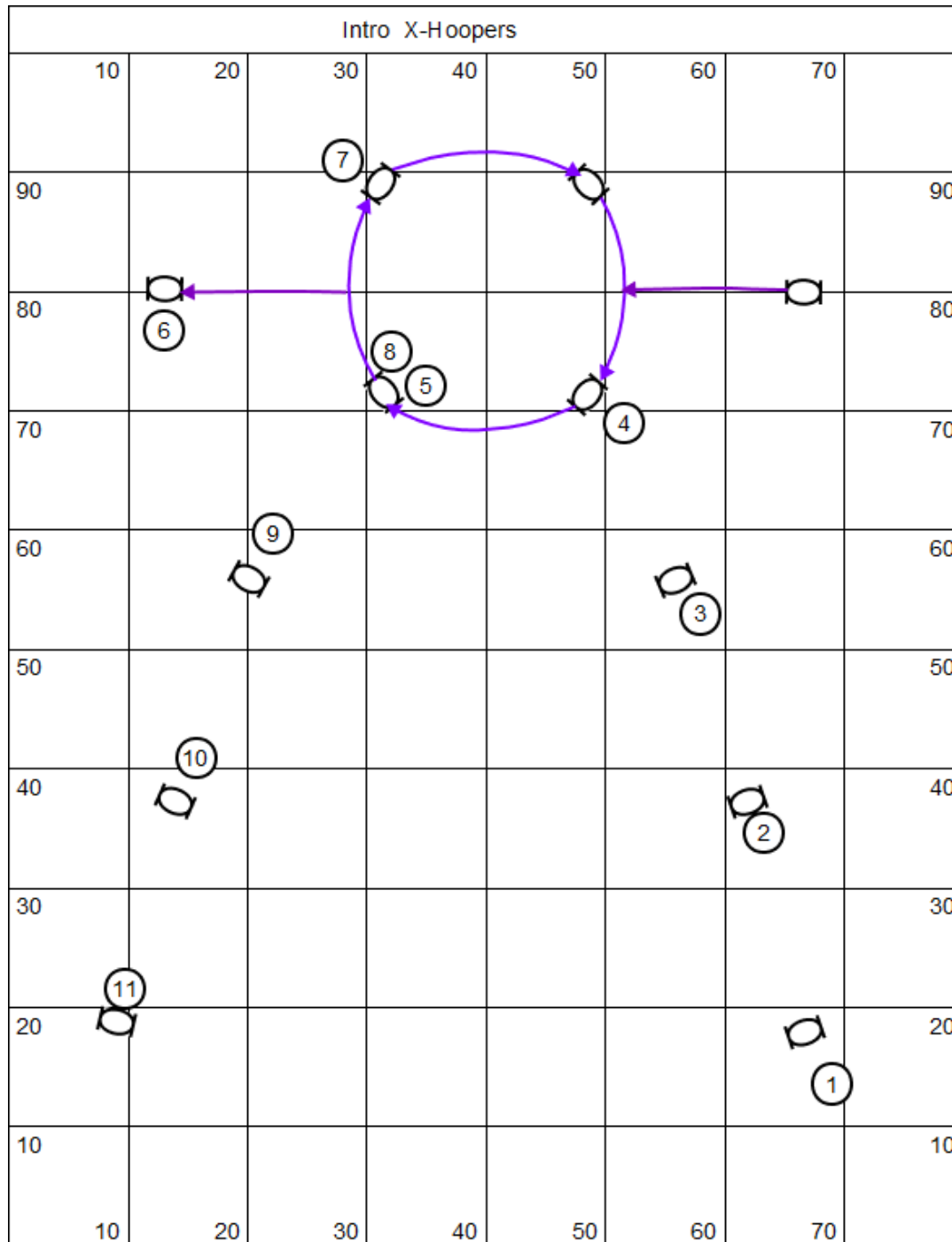
X-Hoopers Class, Novice level

The X-Hoopers class is a special skills class that emphasizes handling via a numbered course comprised of hoops in an “X” pattern. The goal of the X-Hoopers class is to demonstrate the handler’s ability to direct their dog through a series of hoops, with part of the course having a handler restriction of not passing the wings of the pattern. The handler must create the best path for the dog by communicating with body language and verbal skills for the dog to follow efficiently and rapidly. At the Novice level, the dog will enter the hoop circle 3-4 times.



X-Hoopers Class, Intro level

The X-Hoopers class is a special skills class that emphasizes handling via a numbered course comprised of hoops in an “X” pattern. The goal of the X-Hoopers class is to demonstrate the handler’s ability to direct their dog through a series of hoops, with part of the course having a handler restriction of not passing the wings of the pattern. The handler must create the best path for the dog by communicating with body language and verbal skills for the dog to follow efficiently and rapidly. At the Intro level, the dog will enter the hoop circle 1-2 times.



Disciplinary Actions

NADAC endeavors to always maintain a safe and fun environment for all exhibitors and dogs to enjoy the sport of agility. When NADAC receives notification of incidents or issues of concern from a trial the following schedule is utilized to determine the level of the incident and appropriate action to address it. The aim is to address issues of concern with exhibitors as early as possible in their agility journey with their dog so that minor issues can be addressed in a timely manner and prevent the occurrence of higher level incidents.

The following schedule shows the types of issues/incidents that may be addressed and the subsequent action from NADAC. The table is a guide only and reportable incidents are not limited to those listed. Incident reports may be submitted by judges and/or club representatives.

LEVEL 1

- Dog inattentive to handler on multiple occasions
- Dog tugging on the leash at the end of a run
- Visiting ring crew
- Jumping up at the handler repetitively during the run without making contact
- Excessive barking in crating area

Action to be taken

Level 1 incident letter which encourages handlers to work on better behaviors from their dogs

LEVEL 2

- Dog insufficiently trained to perform obstacles in a safe manner
- Exhibitor unable to leash their dog at the end of their run
- Jumping up at handler repetitively during the run and making physical contact

Action to be taken

Level 2 incident letter, which must be presented to the officiating Judge at all NADAC trials. The judge will submit their observations of the dog and report to NADAC whether the behaviors are improved or remain the same or are worse.

LEVEL 3

- Leaving the ring and entering areas where other dogs are crated or waiting to enter the ring.
- Exhibitor engages in verbal intimidation of their dog

Action to be taken

Level 3 incident letter, which must be presented to the officiating Judge at all NADAC trials. The judge will submit their observations of the dog and report to NADAC whether the behaviors are improved or remain the same or are worse.

LEVEL 4

- Dog rushing or growling at other exhibitors, ring crew, Judge or other dogs
- Exhibitor engages in physical intimidation of their dog
- Dog on dog incident without injury

Action to be taken

Suspension from NADAC competition for a specified period of time determined by the NADAC disciplinary committee.

LEVEL 5

- Dog on dog incident causing physical harm
- Dog on person incident causing physical harm
- Exhibitor physically strikes their dog with excessive anger
- Exhibitor physical strikes another person

Action to be taken

Lifetime suspension from NADAC